



## New Spells from the Guild!

As part of a new initiative to share with its members the benefits of various magical explorations, the Mages' Guild will be sending out booklets containing spells that have recently been invented or uncovered by our organization. The combination of these booklets provide our members with a brilliant overview of new spells to experiment within the boundaries of Guild policy. The Mages Guild Mailer forms the latest development in Tamrielic arcane advancement, to the benefit of all its denizens.

In this wondrous second issue, you are granted a series of new spells in the school of Conjuration, useful for a wide variety of spellcasters. The mysteries from beyond the Mundus are unveiled to those who practice their skills in Conjuration—albeit partially. The discipline of summoning arcane weaponry or searching the planes for creatures to bind to your will is one that is met with awe and fascination. The wonders of Conjuration open many doors, some of which you might later come to regret...

### Conjure Daedric Menagerie

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a soul gem)

**Duration:** Concentration, up to 1 hour

**Classes:** *mage, sorcerer*

You summon any number of daedra with a combined challenge rating of 3/4 or lower (such as three daedra of challenge rating 1/4 or a daedra of challenge rating 1/2 alongside a daedra of challenge rating 1/4). If a chosen daedra has a challenge rating of 1/8 or lower, instead treat it

as 1/4 for the purposes of this spell. The chosen daedra appear in adjacent unoccupied spaces of your choice within range. A summoned daedra disappears when it reaches 0 hit points or when the spell ends.

Roll initiative for the summoned creatures as a group, which have their own turns. When you summon them and on each of your turns thereafter, you can issue a verbal command to them (requiring no action on your part), telling them what they must do on their turns. If you issue no command, the daedra spend their turns defending themselves from hostile creatures.

At the end of each minute of the spell's duration, each summoned daedra makes a Personality saving throw. On a successful save, your control of that daedra ends for the rest of the duration, and it spends its turns acting according to its nature, which may include attacking you or your allies. If you stop concentrating on the spell before it reaches its full duration, a daedra that has become uncontrolled doesn't disappear for 1d6 minutes or until it reaches 0 hit points, during which you are unable to concentrate on spells.

**At Higher Levels.** When you cast this spell at 3rd level, the combined challenge rating of the daedra increases to 1 1/2. When you cast this spell at 4th level or higher, the combined challenge rating increases by an additional 1 1/2 per each spell level above 3rd.

## Blade Cloak

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

**Classes:** *nightblade*

You conjure three spinning daedric daggers, which float in the air around you for the duration. After a creature makes an attack roll against you during the spell's duration, one of the spinning daggers quickly flies toward your attacker in retaliation. The dagger deals 2d6 piercing damage to the attacker, and then disappears. The spell ends early when no daggers remain or when ended as an action.

**At Higher Levels.** When you cast this spell at 3rd level or higher, you conjure one additional dagger per spell level above 2nd.

## Channel Storm

*6th-level conjuration*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (a drop of rain water)

**Duration:** Concentration, up to 10 minutes

**Classes:** *sorcerer, warden*

You summon a brewing, violent storm cloud in the shape of a cylinder that is 20 feet tall with a 30-foot radius, centered on a point within range directly above you. The spell fails if you can't see a point in the air where the storm could appear (for example, if you are in a room that can't accommodate the cloud.) In the area below the cloud, creatures have disadvantage on Willpower (Perception) checks that rely on hearing and the area is lightly obscured, due to thunder and heavy rain.

When you cast the spell, choose up to six points that you can see under the cloud. Bolts of lightning strike down from the cloud to those points. Each creature within 5 feet of a point must make an Agility saving throw. A creature takes 4d10 lightning damage on a failed save, or half as much on a successful one. A creature does not take this damage twice if the areas of the points overlap.

As a bonus action on subsequent turns, you can move the storm up to 30 feet in a horizontal direction of your choice. On each of your turns, until the spell ends, you can use your action to call down another series of bolts of lightning from the storm.

If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

## **Hammering Doom**

*3rd-level conjuration*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

**Classes:** *crusader, sorcerer, spellsword*

You conjure a spectral hammer that floats next to you for the duration. The next time you hit a creature with a weapon attack before this spell ends, the hammer flies forward and strikes the creature down. The weapon attack deals an extra 3d8 force damage, and the target must succeed on a Strength saving throw or be pushed 10 feet away from you and become dazed.

At the end of its turns, a dazed target can make an Endurance saving throw. If it succeeds, this effect ends for that target.

**At Higher Levels.** When you cast this spell at 4th level or higher, the damage increases by 1d8 for each level above 3rd

## Echo Weapon

*3rd-level conjuration*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** 1 minute

**Classes:** *necromancer, nightblade, spellsword*

A magical echo of your weapon appears and floats beside you, duplicating attacks you make. Once per turn when you hit a target with a melee weapon attack, you can roll the weapon's damage again (including the modifier) and add it to the total, as the echo strikes the target again just a moment later. If you landed a critical hit, the damage dice from the echo are not doubled.

**At Higher Levels.** When you cast this spell at 6th level or higher, a second echo appears, allowing you to add an additional damage roll.

## Fyr's Create Clone

*8th-level conjuration*

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (A vessel worth at least 500 septims that has a sealable lid and is large enough to hold the creature being cloned, such as a huge urn, coffin, mud-filled cyst in the ground, or crystal container filled with salt water, and an ounce of flesh from the caster, which the spell consumes)

**Duration:** Instantaneous

**Classes:** *mage, necromancer, sorcerer*

When casting this spell, a new form begins to take shape inside of the vessel containing your flesh. The budding form slowly morphs into your clone and takes 120 days to mature while kept in the vessel. The clone appears as closely to yourself as you wish. You can alter the age, sex, height, weight, or any other other cosmetic appearance of the clone, with the exception that it shares your ancestry and creature size.

When the clone is complete, you choose its stat block from any humanoid creature with a CR of 6 or lower. If the chosen stat block has legendary resistances, legendary actions, or lair actions, it cannot use these. If it has spellcasting, it can't cast spells of 7th level or higher.

The clone becomes an NPC under the GM's control. It is friendly to you, but this may change depending on how you treat it.

## Missile Spray

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** Special (30-foot cone)

**Components:** V, S, M (a piece of nonmagical ammunition or a weapon with the thrown property worth 1 septim)

**Duration:** Instantaneous

**Classes:** *nightblade, spellsword*

You fire a piece of ammunition or throw a weapon at a point you can see within the weapon's normal range, where a phantasmal storm of copies of the weapon or ammunition shoot forward then disappear. Each creature in a 30-foot cone originating from the point you chose must make an Agility saving throw. A creature takes 5d4 damage on a failed save, or half as much damage on a successful one. The damage type is the same as that of the weapon or ammunition used as a component.

**At Higher Levels.** When you cast this spell at 3rd level or higher, the damage increases by 2d4 for each spell level above 2nd.

## Murderous Strike

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a crow caller from Evergloom)

**Duration:** Concentration, up to 1 minute

**Classes:** *nightblade, sorcerer, warden*

You magically call forth a murder of crows from the realm of Evergloom to assail a target of your choice within range. Make a ranged spell attack on the target. On a hit, the target takes 2d6 piercing damage, and it is surrounded by crows for the spell's duration or until the target or a creature within 5 feet of it uses its action to shoo away the crows. A creature surrounded by crows takes 1d6 piercing damage at the start of each of its turns.

**At Higher Levels.** When you cast this spell at 2nd level or higher, the initial damage and the damage dealt on subsequent turns by the spell each increase by 1d6 for each spell level above 1st.

## Mystic Binding

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 8 hours

**Classes:** *mage, nightblade, sorcerer, spellsword*

You conjure the spirit of a lesser daedra and bind it into the form of a nonmagical tool or weapon of your choice, which appears in your hand and persists for the duration. The object has a daedric or spectral appearance, and it can't be held by other creatures, but it otherwise behaves identically to a normal object of the same type.

At any time during the spell's duration, you can use a bonus action to temporarily dismiss the object into Oblivion, or to cause it to reappear in your hand.

You can't have more than one object bound by this spell at a time.

**At Higher Levels.** When you cast this spell at 3rd level or higher and use it to create a weapon, you can choose for the weapon to be a magical weapon which uses your spellcasting attribute modifier, in place of Strength or Agility, for its attack and damage rolls.

## Scorching Tremors

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (shalk dung)

**Duration:** Instantaneous

**Classes:** *warden*

You cause up to four creatures on the ground in range to be assaulted by an explosion from directly beneath them. Each target must make an Agility saving throw. A target takes 5d8 fire damage on a failed save and falls prone if it is Large or smaller, or takes half as much damage on a successful one and does not fall prone.

**At Higher Levels.** When you cast this spell at 4th level or higher, you can target one additional creature for each level above 3rd.

## Solar Storm

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Classes:** *crusader, mage, priest, sorcerer, warden*

You channel the magicka of Aetherius into a 5-foot-diameter ball of searing light, which appears in a space you choose within range. The ball of light does not occupy its space, and it sheds bright light, which is sunlight, to a distance of 30 feet around itself, as well as dim light for an additional 30 feet.

A creature that starts its turn in the same space as the ball of light or enters that space for the first time on a turn must make an Endurance saving throw. On a failed save, the creature takes 6d6 radiant damage and is blinded until the end of its next turn. On a successful save, the creature takes half as much damage and is not blinded.

You can use a bonus action on each of your turns for the duration to move the ball of light up to 30 feet.

**At Higher Levels.** When you cast this spell at 7th level or 8th level, you create two balls of light. When you cast this spell at 9th level, you create three balls of light. Each ball can be controlled independently with the same bonus action. A creature can only be harmed by one of the balls of light per turn.

## Spirit Knife

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S

**Duration:** Instantaneous

**Classes:** *mage, necromancer, nightblade, sorcerer, spellsword*

You summon a blade of pure Daedric magic and strike out at your foe with it. Make a melee spell attack. On a hit, the target takes 1d10 force damage. If you make the attack roll with advantage, the attack hits regardless of the target's AC.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

## Summon Anthropoid Daedra

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a tablet inscribed with daedric runes and inlaid with precious stones worth at least 1,600 septims)

**Duration:** Concentration, up to 1 hour

**Classes:** *sorcerer*

You call forth a daedric being in humanoid form. This corporeal form uses the Anthropoid Daedra stat block. When you cast the spell, choose a profession: Warrior, Marksman, or Mage, and also choose a damage type: fire, cold, lightning, necrotic, or radiant. The creature resembles a Dremora, Golden Saint, or similar being with equipment corresponding to the chosen profession, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

**At Higher Levels.** When you cast this spell at 5th level or higher, use the higher level wherever the spell's level appears in the stat block.

### **Anthropoid Daedra**

*Medium Fiend (Daedra)*

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**Armor Class** 11 + the level of the spell (natural armor) + 2 (Warrior only)

**Hit Points** 50 (Warrior and Marksman only) or 40 (Mage only) + 10 for every spell level above 4th

**Speed** 30 ft. or 40 ft. (Marksman only)

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**STR** 17 (+3)   **AGI** 16 (+3)   **END** 15 (+2)   **INT** 10 (+0)   **WIL** 11 (+0)   **PER** 14 (+2)

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**Damage Resistances** the damage type you chose when you cast this spell

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Daedric, the languages you speak

**Challenge** —

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**Daedric Weapons.** The daedra's weapon attacks are magical.

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**Multiattack.** The daedra makes a number of attacks equal to half this spell's level (rounded down). It can use Daedric Blast in place of one of these attacks (Mage only).

**Daedric Sword (Warrior Only).** *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 2d6 + 3 + the spell's level slashing damage.



**Daedric Bow (Marksman Only).** *Ranged Weapon Attack:* your spell attack modifier to hit, range 120 ft., one target. *Hit:* 1d12 + 3 + the spell's level piercing damage.

**Daedric Spell (Mage Only).** *Melee or Ranged Spell Attack:* your spell attack modifier to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 2d8 + the spell's level damage of the type you chose when you cast this spell

**Daedric Blast (3/Day) (Mage Only).** The daedra creates a 10-foot radius sphere of destructive energy centered on a point the daedra can see within 60 feet of it.. Each creature in that area must make an Agility saving throw against your spell save DC. A creature takes 2d6 + the spell's level damage of the type you chose when you cast this spell on a failed save, or half as much damage on a successful one.

## Summon Atronach

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a charred and frozen arcane focus worth at least 1,200 septims)

**Duration:** Concentration, up to 1 hour

**Classes:** *mage, sorcerer*

You call forth an atronach from one of the uncountable Outer Realms. This corporeal form uses the Summoned Atronach stat block. When you cast the spell, choose a damage type: cold, fire, or lightning. The summoned creature is an atronach formed of an element corresponding to the chosen damage type, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

**At Higher Levels.** When you cast this spell at 4th level or higher, use the higher level wherever the spell's level appears in the stat block.

## Summoned Atronach

*Medium or Large (your choice) Elemental (daedra)*

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**Armor Class** 11 + the level of the spell (natural armor)

**Hit Points** 30 + 10 for every spell level above 3rd

**Speed** 30 ft.

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**STR** 18 (+4)   **AGI** 8 (-1)   **END** 16 (+3)   **INT** 10 (+0)   **WIL** 11 (+0)   **PER** 14 (+2)

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**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison, the chosen damage type

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Daedric, the languages you speak

**Challenge** —

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**Elemental Aura.** At the start of each of the atronach's turns, each creature within 5 feet of the atronach takes an amount of damage of the chosen type equal to the spell's level. If the chosen type is fire, the atronach sheds bright light to a distance of 30 feet and dim light for another 30 feet.

**Float.** Instead of walking, the atronach can choose to hover a few feet above the ground. While hovering, the atronach can move across water, and it ignores difficult terrain.

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**Multiattack.** The atronach makes a number of attacks equal to half this spell's level (rounded down).

**Slam.** *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d10 + 4 bludgeoning damage + an amount of damage of the chosen type equal to the spell's level

**Destructive Bloom.** *Ranged Spell Attack:* your spell attack modifier to hit, range 60 ft., one target or two targets within 5 feet of each other. *Hit:* 1d10 + 2 + the spell's level damage of the chosen type.

## Summon Monstrous Daedra

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a tablet inscribed with daedric runes and inlaid with precious stones worth at least 1,200 septims)

**Duration:** Concentration, up to 1 hour

**Classes:** *sorcerer*

You call forth a daedric being in monstrous form. This corporeal form uses the Monstrous Daedra stat block. When you cast the spell, choose the creature's form: Brute, Creeper, or Winged. The creature resembles a daedra with the chosen form, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no

action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

**At Higher Levels.** When you cast this spell at 4th level or higher, use the higher level wherever the spell's level appears in the stat block.

## Monstrous Daedra

*Medium Fiend (Daedra)*

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**Armor Class** 11 + the level of the spell (natural armor)

**Hit Points** 35 + 15 for each spell level above 3rd

**Speed** 30 ft.; fly 40 ft. (Winged Only)

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**STR** 16 (+3)   **AGI** 14 (+2)   **END** 15 (+2)   **INT** 9 (-1)   **WIL** 10 (+0)   **PER** 11 (+0)

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**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Daedric, understands the languages you speak

**Challenge** —

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**Charge (Brute Only).** If the daedra moves at least 15 feet straight towards a target and hits it with a rend attack on the same turn, the target must succeed on a Strength saving throw against your spell save DC or take 1d6 bludgeoning damage and be knocked prone.

**Flyby (Winged Only).** The daedra doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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**Multiattack.** The daedra makes a number of attacks equal to half this spell's level (rounded down).

**Rend.** *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 + the spell's level piercing damage.

**Bolt (Creeper Only).** *Ranged Spell Attack:* your spell attack modifier to hit, range 150 ft., one target. *Hit:* 1d10 + the spell's level force damage

## Swarm of Fetcherflies

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** Self (30-foot cone)

**Components:** V, S, M (a sprig of oak)

**Duration:** Instantaneous

**Classes:** *mage, warden*

You summon an overwhelming swarm of glowing fetcher flies that rush at your enemies. Each creature within a 30-foot cone must make a Strength saving throw. On a failed save, a creature takes 2d8 fire damage and gets the burning condition. On a successful save, it takes half damage and does not start burning. Objects within range that aren't being worn or carried in the cone ignite.

**At Higher Levels.** When you cast this spell at 3rd level or higher, the damage and the size of the cone increase by 1d8 and 10 feet for each spell level above 2nd.

## **Venom Arrow**

*1st-level conjuration*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** S, M (a piece of ammunition)

**Duration:** Concentration, up to 1 minute

**Classes:** *nightblade, spellsword, warden*

You place a potent brand on a piece of munition, causing it to ooze a noxious green ichor. The next time you hit with a ranged weapon attack during the spell's duration, the weapon's ammunition inflicts its harmful effects. The attack deals an extra 2d6 poison damage and the target must succeed on an Endurance saving throw or be poisoned for the spell's duration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The piece of ammunition then returns to its normal form.

**At Higher Levels.** When you cast this spell at 2nd level or higher, the poison damage increases by 1d6 for each spell level above 1st.

## **Waterspout**

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** Self (30-foot line)

**Components:** V, S, M (an open flask of water)

**Duration:** Instantaneous

**Classes:** *mage, sorcerer, warden*

You shoot out a forceful jet of raging water in a 30-foot line that is 5 feet wide. Each creature in that line must make an Agility saving throw. On a failure, a target takes 3d6 bludgeoning damage and, if it is Large or smaller, is pushed up to 20 feet away from you and knocked prone.

On a successful save, a target takes half as much damage and is neither pushed nor knocked prone.

**At Higher Levels.** When you cast this spell at 2nd level or higher, the damage increases by 1d6 for each spell level above 1st. When you cast this spell at 5th level or higher, Huge creatures are affected by the spell's push and knock prone effect.

***Designers:***

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