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UESPWiki – Your source for The Elder Scrolls since 1995 Use school illusions to create light, hide, charm, paralyze or alter the aggression or confidence of actors. In-game description: Cast spells into charm, hide, create light, silence, paralyze, order or influence morality or aggressiveness. Mastery[edit] Mastery Perks[edit] A Beginner can only cast entry-level Illusion spells. Apprentices can cast up the Illusion spell of Apprentice level. A Journeyman can cast an Illusion spell of Journeyman level. An Expert can cast up expert-level Illusion spells. Master can cast all illusion spells. Skill Benefits[edit] When your illusion skills increase, Magicka's cost to cast illusion spells decreases, according to the following equation: Cost = BaseCost \* (1,4 - (0.012 \* Skill)) The maximum value for Skill in this equation is 100; increasing past 100 will not continue to reduce spelling casting costs. Skill Increases[edit] You get 3 experience points each time an illusion spell is cast on the appropriate target, regardless of the magicka cost. General tips for improving spelling casting skills are provided in General Magic Strategies. Many spells illusion beginners are good for exercise. Starlight is the only beginner spell that can be thrown at yourself. Many other beginner spells are cheaper, and can be thrown into any city without negative consequences; Inspiration and Inspiring Touch are the cheapest spells. To create a special exercise spell, the cheapest illusion effect that can be thrown at yourself is Light. Rally is a cheaper effect, but it is impossible to make a cast-on-self Rally mantra (but as above, this effect can be safely thrown at city dwellers). Low range Life Detection spells do not serve as exercise spells. See also: Unique items include: Shrouded Armor, which was given after joining the Dark Brotherhood after the search for A Knife in the Dark. Among other charms, armor fortified illusion skills with 8, while the hood fortified illusion skills with 2. Black Hand Armor is a unique set consisting of robes and hoods. Among other things, the cloak fortified your illusion skills by 11 points, while Black Hand Hood fortified your illusion skills by 4 points. Dialog[edit] When your skills reach 70 or higher, the NPC will start to say: You have the hand of an illusionist. Character Creation[edit] The following races provide an initial skill bonus in illusion: +5 bonuses: Altmer, Argonian, Breton The following standard classes include illusions as the main skills: Agent, Bard, Healer, Knight, Mage, Rogue, Spellsword If you choose Illusion as one Your main skill, you will start with two Illusion spells: Soothing Touch and Starlight. Magic Effect[edit] A list of all standard illusion spells can be found on the Mantra page. The following individual effects are considered part of the Illusion school (see the individual effects page for full details on availability; the Magic Effects article also provides a summary): The following table[edits] provide the messages displayed as your Illusion skills level up. Level Message Apprentice As a New Apprentice Illusion, you know what it is and isn't real, and how to fool your opponent's mind. You can now cast an Apprentice level Illusion spell. Journeyman As the new Journeyman of Illusion, you know what it is and isn't real, and how to fool your opponent's mind. Now you can spell Journeyman-level illusions. Expert As a new Illusionist, you know what it is and isn't real, and how to fool your opponent's mind. You can now cast expert-level Illusion spells. Master As the new Master of Illusion, you know what it is and isn't real, and how to fool your opponent's mind. You can now cast spells of Illusion Master level. The most powerful (but also most expensive) record of all illusion spells in battle is Paralyze. Even the toughest opponents can be easy targets when paralyzed. Act fast: paralysis doesn't last long unless you have a very high-powered spell. Some of the more powerful enemies such as Mankar Camoran and Mehrunes Dagon are immune to paralysis. With demoralization (enemy running), frenzy (enemies attacking each other), commando, invisibility, silence, and paralysis, Magic Illusion has more ways to protect you from battles and injuries than any other magic school. It is excellent as the ultimate stealth skill, and its ability lends itself very well to high difficulty games, where you are unable to take damage. Bravil Mages Guild specializes in illusions; Delphine Jend and Ita Rienus sell the most illusion spells. If you visit apprentice birthsign doomstone you can receive greater power Void Seed. This power fortifies your illusion skills 20 points once a day for 120 seconds. Once your combined Fame and Ugliness reaches 40, you can visit the doom stone of Sithian heaven to receive greater power of the Sithian Web. One of the few benefits of this power is that it fortify your illusion skills 20 points once a day for 120 seconds. UESPWiki – Your source for The Elder Scrolls since 1995 &lt; Oblivion: Magic: Spells This page lists Mantras in illusion schools. EFFECT SPELL NAME ID Cost Where to get Novice Alluring Gaze 000A97AC Charm 12 pts for 30 seconds on Target 21 Delphine Jend Beguiling Touch 000A97AE Charm 12 pts for 30 seconds on Touch 14 Delphine Jend, Selena Orania Charming 0001C4AD Charm 10 pts for 10 seconds on Touch 18 (3\*) Reward for bravil recommendation search. Frenzy 000A9819 Frenzy level 5 for 30 sec on Target (a.k.a. Frenzy 20 pts for 30 seconds on Target) 8 Delphine Jend Illuminate 000A319D Light in 10 ft to 90 seconds on Target 13 Delphine Jend Inspiration 000AA032 Rally 25 pts for 20 seconds on Target 5 5 General Inspiring Touch 000AA033 Rally 25 pts for 30 sec on Touch 5 Delphine Jend Serenity 000A97C6 Calm down to level 2 for 10 seconds on target (aka Calm 10 pts for 10 seconds on Target) 13 Delphine Jend, Ohtesse Soothing Touch 000A97C9 Calm down to level 2 for 15 seconds in Touch (aka Calm 10 pt for 15 seconds on Touch) 13 (you start with this spell if Illusion is one of your main skills) Delphine Jend Starlight 000A9825 Light in 20 ft to 60 seconds on Self 14 (you start with this spell if Illusion is one of your main skills) Calindil, Delphine Jend, Edgar Vautrine, Ungarion Touch of Frenzy 000A981B Frenzy up to level 6 for 30 seconds on Touch (a.k.a. Frenzy 25 pts for 30 seconds on Touch) 7 Delphine Jend Apprentice Command Creature 000A97CE Command Creature up to level 2 for 30 seconds on Target (aka Command Creature 8 pts for 30 seconds on Target) 38 Alberic Litte Command Humanoid 0003C 3F8 Command Humanoid up to level 2 for 30 s on target (aka Humanoid Command 8 pts for 30 s on Target) 48 Alberic Litte Commanding Touch 000A97D0 Creature up to level 3 for 30 s during Touch (a.k.a. Command Creature 12 pts for 30 seconds on Touch) 43 Alberic Litte Eyes of Eventide 000A982F Night-Eye for 15 seconds on Self 33 Calindil, Delphine Jend, Ungarion Heroic Touch 000AA035 Rally 50 pts for 60 seconds at Touch 26 Delphine Jend, Volanaro Heroism 000AA034 Rally 50 pts for 45 seconds on Target 30 Aurelinwae, Delphine Jend Stunning Grasp 000A97AF Charm 24 pts for 30 seconds in Touch 35 Delphine Jend Moonlight 000A9826 Light in 30 ft to 120 seconds on Self 47 Delphine General Pacification 000A97C7 Calm down to level 2 for 20 seconds on Target (aka Calm 10 pts for 20 seconds on Target) 26 Delphine Jend Rage 000A981A Frenzy up to level 10 for 40 sec on Target (aka Frenzy 40 pts for 40 sec on Target) 26 Delphine Jend Seductive Charm 000A97AD Charm 24 pts for 30 seconds on Target 52 Delphine Jend Jend , General Orag gra-Bargol Touch of Fear 000A97D7 Demoralize up to level 3 for 20 seconds in Touch (aka Demoralization 15 pt for 20 seconds in Touch) 31 Delphine Jend Touch of Rage 000A981C Frenzy up to level 18 for 30 seconds in Touch (aka. Frenzy 75 pts for 30 seconds on Touch) 30 Calindil, Delphine Jend Void Gazer 0006D67B Night-Eye for 150 seconds on Self 54 (330\*) M'raaj-Dar Journeyman Calming Touch 000A97CA Quiet up to level 7 for 20 seconds on Touch (a.k.a. Calm down 30 pts for 20 seconds at Touch) 73 Aurelinwae, Delphine Jend Candlelight 000A9827 Light in 40 ft to 180 seconds on Self 103 Aurelinwae , Ita Rienus Chameleon 000A97CB Chameleon 25% for 30 seconds on Self 116 Ita Rienus Deathly Visage 0006D681 See-through for 35 seconds on Self 112 (140\*\*) M'raaj-Dar Debilitate 000A9838 Paralyze for 3 seconds on Touch 142 Ita Rienus Dominating Touch 000A97D1 Command Creature up to level 6 for 30 seconds in Touch (a.k.a. Command Creature 24 pts for 30 seconds on Touch) 105 Athragar , Borissean Captivating Presence 000A97FF Charm 24 24 in 20 ft to 20 seconds on Target 105 Delphine Jend, Volanaro Eyes of Midnight 000A9830 Night-Eye for 30 seconds on Self 66 Aurelinwae, Ita Rienus Hush 00027441 Silent for 10 seconds on Target 90 Ita Rienus Shadow Shape 000A97BE Translucent For 30 seconds on Yourself 120 Ita Rienus Shroudwalk 00 06D678 Chameleon 15% to 30 seconds on Self 98 (60\*) M'raaj-Dar Voice of Dread 000A97D5 Demoralize up to level 5 for 20 seconds on target (a.k.a. Demoralization 20 pts for 20 seconds on target) 68 Ita Rienus Sound Lifting 000A97B0 Charm 36 pts for 30 seconds on Target 88 Aurelinwae, Expert Ita Rienus Black Winter 0006D67D Paralyzed for 2 seconds on Target Frost Damage 20 pts on Target 200 (193\*) M'raaj-Dar , Dark Brotherhood Killer #Mage Dominating Creatures 000A97CF Command Creature up to level 9 for 30 seconds on target (a.k.a. Command Creature 36 pts for 30 s on Target) 265 Athragar, Aurelinwae Dominating Humanoid 0003C3F9 Humanoid Command up to level 9 for 30 s on Target (aka Humanoid Command 36 pts for 30 dk on Target) 331 Athragar, Selena Orania Fearful Gaze 000A97D6 Demoralized up to level 7 for 30 seconds on Target (aka Demoralization 30 pt for 30 seconds on Target) 171 Ita Rienus Ghostwalk 000A97BF See-through for 60 seconds on Self 240 Ita Rienus, Raminus Polus Paralyzes 000A9839 Paralyzed for 7 seconds on Touch 332 Ita Rienus, Raminus Polus Mute 000AA04C Silent in 15 ft for 15 seconds on Target 303 Ita Rienus, Raminus PolUs Shadow 000A97CC Chameleon 50% to 30 seconds on Self 282 Gaspar Stegine, Ita Rienus Torchlight 000A9828 Light in 50 ft to 240 seconds on Self 183 Ita Rienus , Raminus Polus Will from Sithis 0006D679 Humanoid Command up to level 6 for 25 seconds on target (a.k.a. Humanoid Commando 25 pts for 25 seconds on Target) 315 (173\*) M'raaj-Dar Master Cloak 000A97CD Chameleon 75% to 30 seconds on Self 474 Borissean Daylight 000A9829 Light in 60 ft for 480 seconds on Self 462 Gaspar Stegine Grasp of Terror 000A97D8 Demor up to 20 to 30 seconds in Touch (aka Demoralization 80 pt for 30 seconds on Touch) 401 Aurelinwae, Ita Rienus Paralyze 000A983A Paralyze for 10 seconds on Touch 475 Aurelinwae, Borissean Silence 000AA04D Silent in 15 ft to 20 seconds on Target 405 Borissean, Gaspar Stegine Spectral Form 000A97C0 Invisibility for 120 seconds on Self 480 Ita Rienus Scary Presence 000A97D9 Demoralization up to level 17 for 30 seconds on target (a.k.a. Demoralization 70 pt for 30 seconds on target) 507 Construction Raminus Polus Only Sets Chameleon 0005DCC0 Chameleon 10% to 12 seconds on Self 14 (Entry Level) Registered in CS, but not available in Minor Invisibility 0005DCC1 Invisibility game for 6 seconds on CS Registered Self 24 (Novice Level) but not available in Spell Notes[edit] games for most spells match the value you will count from the Spell Cost equation. In other words, if you make the same spell in Spellmaking Altar it will have the same magicka cost as the default spell. Default, there are some notable exceptions, such as those owed in the table. Spells that are bad deals, i.e. more expensive than custom spells, are red; the mantra that is a good deal is green. Magicka charges if you make a special spell in Spellmaking Altar displayed in parentheses. The cost for spells depends on your skills at school (as modified by Luck, see Magic Overview). The basic value provided is the magicka cost when your skill level is 33. For other skill levels, magicka costs can be determined from: Cost \* (1.4 - 0.012 \* Skill) Level shows what skill level you have to achieve (or surpass) to use spells. Skill Level 0-24 = Novice, 25-49 = Apprentice, 50-74 = Journeyman, 75-99 = Expert, 100 = Master The basic cost in gold that you have to pay to buy spells is always triple the current magicka mantra fee, taking into account your character's skill level and luck. (The actual fees you pay are increasing based on how well you bargain with merchants). Therefore, if you have Fortify Skill or Fortify Luck spells/useful potions, you can get a much better deal when buying spells. Spell.

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