

Hermetic Magic Guidelines in *Ars Magica* Definitive Edition

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Introduction

This index of spell guidelines has been consolidated by Dr. Guillaume “Sobek” DIDIER, based on the Definitive Edition and the previous Supplemental Guidelines compendium by Christopher ALLEN^[1], as well as *The Complete Corpus in Friendly Markdown Format*, by “Original Madman”^[2]. Please reach out via e-mail (guillaume.didier@outlook.fr) or discord (sobekphd) if you have any feedback.

SPELL DAMAGE

Many spells have damage listed in the form +X. This is an abbreviation for stress die + X. The damage inflicted by such spells varies from one casting to another. The target resists this damage with their Soak Total + stress die.

REDUNDANT GUIDELINES

Many teleportation guidelines have been unified in the definitive edition, and defined as additional magnitudes for distance on the Teleport instantly to 5 pace. For ease of use, we have also kept the individual distance increment, in a gray and smaller font. Similarly, other guidelines which are actually consequence of another more fundamental guideline are grayed out, but kept for ease of use, when both can be found in the books. For instance, circular wards (Touch, Ring, Circle) correspond to the normal base + 3 Magnitudes.

BOOK TITLE ABBREVIATIONS

[AMDE]	<i>Ars Magica Definitive Edition.</i>
[A&A]	<i>Art & Academe.</i>
[AM]	<i>Ancient Magic.</i>
[App]	<i>Apprentices.</i>
[Cov]	<i>Covenants.</i>
[DI]	<i>Dies Irae.</i>
[HMRE]	<i>Hedge Magic Revised Edition.</i>
[HoH:S]	<i>Houses of Hermes: Societates.</i>
[HoH:TL]	<i>Houses of Hermes: True Lineages.</i>
[HP]	<i>Hermetic Projects.</i>
[LoH]	<i>Legends of Hermes.</i>
[ML]	<i>Mythic Locations.</i>
[MoH]	<i>Magi of Hermes.</i>
[RoP:M]	<i>Realms of Power: Magic.</i>
[RoP:TI]	<i>Realms of Power: The Infernal.</i>
[TC&TC]	<i>The Cradle & The Crescent.</i>
[TCI]	<i>The Contested Isle: The Hibernian Tribunal.</i>
[TME]	<i>Transforming Mythic Europe.</i>
[TMRE]	<i>The Mysteries, Revised Edition.</i>



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Animal

Animal spells affect all natural living things that are not plants or humans, doing to animals what Mentem and Corpus spells do to people. Animal spells may affect any animal-like mind or body. They also affect things made with animal products, such as leather, bone, or wool.

To tell if an Animal spell will affect the mind of a creature, determine from the animal's Characteristics if it has Cunning or Intelligence. If the creature has Intelligence, a Mentem spell must be used. If it has Cunning, an Animal spell must be used. When a creature or person who has an Intelligence Characteristic is shapechanged, Animal spells that affect the mind are not effective. Instead, Mentem spells are needed. However, the body of such a being may be affected by Animal spells, including spells like *The Falcon's Hood* (PeAn 20).

If a human body has animal parts (such as bat wings), those parts can be affected by Animal spells, even though the rest of the body is only affected by Corpus spells.

A Bjornaer magus in animal form is truly an animal, so his mind is affected by Animal spells rather than Mentem spells, and his body by Animal spells rather than Corpus spells. However, spells with continuing effects cast on one form continue to affect the other. Most shapechangers do not change their essential nature, which remains human, so their bodies can still be affected by Corpus spells, as well as by Animal.

A basic Individual for Animal is an animal of about the same size as a pony, Size +1 or lower^[AMDE, p. 314].

CREO ANIMAL

Most Animal spells cannot be used with Personal range, so the level of a spell must be higher than the guidelines given.

To create treated animal products (like leather, jointed meat, and cloth) add one magnitude to the level necessary to create the equivalent amount of dead animal. To create treated and processed animal products, such as a leather jacket or a woolen tunic, add two magnitudes to the level necessary to create the equivalent amount of dead animal.

In order to influence the behavior of created animals, a Rego requisite is required, and as this is an additional effect it adds at least one magnitude to the spell level. Otherwise they just do what comes naturally.

Creo Animal botches often produce the wrong sort of animal, or produce an animal enraged with the caster.

Level 1:

- Give an animal a +1 bonus to Recovery rolls^[AMDE, p. 315].

Level 2:

- Give an animal a +3 bonus to Recovery rolls^[AMDE, p. 315].
- Preserve a corpse from decay^{[AMDE, p. 315][Cov, p. 50]}.

Level 3:

- Give an animal a +6 bonus to Recovery rolls^[AMDE, p. 315].

Level 4:

- Give an animal a +9 bonus to Recovery rolls^[AMDE, p. 315].

Level 5:

- Create an animal product, such as spidersilk or wool^[AMDE, p. 315]. (N.B., an Individual is a single hair, hide, tusk.)
- Create an insect or similar bug^[AMDE, p. 315].
- Give an animal a +12 bonus to Recovery rolls^[AMDE, p. 315].
- Cure a Minor animal disease^[DI, p. 102].

Level 10:

- Create the corpse of an animal^[AMDE, p. 315].
- Create a bird, reptile, fish, or amphibian^[AMDE, p. 315].
- Give an animal a +15 bonus to Recovery rolls^[AMDE, p. 315].
- Cure a Serious animal disease^[DI, p. 102].

Level 15:

- Heal a Light Wound^[AMDE, p. 315].
- Give an animal a +18 bonus to Recovery rolls^[AMDE, p. 315].
- Create a mammal^[AMDE, p. 315].
- Cause an animal to reach full maturity over the course of a single day or night. This accelerated maturation only applies during the spell's Duration, and thus full effect requires a Sun Duration spell cast early in the day or night^[AMDE, p. 315].
- Cure a Major animal disease^[DI, p. 102].

Level 20:

- Heal a Medium Wound^[AMDE, p. 315].
- Give an animal a +21 bonus to Recovery rolls^[AMDE, p. 315].
- Cause an animal to reach full maturity over the course of about two hours^[AMDE, p. 315].
- Cure a Critical animal disease^[DI, p. 102].

Level 25:

- Stop the progress of a disease^[AMDE, p. 315].
- Heal a Heavy Wound^[AMDE, p. 315].
- Restore a lost sense^[AMDE, p. 315].
- Restore a lost limb^[AMDE, p. 315].
- Cure a disease, counteracting its effects^[AMDE, p. 315]. (Unless cast as a Momentary Ritual, this is the same as stopping the progress of a disease.)
- Cause an animal to reach full maturity over the course of ten Diameters (twenty minutes)^[AMDE, p. 315].
- Stop the progress of any disease. Cure any disease counteracting its effects^[DI, p. 102].

Level 30:

- Heal an Incapacitating Wound^[AMDE, p. 315].
- Increase one of an animal's Characteristics by one point, to no more than the average score for that kind of animal^[AMDE, p. 315].
- Cause an animal to reach full maturity over the course of a single Diameter^[AMDE, p. 315].

Level 35:

- Heal all wounds^[AMDE, p. 315].
- Increase one of an animal's Characteristics by one point, to no more than one higher than the average for its kind^[AMDE, p. 315].

Level 40:

- Increase one of an animal's Characteristics by one point, to no more than two higher than the average for that kind of animal^[AMDE, p. 315].
- Cause an animal to reach full maturity in a moment^[AMDE, p. 315].

Level 45:

- Increase one of an animal's Characteristics by one point, to no more than three higher than the average for its kind^[AMDE, p. 315].

Level 50:

- Create a magical beast. When creating a magical creature, the Magic Might of the creature cannot exceed the level of the spell, and requisites must be included for any special powers (for example, Ignem if it can breathe fire, Rego and Mentem if it can control people's minds). A Vim requisite, for the magical nature, is always required^[AMDE, p. 315].
- Increase one of an animal's Characteristics by one point, to no more than four higher than the average for its kind^[AMDE, p. 315].

Level 55:

- Increase one of an animal's Characteristics by one point, to no more than five higher than the average score for that kind of animal. A greater increase is not within the natural range for the animal, and thus cannot be effected by Creo magic^[AMDE, p. 315].

Level 75:

- Raise an animal from the dead^[AMDE, p. 315].

INTELLEGO ANIMAL

When you try to get information from an animal, remember that its memories are gathered through its particular senses, with their particular strengths and weaknesses. For example, dogs remember much about odors of various things, but often forget details of how they looked. Animals do not remember human words, but might remember tone of voice and such. You may not get the exact information you are looking for.

To communicate with an animal, you must bring yourself to the animal's mental level — a process that might have strange, though temporary, effects on you. For example, you might have a craving for raw meat or speak very slowly for a moment after communicating with a bear.

Since Animal includes aspects of both Corpus and Mentem with regard to beasts, guidelines that apply to the latter two may apply to Animal. InCo and InMe may be referred to for additional ideas.

Botches with InAn normally result in false information.

Level 1:

- Get a mental image of an animal^[AMDE, p. 316].
- Sense a supernatural creature of Might 50 or above with a Might associated with Animal^[RoP:M, p. 111].

Level 2:

- Sense a supernatural creature of Might 40 or above with a Might associated with Animal^[RoP:M, p. 111].
- Count the number of individuals in the spell Target^[TMRE, p. 93].

Level 3:

- Sense the state of consciousness of a beast^[AMDE, p. 316].
- Get general information about an animal's body^[AMDE, p. 316].
- Sense a supernatural creature of Might 30 or above with a Might associated with Animal^[RoP:M, p. 111].
- Count the number of individuals in the spell Target, divided into apparent categories^[TMRE, p. 93].

Level 4:

- Sense the dominant drive of a beast^[AMDE, p. 316].
- Learn a specific fact about an animal's body^[AMDE, p. 316].
- Sense a supernatural creature of Might 15 or above with a Might associated with Animal^[RoP:M, p. 111].
- Sort the individuals in the spell Target into categories and count them^[TMRE, p. 93].

Level 5:

- Learn the origin, age, and history of something made of animal products^[AMDE, p. 316].
- Sense any supernatural creature with a Might associated with Animal^[RoP:M, p. 111].

Level 10:

- Speak with an animal^[AMDE, p. 316].
- Read an animal's surface thoughts^[AMDE, p. 316].

Level 15:

- Read the recent memories of a beast^[AMDE, p. 316].

Level 20:

- Thoroughly probe the mind of a beast^[AMDE, p. 316].

MUTO ANIMAL

Animals granted new abilities, such as wings, will need a few minutes to get used to them. When transforming things, you can transform things that they are carrying with appropriate requisites. For example, you could transform a horse and its armor with a Terram requisite.

Animals are not infinitely mutable, and using too many of these spells for too long on an animal can warp its natural constitution and even destroy it. Muto Corpus spells may be examined to get additional ideas and guidelines for Muto Animal spells. Common sigils seen in Muto Animal spells involve animals being changed in some strange way. Beasts transformed by Julian of Flambeau, with *The Beast Remade* (MuAn 25), might have bright red hair in their new form, while toads created by Silva of Merinita, with *Transformation of the Ravenous Beast to the Torpid Toad* (MuAn 30), might have a comical coloration.

MuAn botches often change the caster instead of the target, or change the target in a way very different from that intended.

Level 1:

- Make a superficial change to something made of animal products (like changing its color)^[AMDE, p. 317].

Level 2:

- Make a major change to something made of animal products that preserves the substance (for example, turn a leather jerkin into a saddle)^[AMDE, p. 317].
- Make a superficial change to a beast^[AMDE, p. 317].

Level 3:

- Change an animal's limb^[AMDE, p. 317].
- Change something made of animal products into a different animal product^[AMDE, p. 317].

Level 4:

- Make a major change in a beast, while leaving it recognizably the same sort of animal (for example, make a horse bigger and change its color)^[AMDE, p. 317].
- Change something made of animal products in a minor unnatural way^[AMDE, p. 317].

Level 5:

- Change an animal into a different animal^[AMDE, p. 317].
- Change an animal in a minor way so that it is no longer natural (for example, change the color of a horse's coat to match the covenant's coat of arms)^[AMDE, p. 317].
- Change something made of animal products in a major unnatural way^[AMDE, p. 317].

Level 10:

- Change an animal into a human (though it retains its animal mentality and does not gain a soul; requires a Corpus requisite)^[AMDE, p. 317].
- Change an animal into a plant (requires a Herbam requisite)^[AMDE, p. 317].

Level 15:

- Change an animal in a major unnatural way (for example, give a horse claws, fangs, and scaly armored skin)^[AMDE, p. 317].
- Change an animal into a non-living item (appropriate requisite required)^[AMDE, p. 317].

Level 25:

- Radically change an animal in an unnatural way (for example, give a horse wings); give an animal a 'magical' ability, such as the ability to breathe fire (requires a requisite for the ability)^[AMDE, p. 317].

PERDO ANIMAL

There is normally no Soak against Perdo Animal — the magic does not create something that causes damage, it just causes damage. Magic Resistance is the only way to withstand it.

A common sigil among Flambeau magi, and others who cast Perdo spells, is to leave some type of mark with the damage they do.

When inventing new spells, you may wish to consult Perdo Corpus for guidelines and ideas.

Botches might affect the caster, or the wrong animal.

Level 2:

- Damage something made of animal products^[AMDE, p. 318].

Level 3:

- Do superficial damage to a beast (e.g., remove its hair)^[AMDE, p. 318].

Level 4:

- Destroy something made of animal products^[AMDE, p. 318].
- Cause a beast pain, but do no real damage^[AMDE, p. 318].
- Make a beast lose one Fatigue level^[AMDE, p. 318].

Level 5:

- Injure an animal so that it is hampered, but not damaged (for example, make a horse lame, a bird lose its voice, or weaken the scales of a serpent; this roughly halves the effectiveness of the targeted thing; recovery as from a Light Wound)^[AMDE, p. 318].
- Destroy an animal's corpse^[AMDE, p. 318].
- Inflict a Light Wound^[AMDE, p. 318].

Level 10:

- Inflict a Medium Wound^[AMDE, p. 318].

Level 15:

- Destroy one of a beast's minor senses^[AMDE, p. 318].
- Inflict a Heavy Wound^[AMDE, p. 318].
- Cripple a beast's limb, so that it is unusable but could heal^[AMDE, p. 318].
- Age a beast by one-twelfth of its natural lifespan (only affects beasts that have already reached maturity)^[AMDE, p. 318].

Level 20:

- Inflict an Incapacitating Wound^[AMDE, p. 318].
- Destroy or sever a beast's limb, so that it cannot naturally regain it^[AMDE, p. 318].
- Destroy one of a beast's major senses^[AMDE, p. 318].

Level 30:

- Kill an animal^[AMDE, p. 318].

Level 40:

- Destroy one property of an animal, such as its weight or aggression^[AMDE, p. 318].

REGO ANIMAL

You may further refer to Corpus for ideas and guidelines on controlling an animal's body, and Rego Mentem spells for ideas and guidelines on controlling an animal's mind.

Sigils typical in Rego Animal spells are those that cause beasts to act in certain ways.

ReAn botches could put the caster under the control of the animal, or make the animal act in a way opposite to that intended. They could also appear to work, and then suddenly reverse at an extremely inconvenient moment.

General:

- Ward against beings associated with Animal from one supernatural realm (Divine, Faerie, Infernal, or Magic) with Might less than or equal to the level of the spell (Touch, Ring, Circle)^{[AMDE, p. 319][HoH:S, p. 114]}.
- Create a circle warding against animals from one realm (Divine, Faerie, Infernal, or Magic) with Might less than or equal to the level of the spell (Touch, Ring, Circle). Note that animals are not necessarily associated with Animal, or vice versa^[AMDE, p. 319].

Level 1:

- Manipulate items made from animal products^{[AMDE, p. 319][Cov, p. 50]} ¹.
- Craft an item from tanned leather^[HoH:S, p. 61].
- Craft an item from prepared wool^[HoH:S, p. 61].
- Move an animal or animal product slowly in one direction, as long as the surface can support its weight^[TME, p. 112].

Level 2:

- Plant a single suggestion in the mind of an animal^[AMDE, p. 319].
- Protect the target from animal attacks (only affects animals without supernatural abilities)^[AMDE, p. 319].
- Treat items made of animal products^{[AMDE, p. 319][Cov, p. 50]} ¹.
- Move an animal or animal product slowly in any direction you please, as long as the surface can support its weight^[TME, p. 112].
- Move an animal or animal product slowly straight up, or in one direction over surfaces that cannot support it^[TME, p. 112].

Level 3:

- Treat and process items made of animal products^[AMDE, p. 319] ¹.
- Craft an item from animal bone^[HoH:S, p. 61].
- Craft an item from raw wool^[HoH:S, p. 61].
- Move an animal or animal product slowly in any direction you please, even if the target is unsupported^[TME, p. 112].
- Move an animal or animal product quickly in one direction, as long as the surface can support its weight^[TME, p. 112].

Level 4:

- Calm an animal^[AMDE, p. 319].
- Move an animal or animal product quickly in any direction you please, as long as the surface can support its weight^[TME, p. 112].
- Move an animal or animal product quickly straight up, or in one direction over surfaces that cannot support it^[TME, p. 112].

Level 5:

- Manipulate an animal's emotions^[AMDE, p. 319].
- Paralyze an animal^[AMDE, p. 319].
- Ward against animals or objects made from animal products (Touch, Ring, Circle)^{[AMDE, p. 319][HoH:S, p. 114]}.
- Control a disembodied spirit associated with Animal^{[AMDE, p. 319][TMRE, p. 28][LoH, p. 65][RoP:M, p. 111]}.
- Cause vermin to spontaneously generate in appropriate matter, such as flesh, plants, soil, or water^{[AMDE, p. 319][A&A, p. 30]}.
- Move an animal or animal product quickly in any direction you please, even if the target is unsupported^[TME, p. 112].

Level 10:

- Make an animal completely passive^[AMDE, p. 319].
- Transport an animal instantly up to 5 paces; non-living animal products are transported with Rego Terram (add 1 magnitude to increase distance to 50 paces, 2 magnitudes for 500 paces, 3 magnitudes for 1 league, 4 magnitudes for seven leagues, and 5 magnitudes to a place for which you have an Arcane Connection)^{[AMDE, p. 319][TME, p. 107]}.

Level 15:

- Completely control an animal^[AMDE, p. 319].
- Summon a disembodied spirit associated with Animal^{[AMDE, p. 319][TMRE, p. 28][LoH, p. 65][RoP:M, p. 111]}.
- Transport an animal instantly up to 50 paces. Non-living animal products are transported with Rego Terram^{[AMDE, p. 319][TME, p. 107]}.

Level 20:

- Transport an animal instantly up to 500 paces. Non-living animal products are transported with Rego Terram^{[AMDE, p. 319][TME, p. 107][TC&TC, noted p. 153]}.

Level 25:

- Transport an animal instantly up to one league. Non-living animal products are transported with Rego Terram^{[AMDE, p. 319][TME, p. 107]}.

Level 30:

- Transport an animal instantly up to seven leagues. Non-living animal products are transported with Rego Terram^{[AMDE, p. 319][TME, p. 107]}.

Level 35:

- Transport an animal instantly to a place for which you have an Arcane Connection. Non-living animal products are transported with Rego Terram^{[AMDE, p. 319][TME, p. 107]}.

¹For greater complexity add one or two magnitudes^[Cov, p. 50] (Increased complexity usually also increases the Ease Factor of the mundane craft, and so increases the Finesse roll Ease Factor.)

Aquam

Aquam spells affect water and all other liquids. Liquids that are part of a body, particularly a living body, can only be affected by spells designed specifically to do so, with appropriate requisites.

The application of the target categories to Aquam magic is not as obvious as it is for some other Forms, so further guidelines are given here. If the standard targets do apply, they may also be used.

Individual: A stretch of water with the same composition and current. A small pond, part of a stream, or a spring.

Part: A part of an Individual. This category applies easily.

Group: A number of Individuals. This can include a large river, where there are several different currents, a number of rivers flowing together, or a lake.

Room, Structure and Boundary: Work as for other Forms; the spell affects all the liquid within the target area.

A base Individual for Aquam is a pool of water about five paces (fifteen feet) across, and two paces deep at the center. Naturally-occurring liquids, such as fruit juice or olive oil, have a base Individual one-tenth the size, about two paces across and about one deep. Processed liquids, such as wine or beer, have a base Individual one hundredth the size, a pool about one pace across and half a pace deep. Corrosive and otherwise dangerous liquids have a base Individual ten times smaller again, a puddle about half a pace across and about a fifth of a pace deep. Poisons have a base Individual of a single dose^[AMDE, p. 320].

Liquid lava counts as a corrosive liquid and the base Individual is a puddle with a volume of about 0.6 cubic feet^[HP, p. 12].

Individual	Vol. Metric	Vol. Imperial
Water	20 m ³	20 pace ³ = 4000 Gal
Natural Liquid	2 m ³	2 pace ³ = 400 Gal
Processed Liquid	200 L	0.2 pace ³ = 40 Gal
Corrosive / Lava	20 L	0.6 ft ³ = 4 Gal
Poison	0.2 L	10 in ³

CREO AQUAM

Water created temporarily quenches thirst but provides no lasting benefits to the drinker. It can be used to wash, and the things washed stay clean. Common sigils for Creo Aquam spells include water with a specific scent, color, or flavor.

CrAq botches might create far too much water (think of the Sorcerer's Apprentice), or the wrong kind of liquid.

Slightly unnatural liquids are one magnitude harder than water, very unnatural liquids are two magnitudes harder, and require a Muto requisite.

Poisons created at the guideline level have an Ease Factor of 3. Each magnitude added to the level of the spell adds 3 to the Ease Factor.

General:

- Create a corrosive substance doing + (Level) damage (increasing the range to more than Touch is a very good idea)^[AMDE, p. 320].

Level 2:

- Fill a container with water (or some other natural liquid, with appropriate requisites)^[AMDE, p. 320].

Level 3:

- Create water (or some other natural liquid) that is not contained (for example, spread over a surface)^[AMDE, p. 320].
- Create ice in a natural shape, such as a floe or icicle^{[AMDE, p. 320][HoH:S, p. 34]}.

Level 4:

- Create water (or some other natural liquid) in an unnatural shape (for example, in a sphere over someone's head) — but water so created will behave normally^[AMDE, p. 320].
- Create a spring with a low rate of flow^[AMDE, p. 320].

Level 5:

- Create a poison that causes a Light Wound^[AMDE, p. 320].
- Create a spring with a high rate of flow^[AMDE, p. 320].

Level 10:

- Create a geyser with a very high rate of flow^[AMDE, p. 320].
- Create poison that causes a Medium Wound^[AMDE, p. 320].

Level 15:

- Create poison that causes a Heavy Wound^[AMDE, p. 320].

Level 20:

- Create a poison that causes an Incapacitating Wound^[AMDE, p. 320].

Level 25:

- Create a poison that causes a Fatal Wound^[AMDE, p. 320].
- Create a water elemental from a base amount of elemental material (Ritual)^{[AMDE, p. 320][RoP:M, p. 133]}.

INTELLEGO AQUAM

Note that Intellego Aquam spells do not normally require requisites depending on the type of liquid targeted.

Most sigils manifest in Intellego Aquam spells by causing the information to be reported in some slightly quirky way. For example, Chavin of Tytalus's version of *Voice of the Lake* always makes the lake sound strong, masculine, and arrogant.

Botched InAq spells generally provide false information.

Level 1:

- Make a sense unaffected by water^[AMDE, p. 321].
- Sense a supernatural creature of Might 50 or above with a Might associated with Aquam^[RoP:M, p. 111].

Level 2:

- Get an image of water within range^[AMDE, p. 321].
- Sense a supernatural creature of Might 40 or above with a Might associated with Aquam^[RoP:M, p. 111].
- Count the number of individuals in the spell Target^[TMRE, p. 93].

Level 3:

- Get an image of water and its immediate surroundings within range^[RoP:M, p. 111].
- Learn the natural properties of a liquid^[AMDE, p. 321].
- Sense a supernatural creature of Might 30 or above with a Might associated with Aquam^[RoP:M, p. 111].
- Count the number of individuals in the spell Target, divided into apparent categories^[TMRE, p. 93].

Level 4:

- Learn the natural properties of a mixture of liquids^[AMDE, p. 321].
- Sense a supernatural creature of Might 15 or above with a Might associated with Aquam^[RoP:M, p. 111].
- Sort the individuals in the spell Target into categories and count them^[TMRE, p. 93].

Level 5:

- Learn the magical properties of a liquid^[AMDE, p. 321].
- Sense any supernatural creature with a Might associated with Aquam^[RoP:M, p. 111].

Level 10:

- Learn the magical properties of a mixture of liquids^[AMDE, p. 321].

Level 15:

- Speak with a natural body of water^[AMDE, p. 321].

Level 20:

- Speak with an artificial body of water (like a fountain)^[AMDE, p. 321].

MUTO AQUAM

You cannot transform liquids within someone's body unless the spell is designed that way (and has a Corpus or Animal requisite).

Muto Aquam botches might change liquids inside the caster, change the wrong liquid outside him, or change the liquid in the wrong way.

Poisons created at the guideline level have an Ease Factor of 3. For every magnitude added to the spell, add three to the Ease Factor.

General:

- Change a liquid into a liquid that does + (Level) points of damage on contact^[AMDE, p. 322].
- Convert part of a water elemental's body into another type of water (salt water to fresh water, etc.), reducing the elemental's Might pool by the level of the spell +2 magnitudes. If the elemental is not destroyed by this effect, when the duration ends it can restore this Might by re-absorbing the matter^{[AMDE, p. 322][RoP:M, p. 133]}.

Level 2:

- Change a natural liquid into another natural liquid^[AMDE, p. 322].
- Change a liquid into a poison causing a Light Wound^[AMDE, p. 322].

Level 3:

- Change a liquid into a poison causing a Medium Wound^[AMDE, p. 322].
- Change a natural liquid into a slightly unnatural liquid (for example, make blue water or strawberry flavored castor oil), or vice versa^[AMDE, p. 322].

Level 4:

- Change a liquid into an unrelated solid or gas (with requisites; Terram for solids and Auram for gases)^[AMDE, p. 322].
- Change a natural liquid into two or more different natural liquids, with the two types separate (although they will mix again normally)^[AMDE, p. 322].
- Change a liquid into a poison causing a Heavy Wound^[AMDE, p. 322].
- Change a liquid into a very unnatural liquid (for example, a shocking pink liquid that causes bizarre hallucinations) — requisites will often be required^[AMDE, p. 322].

Level 5:

- Change a liquid into a mixture of any liquid, solid (with Terram requisite), or gas (with Auram requisite)^[AMDE, p. 322].
- Change a liquid into a slightly unnatural solid or gas^[AMDE, p. 322].
- Change a liquid into a poison causing an Incapacitating Wound^[AMDE, p. 322].

Level 10:

- Change a liquid into a very unnatural solid or gas^[AMDE, p. 322].
- Change a liquid into a poison causing a Fatal Wound^[AMDE, p. 322].

PERDO AQUAM

As magnitudes in these spells rise, the destruction caused becomes more subtle, or more pervasive. Sigils commonly seen in Perdo Aquam spells usually involve destruction in some specific way. Destroying water that is part of something, such as the fluid in a human being, requires a target of Part. Destroying water that is merely on someone, such as the water making a person wet, only needs a target of Individual.

Perdo Aquam botches might destroy all water in the caster, as *Curse of the Desert*, or create water instead of destroying it.

General:

- Destroy sufficient matter to reduce a water elemental's Might Score by the level of the spell +2 magnitudes^{[AMDE, p. 323][RoP:M, p. 133]}.

Level 4:

- Completely dry something (up to the size of a small house) that is wet^[AMDE, p. 323].

Level 5:

- Greatly reduce the amount of a liquid without destroying it completely^[AMDE, p. 323].

Level 10:

- Destroy a liquid (requisites may be required)^[AMDE, p. 323].

Level 15:

- Destroy one property of a liquid (like alcohol's ability to intoxicate or sea water's saltiness)^[AMDE, p. 323].

Level 20:

- Destroy a small spring, so that it never flows again^[AMDE, p. 323].

REGO AQUAM

Rego Aquam can change water into ice or steam, because these are both states that water can have naturally.

Rego Aquam botches generally involve spectacular and dangerous loss of control of the water.

Add one magnitude if the controlled movement is slightly unnatural, two if it is very unnatural.

General:

- Ward against beings associated with Aquam from one supernatural realm (Divine, Faerie, Infernal, or Magic) with Might less than or equal to the level of the spell (Touch, Ring, Circle)^[AMDE, p. 324].

Level 1:

- Control a liquid in an extremely gentle way^[AMDE, p. 324].

Level 3:

- Change a liquid into the corresponding solid or gas (for example, change water into ice or steam); this does not require requisites^[AMDE, p. 324].

Level 4:

- Control a liquid in a forceful but calm way, such as a fast but constant current^[AMDE, p. 324].
- Transport a liquid instantly up to 5 paces (add 1 magnitude to increase the distance to 50 paces, 2 magnitudes for 500 paces, 3 magnitudes for 1 league, 4 magnitudes for seven leagues, and 5 magnitudes to a place for which you have an Arcane Connection)^{[AMDE, p. 324][TME, p. 107]}.

Level 5:

- Ward against mundane water^[AMDE, p. 324].
- Control a liquid in a violent way^[AMDE, p. 324].
- Control a disembodied spirit associated with Aquam^{[AMDE, p. 324][TMRE, p. 28][LoH, p. 65][RoP:M, p. 111]}.
- Completely control a water elemental^[AMDE, p. 324].
- Transport a liquid instantly up to 50 paces^{[AMDE, p. 324][TME, p. 107]}.

Level 10:

- Control a liquid in an extremely violent way^[AMDE, p. 324].
- Transport a liquid instantly up to 500 paces^{[AMDE, p. 324][TME, p. 107]}.

Level 15:

- Summon a disembodied spirit associated with Aquam^{[AMDE, p. 324][TMRE, p. 28][LoH, p. 65][RoP:M, p. 111]}.
- Transport a liquid instantly up to one league^{[AMDE, p. 324][TME, p. 107]}.

Level 20:

- Ward against liquids (Touch, Ring, Circle)^{[AMDE, p. 324][HoH:S, p. 114]}.
- Transport a liquid instantly up to seven leagues^{[AMDE, p. 324][TME, p. 107]}.

Level 25:

- Transport a liquid instantly to a place for which you have an Arcane Connection^{[AMDE, p. 324][TME, p. 107]}.

Auram

Auram spells are powerful because the element of air is ubiquitous. Their weakness is that air is not usually violent, like fire, nor strong, like earth. Auram, however, includes in its scope most weather phenomena such as storms, lightning, rain, mist, and falling snow. Auram spells usually affect air as phenomena (winds, odors) rather than as gases.

Some target categories for Auram require some clarification. If the normal descriptions apply, they can, of course, be used.

Individual: A single phenomenon: one cloud, one wind, one bolt of lightning.

Group: Several related phenomena, such as the clouds, wind, and rain in a storm.

A base Individual for Auram is a weather phenomenon that affects the area within a standard Boundary — an area one hundred paces across^[AMDE, p. 325].

Volcanic fumes and ash both have a base Individual that covers an area with a diameter of about 100 paces^[HP, p. 12].

CREO AURAM

Weather phenomena are normally created at Sight range. This is because most weather phenomena (clouds, rain, storms, and so on) naturally begin in the upper air, and so spells to create weather must have enough Range to reach this area. It is possible to create weather phenomena that start at ground level, but they are often very unnatural, and the increase in level for that precisely offsets the decrease from reducing Range to Touch. A flying wizard could, of course, use Touch range to create natural weather phenomena, but such spells are not very popular in the Order.

Sigils in Creo Auram spells commonly give the air specific properties, such as special scents or colors.

Creo Auram botches may create the wrong sort of weather, or create it targeted at the caster or some other ally^[AMDE, p. 325].

Level 1:

- Create a minor weather phenomenon: a breeze, a mist, a light drizzle^[AMDE, p. 325].

Level 2:

- Create a normal weather phenomenon: a cloud, wind, fog, rain from a cloud that already exists^[AMDE, p. 325].

Level 3:

- Create a severe weather phenomenon: deafening thunder, monsoon rain, impenetrable fog, gale force wind^[AMDE, p. 325].
- Create a debilitating kind of air: noxious stench, mild poison, etc.^[AMDE, p. 325].

Level 5:

- Create a very severe weather phenomenon: hurricane force winds, lightning strike, tornado^[AMDE, p. 325].

Level 25:

- Create an air elemental from a base amount of elemental material (Ritual)^{[AMDE, p. 325][RoP:M, p. 133]}.

Notes:

- Create a phenomenon in a slightly unnatural fashion: +1 magnitude (for example, indoors)^[AMDE, p. 325].
- Create a phenomenon in a very unnatural fashion: +2 magnitudes^[AMDE, p. 325].
- Create a phenomenon wholly divorced from its normal context (for example, a lightning bolt springing from the caster's hands): +4 magnitudes^[AMDE, p. 325].

INTELLEGO AURAM

Intellego Auram botches normally reveal false information^[AMDE, p. 327].

Level 1:

- Make your senses unhindered by the air (for example, you can hear over a howling wind)^[AMDE, p. 327].
- Sense a supernatural creature of Might 50 or above with a Might associated with Auram^[RoP:M, p. 111].

Level 2:

- Sense one property of air (for example, determine if it is safe to breathe)^[AMDE, p. 327].
- Sense a supernatural creature of Might 40 or above with a Might associated with Auram^[RoP:M, p. 111].
- Count the number of individuals in the spell Target^[TMRE, p. 93].

Level 3:

- Sense a supernatural creature of Might 30 or above with a Might associated with Auram^[RoP:M, p. 111].
- Count the number of individuals in the spell Target, divided into apparent categories^[TMRE, p. 93].

Level 4:

- Learn all mundane properties of the air^[AMDE, p. 327].
- Have an intuition about some fact regarding the air^[AMDE, p. 327].
- Sense a supernatural creature of Might 15 or above with a Might associated with Auram^[RoP:M, p. 111].
- Sort the individuals in the spell Target into categories and count them^[TMRE, p. 93].

Level 5:

- Sense any supernatural creature with a Might associated with Auram^[RoP:M, p. 111].

Level 15:

- Speak with air^[AMDE, p. 327].

MUTO AURAM

Transforming only one property of air generally lowers the level by one magnitude.

Muto Auram botches could change the caster temporarily into air, or change the air in an undesirable way^[AMDE, p. 328].

General:

- Transform air into a gas doing +level damage^[AMDE, p. 328].
- Convert part of an air elemental's body into another type of air (wind to smoke, etc.), reducing the elemental's Might pool by the level of the spell +2 magnitudes. If the elemental is not destroyed by this effect, when the duration ends it can restore this Might by re-absorbing the matter^{[AMDE, p. 328][RoP:M, p. 133]}.

Level 3:

- Transform an amount of air into another form of air^[AMDE, p. 328].

Level 4:

- Transform an amount of air into another element (fire, earth, or water)^[AMDE, p. 328].
- Transform a gas into a harmful gas causing a Light Wound (Stamina roll against Ease Factor 6 to resist)^{[AMDE, p. 328][HoH:S, p. 36]}.

Level 5:

- Transform an amount of air into a mixture of elements^[AMDE, p. 328].
- Transform an amount of air into something slightly unnatural^[AMDE, p. 328].
- Transform a gas into a harmful gas causing a Medium Wound (Stamina roll against Ease Factor 6 to resist)^{[AMDE, p. 328][HoH:S, p. 36]}.

Level 10:

- Transform an amount of air into something wholly unnatural^[AMDE, p. 328].

PERDO AURAM

Causing the destruction of air with great precision raises the magnitude by at least one level^[AMDE, p. 329].

General:

- Destroy sufficient matter to reduce an air elemental's Might Score by the level of the spell +2 magnitudes^{[AMDE, p. 329][RoP:M, p. 133]}.

Level 3:

- Make air stuffy and poor for breathing^[AMDE, p. 329].

Level 4:

- Destroy still air^[AMDE, p. 329].
- Destroy a minor weather phenomenon: a breeze, a mist, a light drizzle^[AMDE, p. 329].
- Reduce the intensity of a weather phenomenon by one step (for example, from very severe to severe, or from normal to minor)^[AMDE, p. 329].

Level 5:

- Destroy a normal weather phenomenon: a cloud, wind, fog, rain from a cloud that already exists^[AMDE, p. 329].

Level 10:

- Destroy a severe weather phenomenon: deafening thunder, monsoon rain, impenetrable fog, gale force wind^[AMDE, p. 329].
- Destroy a debilitating kind of air: noxious stench, mild poison, etc.^[AMDE, p. 329].

Level 15:

- Destroy a very severe weather phenomenon: hurricane force winds, lightning strike, tornado^[AMDE, p. 329].

REGO AURAM

Rego Auram allows the maga to control existing weather phenomena. It is not possible to create a breeze with Rego Auram, but it is possible to direct the course of a storm. This includes starting and stopping the rain at the maga's command.

Controlling an amount of air with great strength or great precision raises the magnitude of the spell by one level^[AMDE, p. 330].

General:

- Ward against beings associated with Auram from one supernatural realm (Divine, Faerie, Infernal, or Magic) with Might less than or equal to the level of the spell (Touch, Ring, Circle)^{[AMDE, p. 330][HoH:S, p. 114]}.

Level 2:

- Control a minor weather phenomenon^[AMDE, p. 330].

Level 3:

- Control a normal weather phenomenon^[AMDE, p. 330].
- Ward someone against a type of minor weather phenomenon, such as mist^{[AMDE, p. 330][HoH:S, p. 114]}.

Level 4:

- Control a severe weather phenomenon^[AMDE, p. 330].
- Ward someone against a type of normal weather phenomenon, such as rain^{[AMDE, p. 330][HoH:S, p. 114]}.

Level 5:

- Control a very severe weather phenomenon^[AMDE, p. 330].
- Control a disembodied spirit associated with Auram^{[AMDE, p. 330][TMRE, p. 28][LoH, p. 65][RoP:M, p. 111]}.
- Completely control an air elemental^[AMDE, p. 330].
- Ward someone against a type of severe weather phenomenon, such as a gale force winds^{[AMDE, p. 330][HoH:S, p. 114]}.

Level 10:

- Ward someone against a type of very severe weather phenomenon, such as a bolt of lightning^{[AMDE, p. 330][HoH:S, p. 114]}.
- Ward someone against a type of minor weather phenomenon, cf. Base 3 (Touch, Ring, Circle)^{[AMDE, p. 330][HoH:S, p. 114]}.

Level 15:

- Summon a disembodied spirit associated with Auram^{[AMDE, p. 330][TMRE, p. 28][LoH, p. 65][RoP:M, p. 111]}.
- Ward someone against a type of normal weather phenomenon, cf. Base 4 (Touch, Ring, Circle)^{[AMDE, p. 330][HoH:S, p. 114]}.

Level 20:

- Ward someone against a type of severe weather phenomenon, cf. Base 5 (Touch, Ring, Circle)^{[AMDE, p. 330][HoH:S, p. 114]}.

Level 25:

- Ward someone against a type of very severe weather phenomenon, cf. Base 10 (Touch, Ring, Circle)^{[AMDE, p. 330][HoH:S, p. 114]}.

Corpus

Corpus spells deal with human or humanlike bodies and anything that involves those bodies. Many faeries have enough in common with humans to be affected by Corpus.

A base Individual for Corpus is an adult human being, up to Size +1^[AMDE, p. 332].

Art & Academe includes significant clarifications of the Corpus rules^[A&A, p. 57], summarized here:

- Spells that used to *heal a Light/Medium/Heavy/Incapacitating wound caused by a disease* now use new guidelines to *heal a Minor/Serious/Major/Critical disease*.
- The base 20 Creo guideline to *Heal the debilitating after-effects of a disease, poison, or injury* may remove flaws, but not those resulting of a surgery to save a Heavy or Incapacitating wound. Base 25, *restore a limb*, is required for such surgery induced flaws^[A&A, p. 62].
- Intellego spells using the level 4 guideline, *Sense very general information about a body*, provide a +1 to the Prognosis roll.
- Intellego spells using the level 5 guideline, *Sense a specific piece of information about a body*, can instantly diagnoses a disease (both cause and effect), and add +3 to the Prognosis total if the follow-up treatment is designed by the character.
- Leprosy is a Divine curse, Perdo Corpus with base 20 can inflict a very similar disease Hermetic Leprosy^[A&A, p. 49], see *Make Your Own Plague*^[A&A, p. 46] to design other magical disease. Similarly, Suffusio is a blindness disease^[A&A, p. 50].
- Rego Corpus spells can cause natural changes in body humors, and thus mimic symptoms of diseases; in a healthy person these spells need a duration to maintain their effects.
- Rego Corpus cannot inflict Disease Penalties, nor cause pain.

CREO CORPUS

Many Creo Corpus spells are most useful as Ritual spells. Unless otherwise noted, a healing spell cast other than as a Momentary Duration Ritual actually suspends the healing process so that, upon the spell's expiration, wounds are as fresh as they were when the spell was cast. No Hermetic spell can restore Fatigue levels.

A spell that can heal something can also heal less serious versions of the same thing. Thus, a spell that can heal Medium Wounds can also heal Light Wounds. However, a spell to heal wounds cannot cure diseases, no matter how high its level, and vice versa. Spells that give a bonus to Recovery rolls work no matter what the character is recovering from.

The physical characteristics are Strength, Stamina, Dexterity, and Quickness, and they can be affected and improved by Corpus magic. Creo Corpus botches often inflict damage instead of healing. Creo Animal spells may be used as guidelines and examples for Creo Corpus spells^[AMDE, p. 331].

Level 1:

- Give a +1 bonus to Recovery rolls^{[AMDE, p. 331][A&A, p. 56]}.
- The target's wounds are treated as one category less serious for the purposes of activities while injured^{[AMDE, p. 331][A&A, p. 56]}.

Level 2:

- Give a +3 bonus to Recovery rolls^{[AMDE, p. 331][A&A, p. 56]}.
- Preserve a corpse from decay^[AMDE, p. 331].

Level 3:

- Give a +6 bonus to Recovery rolls^{[AMDE, p. 331][A&A, p. 56]}.
- Prevent all of a target's wounds from getting any worse^[AMDE, p. 331].
- Give a +1 to childbirth rolls^[A&A, p. 56].

Level 4:

- Give a +9 bonus to Recovery rolls^{[AMDE, p. 331][A&A, p. 56]}.
- Give a +3 to childbirth rolls^[A&A, p. 56].

Level 5:

- Give a +12 bonus to Recovery rolls^{[AMDE, p. 331][A&A, p. 56]}.
- Create an entire human corpse^[AMDE, p. 331].
- Give a +6 to childbirth rolls^[A&A, p. 56].

Level 10:

- Give a +15 bonus to Recovery rolls^{[AMDE, p. 331][A&A, p. 56]}.

Level 15:

- Heal a Light Wound^[AMDE, p. 331].
- Cure a Minor disease^[A&A, p. 57].
- Give a +18 bonus to Recovery rolls^{[AMDE, p. 331][A&A, p. 56]}.
- Resolve a minor aging crisis^[AMDE, p. 331].

Level 20:

- Heal a Medium Wound^[AMDE, p. 331].
- Cure a Serious disease^[A&A, p. 57].
- Heal the debilitating after-effects of a disease, poison, or injury^[AMDE, p. 331].
- Resolve a serious aging crisis^[AMDE, p. 331].

Level 25:

- Heal a Heavy Wound^[AMDE, p. 331].
- Cure a Major disease^[A&A, p. 57].
- Improve all wounds by one level of severity^{[AMDE, p. 331][HoH:S, p. 100]}.
- Heal the debilitating after-effects of a disease, poison, or injury, including those caused by surgery to save a Heavy or Incapacitating wound^[A&A, p. 57].
- Restore a lost limb^[AMDE, p. 331].
- Resolve a major aging crisis^[AMDE, p. 331].

Level 30:

- Heal an Incapacitating Wound^[AMDE, p. 331].
- Cure a Critical disease^[A&A, p. 57].
- Increase one of a person's physical Characteristics by one point, to no more than 0^[AMDE, p. 331].
- Cause a person to reach full physical maturity over the course of a single day or night (accelerated maturation only applies during the spell's Duration; people do not learn under the influence of this spell; full maturity is reached around age twenty)^[AMDE, p. 331].
- Resolve a critical aging crisis^[AMDE, p. 331].

Level 35:

- Heal all wounds^[AMDE, p. 331].
- Cure any disease^[A&A, p. 57].
- Resolve a terminal aging crisis^[AMDE, p. 331].
- Increase one of a person's physical Characteristics by one point, to no more than +1^[AMDE, p. 331].

Level 40:

- Increase one of a person's physical Characteristics by one point, to no more than +2^[AMDE, p. 331].

Level 45:

- Increase one of a person's physical Characteristics by one point, to no more than +3^[AMDE, p. 331].

Level 50:

- Increase one of a person's physical Characteristics by one point, to no more than +4^[AMDE, p. 331].

Level 55:

- Increase one of a person's physical Characteristics by one point, to no more than +5 (further increases are not natural to human beings, and thus cannot be effected by Creo magic)^[AMDE, p. 331].

Level 70:

- Raise the dead, to a point (see *The Shadow of Life Renewed*)^[AMDE, p. 331].

INTELLEGO CORPUS

Common sigils seen in Intellego Corpus spells usually report information in some strange or quirky way.

Like most Intellego botches, Intellego Corpus botches normally provide false information.

Level 1:

- Sense a supernatural creature of Might 50 or above with a Might associated with Corpus^[RoP:M, p. 111].

Level 2:

- Sense a supernatural creature of Might 40 or above with a Might associated with Corpus^[RoP:M, p. 111].
- Count the number of individuals in the spell Target^[TMRE, p. 93].

Level 3:

- Locate a person^[AMDE, p. 323].
- Sense a supernatural creature of Might 30 or above with a Might associated with Corpus^[RoP:M, p. 111].
- Count the number of individuals in the spell Target, divided into apparent categories^[TMRE, p. 93].

Level 4:

- Sense very general information about a body^[AMDE, p. 323].
- Sense a supernatural creature of Might 15 or above with a Might associated with Corpus^[RoP:M, p. 111].
- Sort the individuals in the spell Target into categories and count them^[TMRE, p. 93].

Level 5:

- Sense a specific piece of information about a body^[AMDE, p. 323].
- Speak with a dead body^[AMDE, p. 323].
- Sense any supernatural creature with a Might associated with Corpus^[RoP:M, p. 111].

Level 10:

- Sense all useful information about a body^[AMDE, p. 323].

MUTO CORPUS

These spells transform people. There are beneficial spells to cast on yourself and your companions, and harmful spells to cast on your foes.

Transformations do not usually completely eradicate the original form; something of the original remains. If you turn a fat, one-armed man into a wolf, the wolf is fat, three-legged, and male.

Transformations can have subtle (or sometimes dramatic) permanent effects. Someone who spends a month or more as an animal begins to act and think like that animal. Eventually, weak-willed individuals might lose their human identity altogether. When transformed back into a human, the target might temporarily or permanently retain some feature of the other shape. Someone turned into a rabbit and back might keep a fondness for carrots or retain unnaturally big ears. Transformations are tricky things.

Muto Corpus spells cannot alter a person's mind, so they leave the transformed person's intelligence and knowledge intact. Magi can cast spells while in animal form, but they suffer the normal -15 penalty for casting without hands or voice. The transformed person gains any abilities the animal form has though it may take a day or so of experience to get used to using them.

To change accouterments along with the body involves requisites. For example, you need a casting requisite of Animal for leather worn, Aquam for any liquids carried, and Terram for metal objects worn (including studs in armor). Accouterments are transformed only if they are actually being worn, not if they are just being carried in the hand.

Simply put, equipment will not be transformed for one of two reasons: either because you choose not to use the casting requisites or because the storyguide rules that the equipment is not sufficiently part of the target's worn equipment. This untransformed equipment falls to the ground.

Certain shapechanging spells allow the target to change back by concentrating. While concentrating, you symbolically remove some item to break the spell, such as a wolfskin cloak or some water in your hands. These foci are essential if you are to be able to break the spell in this way. If you cast the spell without them, you must either dispel the magic with Perdo Vim, or wait for the duration to expire.

Muto Corpus botches may lead to a spell lasting indefinitely, and proving hard to dispel.

Level 2:

- Change someone to give them a minor ability^[AMDE, p. 334].

Level 3:

- Utterly change the appearance or size of a person (though they must still remain human in form)^[AMDE, p. 334].
- Change non-living human bone to have an unnatural property (requisites may be needed)^[AMDE, p. 334].

Level 5:

- Make a body resistant to damage (+1 Soak)^[AMDE, p. 334].
- Add or remove human body parts from the target in such a way that he no longer looks human; these parts are normally functional, although a spell may be deliberately designed so that they are not (the Target is Part, not Individual, although Group and higher Targets work as normal)^[AMDE, p. 334] ^[MoH, p. 49].

Level 10:

- Turn a human into a land animal (with an Animal requisite)^[AMDE, p. 334].
- Make a body resistant to damage (+2 Soak)^[AMDE, p. 334].

Level 15:

- Make a body resistant to damage (+3 Soak)^[AMDE, p. 334].

Level 20:

- Turn a human into a bird or a fish (Animal requisite)^[AMDE, p. 334].
- Make a body resistant to damage (+4 Soak)^[AMDE, p. 334].

Level 25:

- Turn a human into a solid inanimate object (Terram requisite)^[AMDE, p. 334].
- Make a body resistant to damage (+5 Soak)^[AMDE, p. 334].
- Turn a human into a plant (Herbam requisite)^[AMDE, p. 334].

Level 30:

- Turn a human into an insubstantial object (Auram requisite)^[AMDE, p. 334].

PERDO CORPUS

These spells harm people directly, often permanently, unless outside magics are used to repair the damage.

Diseases caused by magic have a base Ease Factor of 6. For every magnitude by which the spell level increases, the Ease Factor increases by 1. It is not possible to reduce the level by reducing the Ease Factor^[AMDE, p. 336].

Level 3:

- Do superficial damage to a body (for example, remove its hair)^[AMDE, p. 336].

Level 4:

- Cause a person pain, but do no real damage^[AMDE, p. 336].

Level 5:

- Inflict a Light Wound^[AMDE, p. 336].
- Destroy a corpse^[AMDE, p. 336].
- Hamper a person without actually injuring them (for example, make them lame, blur their eyesight; heals as a Light Wound)^[AMDE, p. 336].
- Inflict a Minor or Serious disease with a maximum Severity 10^[A&A, p. 57].

Level 10:

- Inflict a Medium Wound^[AMDE, p. 336].
- Cause the loss of a Fatigue level^[AMDE, p. 336].
- Inflict a Minor, Serious, or Major disease with a maximum Severity 15^[A&A, p. 57].

Level 15:

- Age someone by up to five years^[AMDE, p. 336].
- Cripple a limb, making it unusable but still capable of healing (heals as a Medium Wound)
- Destroy one of a person's minor senses (heals as a Medium Wound)^[AMDE, p. 336].
- Inflict a Heavy Wound^[AMDE, p. 336].

Level 20:

- Destroy one of a person's major senses (heals as a Heavy Wound)^[AMDE, p. 336].
- Inflict a major disease^[AMDE, p. 336].
- Destroy or sever a limb, so that it cannot heal naturally^[AMDE, p. 336].
- Inflict an Incapacitating Wound^[AMDE, p. 336].
- Inflict any disease^[A&A, p. 57].

Level 30:

- Kill a person^[AMDE, p. 336].

Level 40:

- Destroy one property of a person, such as their weight or solidity^[AMDE, p. 336].

REGO CORPUS

Rego Corpus botches often take control of the caster's body, and move it in ways he would not want^[AMDE, p. 337].

Rego Corpus can be used to perform surgery, in this case the surgery has the same consequences as a normal surgery, save that it does not cause a wound^[A&A, p. 60]. Detailed rules for surgery can be found in Art and Academe^[A&A, p. 60]^[AMDE, p. 337].

General:

- Ward against creatures associated with Corpus from one realm (Divine, Faerie, Infernal, or Magic) with a Might less than or equal to the level of the spell (note that Hermetic magi have no Might, and thus are not affected by such spells) (Touch, Ring, Circle)^[AMDE, p. 337]^[HoH:S, p. 114].

Level 2:

- Make a target lose control of a body part^[AMDE, p. 337].

Level 3:

- Move a target slowly in one direction, as long as the surface can support its weight^[AMDE, p. 337].
- Invoke a minor symptom of a disease without creating any underlying malaise (e.g. rash, mild fever, cough)^[AMDE, p. 337]^[A&A, p. 57].

Level 4:

- Control the large-scale physical movements of a target^[AMDE, p. 337].
- Move a target slowly in any direction you please^[AMDE, p. 337].
- Move a target slowly straight up, or in one direction over surfaces that cannot support it^[AMDE, p. 337].

Level 5:

- Hold a target's body motionless^[AMDE, p. 337].
- Invoke a major symptom of a disease without creating any underlying malaise (e.g. vomiting, boils, paralysis)^[AMDE, p. 337]^[A&A, p. 57].
- Move a target slowly in any direction you please, even if the target is unsupported^[AMDE, p. 337]^[TME, p. 112].
- Perform a trivial surgical procedure (inflicting a Fatigue level)^[AMDE, p. 337]^[A&A, p. 60].
- Control a disembodied spirit associated with Corpus^[AMDE, p. 337]^[TMRE, p. 28]^[LoH, p. 65]^[RoP:M, p. 111].

Level 10:

- Control a target's motions^[AMDE, p. 337].
- Eliminate the penalties of Fatigue and wounds^[AMDE, p. 337].
- Animate a corpse^[AMDE, p. 337].
- Transport the target instantly up to 5 paces^[AMDE, p. 337].
- Perform a minor surgical procedure, inflicting a Light Wound or preventing a Light Wound from worsening^[AMDE, p. 337]^[A&A, p. 60].
- Move a target quickly in any direction you please, as long as the surface can support its weight^[TME, p. 112].
- Move a target quickly straight up, or in one direction over surfaces that cannot support it^[TME, p. 112].

Level 15:

- Direct the flow of bodily energy^[AMDE, p. 337].
- Move a target quickly in any direction you please, even if it is unsupported^[AMDE, p. 337].
- Summon a disembodied spirit associated with Corpus^[AMDE, p. 337]^[TMRE, p. 28]^[LoH, p. 65]^[RoP:M, p. 111].
- Transport the target instantly up to 50 paces^[AMDE, p. 337].
- Ward a target against other human beings (to ward off a Hermetic magus, the ward must penetrate his Magic Resistance)^[AMDE, p. 337].
- Perform a major surgical procedure, inflicting a Medium Wound or preventing a Medium Wound from worsening^[AMDE, p. 337]^[A&A, p. 60].

Level 20:

- Transport the target instantly up to 500 paces^[AMDE, p. 337].
- Perform a critical surgical procedure, preventing a Heavy Wound from worsening^[AMDE, p. 337]^[A&A, p. 60].

Level 25:

- Transport the target instantly up to one league^[AMDE, p. 337].
- Perform a life-saving surgical procedure, preventing an Incapacitating or Fatal Wound from worsening^[AMDE, p. 337]^[A&A, p. 60].

Level 30:

- Transport the target instantly up to seven leagues^[AMDE, p. 337].
- Ward against human beings *cf.* Base 15 (Touch, Ring, Circle)^[HoH:S, p. 114].

Level 35:

- Transport the target instantly to a place you have an Arcane Connection to^[AMDE, p. 337].

Herbam

Herbam spells work on plants and plant matter, both living and dead. Since wood is a common material in weapons, vehicles, and buildings, Herbam spells can be useful in improving or destroying physical things. They can also be used to bring the plant world to your aid.

A base Individual for Herbam is a plant roughly one pace in each direction^[AMDE, p. 339].

CREO HERBAM

These spells create and heal plants. Any food created is nutritious only if the creation is a Ritual. The guideline levels given below are generally for conjuring the leafy parts of plants.

Plants may be created living or dead with equal ease. To create treated Herbam products (for example, cut timber, a vegetarian meal, or linen or cotton cloth) add one magnitude to the level necessary to create the equivalent amount of unworked living or dead plants. To create treated and processed Herbam products (for example, clothes or furniture), add two magnitudes.

A single spell generally only creates a single type of plant product.

Creo Herbam botches may create plants in the wrong place, or create the wrong kind of plant.

General:

- Ward against magical plant diseases associated with one realm (Divine, Faerie, Infernal, or Magic), with a Might of less than the level of the Spell (Touch, Ring, Circle)^[DI, p. 85]

Level 1:

- Ensure that a plant grows well for the duration of the spell (can affect a plant up to ten paces in each direction, *i.e.*, a large tree; includes a +3 Size enhancement)^[AMDE, p. 339].
- Create a plant product (like a fruit or leaf)^[AMDE, p. 339].
- Create a plant^[AMDE, p. 339].
- Prevent a plant from becoming sick^[AMDE, p. 339].
- Heal a Light Wound to a plant^{[AMDE, p. 339][DI, p. 85][ML, p. 126]}.
- Cure a Minor plant disease^[DI, p. 85].

Level 2:

- Create a processed plant product, like a finished plank of wood^[AMDE, p. 339].
- Preserve a dead plant from decay^{[AMDE, p. 339][Cov, p. 51]}.
- Heal a Medium Wound to a plant^{[AMDE, p. 339][DI, p. 85][ML, p. 126]}.
- Cure a Serious plant disease^[DI, p. 85].

Level 3:

- Create wood in an unnatural shape, such as a living wall or bridge^[AMDE, p. 339].
- Heal a Heavy Wound to a plant^{[AMDE, p. 339][DI, p. 85][ML, p. 126]}.
- Cure a Major plant disease^[DI, p. 85].
- Create and assemble the components for a pharmaceutical theriac (Requisites: Animal and Terram) (Ritual)^[A&A, p. 70].

Level 4:

- Heal an Incapacitating Wound to a plant^{[AMDE, p. 339][DI, p. 85][ML, p. 126]}.
- Cure a Critical plant disease^[DI, p. 85].

Level 5:

- Heal all Wounds to a plant^{[AMDE, p. 339][DI, p. 85][ML, p. 126]}.

Level 10:

- Heal all damage to a plant, including wounds, disease, and poison^{[AMDE, p. 339][DI, p. 85][ML, p. 126]}.

Level 15:

- Bring a plant to maturity in a single day or night (accelerated growth only happens during the duration of the spell; full maturity requires a Sun duration spell cast soon after sunrise or sunset)^[AMDE, p. 339].
- Restore a manufactured wooden item that has been damaged to the peak of its capabilities (can also restore decay, but the damage must be light)^{[AMDE, p. 339][MoH, p. 139]}.

Level 20:

- Bring a plant to maturity in about two hours^[AMDE, p. 339].

Level 25:

- Bring a plant to maturity in about ten Diameters (twenty minutes)^[AMDE, p. 339].

Level 30:

- Bring a plant to maturity in a single Diameter^[AMDE, p. 339].

Level 40:

- Bring a plant to maturity in a moment^[AMDE, p. 339].

INTELLEGO HERBAM

As with most Intellego magic, Intellego Herbam botches generally give false information.

Level 1:

- Gain an intuitive knowledge of a plant (for example, know whether a given action would harm a plant)^[AMDE, p. 340].
- Sense a supernatural creature of Might 50 or above with a Might associated with Herbam^[RoP:M, p. 111].

Level 2:

- Locate a plant^[AMDE, p. 340].
- Sense a supernatural creature of Might 40 or above with a Might associated with Herbam^[RoP:M, p. 111].
- Count the number of individuals in the spell Target^[TMRE, p. 93].

Level 3:

- Learn general information, or a single specific fact about a plant or an item made from plant products^[AMDE, p. 340].
- Sense a supernatural creature of Might 30 or above with a Might associated with Herbam^[RoP:M, p. 111].
- Count the number of individuals in the spell Target, divided into apparent categories^[TMRE, p. 93].

Level 4:

- Learn all mundane properties of a plant or an item made from plant products^[AMDE, p. 340].
- Sense a supernatural creature of Might 15 or above with a Might associated with Herbam^[RoP:M, p. 111].
- Sort the individuals in the spell Target into categories and count them^[TMRE, p. 93].

Level 5:

- Sense any supernatural creature with a Might associated with Herbam^[RoP:M, p. 111].

Level 15:

- Speak with a plant^[AMDE, p. 340].

MUTO HERBAM

These guidelines assume that when you change a plant, it's still a plant in some way. Changing a plant into something else usually involves a spell one level of magnitude higher than the guideline most appropriate to the action. To change plants into treated or finished material (for example, wooden furniture, a vegetarian meal, linen or cotton cloth) add one magnitude to the level necessary to change plants into natural, unworked plants.

Muto Herbam botches may turn the caster into a plant, or turn the target into an animated plant hostile to the caster.

Level 3:

- Change a plant or item made from plant products^[AMDE, p. 340].

Level 4:

- Change a plant or item made from plant products into metal or stone (Terram requisite)^[AMDE, p. 340].
- Awaken the consciousness of a plant (Mentem requisite)^[AMDE, p. 340].

Level 5:

- Cause a plant to bend or twist rapidly in place^[AMDE, p. 340].

PERDO HERBAM

These spells destroy plants and plant material. Since many items are made of wood, these spells can be quite destructive. The guidelines given are for destroying dead wood. Destroying live wood is usually a bit harder — add one magnitude.

Perdo Herbam botches normally destroy the wrong thing, possibly including some of the caster's clothing.

Level 2:

- Cause the leaves to fall off a plant^[AMDE, p. 341].

Level 3:

- Spoil an amount of food^[AMDE, p. 341].

Level 4:

- Destroy an amount of dead wood^[AMDE, p. 341].

Level 5:

- Destroy a plant^[AMDE, p. 341].

REGO HERBAM

It is equally easy to control living and dead wood.

Rego Herbam botches normally result in the wood doing something contrary to what the caster wants.

General:

- Ward against beings associated with Herbam from one supernatural realm (Divine, Faerie, Infernal, or Magic) with Might less than or equal to the level of the spell (Touch, Ring, Circle)^{[AMDE, p. 342][HoH:S, p. 114]}.

Level 1:

- Craft an item from dried and prepared timber^[HoH:S, p. 61].

Level 3:

- Control an amount of wood^[AMDE, p. 342].
- Manipulate items made of plant products^{[AMDE, p. 342][Cov, p. 61]}.
- Assemble a pharmaceutical theriac (Requisites: Animal and Terram)^[A&A, p. 70].
- Move a plant or plant product slowly in one direction, as long as the surface can support its weight^[TME, p. 112].

Level 4:

- Deflect a single attack by a wooden weapon^[AMDE, p. 342].
- Control an entire plant, moving it around as you direct, although it remains rooted if it is a rooted plant^[AMDE, p. 342].
- Treat items made of plant products^{[AMDE, p. 342][Cov, p. 51]}.
- Move a plant or plant product slowly in any direction you please, as long as the surface can support its weight^[TME, p. 112].
- Move a plant or plant product slowly straight up, or in one direction over surfaces that cannot support it^[TME, p. 112].

Level 5:

- Control an entire plant, moving it around as you direct, and it need not remain rooted^[AMDE, p. 342].
- Control a disembodied spirit associated with Herbam^{[AMDE, p. 342][TMRE, p. 28][LoH, p. 65][RoP:M, p. 111]}.
- Summon a mobile plant^[AMDE, p. 342].
- Treat and process items made of plant products^{[AMDE, p. 342][Cov, p. 51]2}.
- Craft an item from unprepared timber^[HoH:S, p. 61].
- Ward a plant against mundane plant diseases^[AMDE, p. 342].
- Move a plant or plant product slowly in any direction you please, even if the target is unsupported^[TME, p. 112].
- Move a plant or plant product quickly in one direction, as long as the surface can support its weight^[TME, p. 112].

Level 10:

- Make a plant or thing made of plant products move with purpose and intelligence, without requiring your constant control^[AMDE, p. 342].
- Transport a plant instantly up to 5 paces; non-living plant products are transported with Rego Terram (add 1 magnitude to increase the distance to 50 paces, 2 magnitudes for 500 paces, 3 magnitudes for 1 league, 4 magnitudes for seven leagues, and 5 magnitudes to a place for which you have an Arcane Connection)^{[AMDE, p. 342][TME, p. 107]}.
- Move a plant or plant product quickly in any direction you please, as long as the surface can support its weight^[TME, p. 112].
- Move a plant or plant product quickly straight up, or in one direction over surfaces that cannot support it^[TME, p. 112].

Level 15:

- Ward someone against mundane plant products^{[AMDE, p. 342][HoH:S, p. 114]}.
- Make a tree blossom out of season, in a moment^[AMDE, p. 342].
- Weave thread into a tunic^[AMDE, p. 342].
- Summon a disembodied spirit associated with Herbam^{[AMDE, p. 342][TMRE, p. 28][LoH, p. 65][RoP:M, p. 111]}.
- Move a plant or plant product quickly in any direction you please, even if the target is unsupported^[TME, p. 112].
- Transport a plant instantly up to 50 paces. Non-living plant products are transported with Rego Terram^{[AMDE, p. 342][TME, p. 107]}.

Level 20:

- Transport a plant instantly up to 500 paces. Non-living plant products are transported with Rego Terram^{[AMDE, p. 342][TME, p. 107]}.

Level 25:

- Transport a plant instantly up to one league. Non-living plant products are transported with Rego Terram^{[AMDE, p. 342][TME, p. 107]}.

Level 30:

- Ward against plant products *cf.* Base 15 (Touch, Ring, Circle)^{[AMDE, p. 342][HoH:S, p. 114]}.
- Transport a plant instantly up to seven leagues. Non-living plant products are transported with Rego Terram^{[AMDE, p. 342][TME, p. 107]}.

Level 35:

- Transport a plant instantly to a place for which you have an Arcane Connection. Non-living plant products are transported with Rego Terram^{[AMDE, p. 342][TME, p. 107]}.

²For greater complexity add one or two magnitudes (e.g., Base 15 might be used to weave thread into a tunic).

Ignem

As fire is volatile and dangerous, so are these spells. Magi who pursue the Art of fire do so with fine regard for the dangers and powers involved, for fire is both dangerous and mighty, to friend and foe alike. Storyguides should make Ignem botches particularly deadly.

Light and heat also fall within the domain of this Form. It's important to remember that heat also includes relative absence of heat, so spells that result in cold temperatures are possible through Ignem.

The base Individual for Ignem is a large campfire or the fire in the hearth of a great hall^[AMDE, p. 343]. Fire damage is explained in the Obstacle section of the core rulebook^[AMDE, p. 407].

CREO IGNE

Spells that create fires are versatile weapons — destructive to living things, undead, buildings, and morale. Those who depend on fire spells, however, risk botching. Fire is an unforgiving element for those who lose control of it, and self-incineration is always a possibility.

Typical sigils seen in Creo Ignem spells involve the flame being a specific color or shape, or giving off an unusual smell.

Level 1:

- Create light equivalent to moonlight^[AMDE, p. 344].

Level 2:

- Create light equivalent to candlelight^[AMDE, p. 344]. Heat an object to be warm to the touch^[AMDE, p. 344].
- Ignite something extremely flammable (like oil or a wick)^[AMDE, p. 344].

Level 3:

- Create light equivalent to torchlight^[AMDE, p. 344].
- Heat an object to be hot to the touch^[AMDE, p. 344].
- Ignite something very flammable (like parchment)^[AMDE, p. 344].

Level 4:

- Create a fire doing +5 damage^[AMDE, p. 344].
- Create light as bright as a cloudy day^[AMDE, p. 344].
- Ignite something flammable (like dry wood or charcoal)^[AMDE, p. 344].
- Heat an object enough to boil water^[AMDE, p. 344].

Level 5:

- Create a fire doing +10 damage^[AMDE, p. 344].
- Create a fire doing +5 damage in an unnatural shape, such as in a ring or sheet, or covering an item (purely cosmetic shapes are free)^[AMDE, p. 344].
- Create light as bright as direct sunlight on a clear day^[AMDE, p. 344].
- Ignite something slightly flammable (like leather or damp wood)^[AMDE, p. 344].
- Heat an object enough to make it glow red-hot (hot enough to melt tin or lead)^[AMDE, p. 344].

Level 10:

- Create a fire doing +15 damage^[AMDE, p. 344].
- Create a fire doing +10 damage in an unnatural shape^[AMDE, p. 344].
- Ignite something barely flammable (like a human body)^[AMDE, p. 344].
- Heat an object enough to make it glow white-hot (hot enough to melt almost all metals, and many rocks)^[AMDE, p. 344].

Level 15:

- Create a fire doing +20 damage^[AMDE, p. 344].

Level 20:

- Create a fire doing +25 damage^[AMDE, p. 344].
- Create a fire doing +20 damage in an unnatural shape^[AMDE, p. 344].

Level 25:

- Create a fire doing +30 damage^[AMDE, p. 344].
- Create a fire elemental from a base amount of elemental matter (Ritual)^[AMDE, p. 344]^[RoP:M, p. 133].

INTELLEGO IGNE

Intellego Ignem botches typically provide false information, although they may also render the caster incapable of detecting heat or flames for a time.

Level 1:

- Sense one property of a fire^[AMDE, p. 345].
- Locate a fire^[AMDE, p. 345].
- Sense a supernatural creature of Might 50 or above with a Might associated with Ignem^[RoP:M, p. 111].

Level 2:

- Sense all mundane properties of a fire^[AMDE, p. 345].
- Become aware of all fires within the target area^[AMDE, p. 345].
- See a fire^[AMDE, p. 345].
- Sense levels of heat^[AMDE, p. 345].
- Sense a supernatural creature of Might 40 or above with a Might associated with Ignem^[RoP:M, p. 111].
- Count the number of individuals in the spell Target^[TMRE, p. 93].

Level 3:

- Sense all mundane properties of ash^[AMDE, p. 345].
- Detect the traces of fires which burned within the last lunar month^[AMDE, p. 345].
- Sense a supernatural creature of Might 30 or above with a Might associated with Ignem^[RoP:M, p. 111].
- Count the number of individuals in the spell Target, divided into apparent categories^[TMRE, p. 93].

Level 4:

- See clearly through raging fire (an Auram requisite may be necessary if smoke is present as well)^[AMDE, p. 345].
- Learn the magical properties of a fire^[AMDE, p. 345].
- Sense a supernatural creature of Might 15 or above with a Might associated with Ignem^[RoP:M, p. 111].
- Sort the individuals in the spell Target into categories and count them^[TMRE, p. 93].

Level 5:

- Sense any supernatural creature with a Might associated with Ignem^[RoP:M, p. 111].

Level 10:

- See a fire and all things it illuminates (for example, see a campfire and everything within its circle of light)^[AMDE, p. 345].

Level 20:

- Speak with a fire^[AMDE, p. 345].

MUTO IGNE

The intensity of a fire also affects the difficulty of changing it. For every five points by which the fire's damage exceeds +5, add one magnitude to the level of the spell.

General:

- Convert part of a fire elemental's body into another type of fire (clear to sooty flame, etc.), reducing the elemental's Might pool by the level of the spell +2 magnitudes. If the elemental is not destroyed by this effect, when the duration ends it can restore this Might by re-absorbing the matter^{[AMDE, p. 345][RoP:M, p. 133]}.

Level 1:

- Change one characteristic of a fire within the target area (for example, make a fire burn more brightly, or produce more smoke)^[AMDE, p. 345].

Level 2:

- Totally change a fire into another natural fire (changing any or all of its characteristics)^[AMDE, p. 345].

Level 3:

- Change a fire so that it is slightly unnatural (for example, make the flames colored, or make the smoke smell of roses); may require requisites^[AMDE, p. 345].

Level 4:

- Change a fire so that it is completely unnatural (for example, multicolored flames that form images while the popping of the fire plays music); often requires requisites^[AMDE, p. 345].

Level 5:

- Change a fire into a natural example of another element, with an appropriate requisite^[AMDE, p. 345].

Level 10:

- Change a fire into an unnatural example of another element, with an appropriate requisite^[AMDE, p. 345].

PERDO IGNE

The intensity of a fire also affects the difficulty of destroying it. For every five points by which the fire's damage exceeds +5, add one magnitude to the level of the spell.

Perdo Ignem botches might create fire instead of destroying it, or freeze the caster.

General:

- Destroy sufficient matter to reduce a fire elemental's Might Score by the level of the spell +2 magnitudes^{[AMDE, p. 346][RoP:M, p. 133]}.

Level 2:

- Greatly reduce the amount of light in an area^[AMDE, p. 346].

Level 3:

- Completely extinguish all light in an area^[AMDE, p. 346].
- Reduce the size of a fire without destroying it completely^[AMDE, p. 346].

Level 4:

- Extinguish a fire, cooling the ashes to merely warm^[AMDE, p. 346].
- Chill an object^[AMDE, p. 346].
- Chill a person so that they lose a Fatigue level^[AMDE, p. 346].

Level 5:

- Strongly chill an object (for example, freeze water)^[AMDE, p. 346].
- Chill a person so that they take +5 damage^[AMDE, p. 346].

Level 10:

- Destroy one aspect of a fire (for example, heat or light)^[AMDE, p. 346].
- Chill a person so strongly that they take +10 damage^[AMDE, p. 346].

REGO IGNE

The intensity of a fire also affects the difficulty of controlling it. For every five points by which the fire's damage exceeds +5, add one magnitude to the level of the spell.

Rego Ignem spells can control heat or light as well as fire.

Rego Ignem botches normally result in the fire doing exactly what the caster does not want.

General:

- Ward against beings associated with Ignem from one supernatural realm (Divine, Faerie, Infernal, or Magic) with Might less than or equal to the level of the spell (Touch, Ring, Circle)^{[AMDE, p. 347][HoH:S, p. 114]}.

Level 3:

- Control a fire in a natural fashion (for example, control its direction of spread)^[AMDE, p. 347].
- Move a fire quickly through space while leaving it burning naturally^[AMDE, p. 347].
- Transport a fire instantly up to 5 paces (add 1 magnitude to increase the distance to 50 paces, 2 magnitudes for 500 paces, 3 magnitudes for 1 league, 4 magnitudes for seven leagues, and 5 magnitudes to a place for which you have an Arcane Connection)^{[AMDE, p. 347][TME, p. 107]}.

Level 4:

- Control a fire in a slightly unnatural fashion (for example, stop it from burning a person)^[AMDE, p. 347].
- Transport a fire instantly up to 50 paces^{[AMDE, p. 347][TME, p. 107]}.

Level 5:

- Control a disembodied spirit associated with Ignem^{[AMDE, p. 347][TMRE, p. 28][LoH, p. 65][RoP:M, p. 111]}.
- Completely control a fire elemental^{[AMDE, p. 347][RoP:M, p. 133]}.
- Transport a fire instantly up to 500 paces^{[AMDE, p. 347][TME, p. 107]}.

Level 10:

- Control a fire in a very unnatural fashion (for example, fashion into a dancing humanoid shape)^[AMDE, p. 347].
- Transport a fire instantly up to one league^{[AMDE, p. 347][TME, p. 107]}.

Level 15:

- Summon a disembodied spirit associated with Ignem^{[AMDE, p. 347][TMRE, p. 28][LoH, p. 65][RoP:M, p. 111]}.
- Ward against fire doing up to +5 damage (Touch, Ring, Circle)^[AMDE, p. 347].
- Transport a fire instantly up to seven leagues^{[AMDE, p. 347][TME, p. 107]}.

Level 20:

- Ward against fire doing up to +10 damage (Touch, Ring, Circle)^{[AMDE, p. 347][HoH:S, p. 114]}.
- Transport a fire instantly to a place for which you have an Arcane Connection^{[AMDE, p. 347][TME, p. 107]}.

Level 25:

- Ward against fire doing up to +15 damage (Touch, Ring, Circle)^{[AMDE, p. 347][HoH:S, p. 114]}.

Level 30:

- Ward against fire doing up to +20 damage (Touch, Ring, Circle)^{[AMDE, p. 347][HoH:S, p. 114]}.

Level 35:

- Ward against fire doing up to +25 damage (Touch, Ring, Circle)^{[AMDE, p. 347][HoH:S, p. 114]}.

Level 40:

- Ward against fire doing up to +30 damage (Touch, Ring, Circle)^{[AMDE, p. 347][HoH:S, p. 114]}.

Imaginem

Imaginem is the Form of sensations and illusion. By using Imaginem, you can alter what others perceive. Imaginem, however, means “image,” not “illusion.” Thus, one creates, transforms, perceives, destroys, and controls images, not necessarily illusions. A clairvoyance spell, therefore, is Intellego Imaginem because it detects real images. By manipulating sensations, however, you can create effective illusions. The Art of Imaginem rewards the creative magus by fooling people into actions they would otherwise shun: for instance, they might walk off a cliff, while their eyes tell them there is a bridge over the chasm. Imaginem cannot affect light, as that is part of Ignem, but it can affect the things that light allows you to see.

Stenches and perfumes, tints and stains, color and shadow, melody and cacophony, sweet and sour; all these are perceptions, and so can be manipulated by the Art of Imaginem. An image works on the senses, not on the mind, so an unthinking beast is as likely to believe an image as an imaginative human. Similarly, everyone can sense an illusion created by Imaginem magic. Nevertheless, Imaginem spells are still most effective at fouling the communication on which human society depends. Beasts are likely to be fooled by illusions, as are the simpler undead. Demons are very hard to deceive, while faeries often see through illusions and manipulate them to fool you in turn.

Certain members of the Church have proven remarkably adept at discerning truth from illusion, though the talent is not dependable.

It is more difficult to mimic a specific object or person using an Imaginem spell than it is to mimic a general image, and requires a Perception + Finesse stress roll. For example, it is easier to imitate a generic gold ring than it is to reproduce the gold ring with inscriptions that the baron presented to his wife on the occasion of their tenth wedding anniversary. The higher the roll, the better you can fool people. You get a bonus to your roll for familiarity with what you are mimicking (-3 for an unfamiliar object, +3 for highly familiar objects or for having the subject available for modeling). For mimicking people, a roll against an Ease Factor of 6 lets you fool acquaintances of the person, an Ease Factor of 9 lets you fool friends, and an Ease Factor of 12 lets you fool close friends and relatives. Use a similar scale for mimicking objects. If you botch the Finesse roll, you may think the image is satisfactory, but it’s immediately seen through once in use.

A base Individual for Imaginem is the equivalent of an adult human being, whether a visual image of about that size, an auditory illusion making that much noise, or whatever^[AMDE, p. 347].

Refer to *House of Hermes: Societas* for in-depth discussions and clarifications of these guidelines^[HoH:S, pp. 61–66].

CREO IMAGINEM

These spells create and restore images. It is important to note that Creo Imaginem spells only create the images of things, not the things themselves. An image of a bucket will not hold water poured into it, nor will the image of a horse be able to carry a rider. This is often the first (and most important) clue that the image is just an illusion. On the other hand, the illusion of a wall may feel solid, but will present no resistance if someone pushes a hand through it.

Increasing the complexity of a sensory perception, such as making a moving visual image or making clear words instead of noise, adds an additional level of magnitude. Making an image move or make noise at your direction as you concentrate adds two levels of magnitude. In addition, very intricate images (for example, an intricately ornamented bridge) are generally one level of magnitude higher as well.

Wizard’s sigils can be very obvious in Creo Imaginem spells. The illusions commonly have some small quirk that marks them as belonging to a certain magus. For example, illusions cast by Fortunatus of Jerbiton often have some small religious icon worked into their structure, due to the manner in which he invents his spells.

Creo Imaginem botches might create obvious illusions which are clearly linked to the caster, thus marking him as a wizard^[AMDE, p. 348].

Level 1:

- Create an image that affects a single sense^[AMDE, p. 348].

Level 2:

- Create an image that affects two senses^[AMDE, p. 348].

Level 3:

- Create an image that affects three senses^[AMDE, p. 348].

Level 4:

- Create an image that affects four senses^[AMDE, p. 348].

Level 5:

- Create an image that affects five senses^[AMDE, p. 348].

INTELLEGO IMAGINEM

Generally, these spells have the least to do with illusions of all the Imaginem spells, because one detects an image without altering or controlling it. These spells improve upon your senses by bringing in images (usually sounds and sights) not normally available.

Note that seeing or hearing into another room or a hundred miles away does you no good if there is no light or sound there. As in Creo Imaginem spells, each additional sense you wish to perceive increases the level of the spell by one magnitude.

As with most Intellego magic, Intellego Imaginem botches normally give false information^[AMDE, p. 349].

General:

- Discern illusions caused by spells of equal or lower level than the level of this spell (Vision target)^[AMDE, p. 349].

Level 1:

- Use one sense at a distance^[AMDE, p. 349].
- Memorize or perfect your memory about an image you have encountered^[AMDE, p. 349].
- Be able to discern your own false images^[AMDE, p. 349].
- Sense a supernatural creature of Might 50 or above with a Might associated with Imaginem^[RoP:M, p. 111].

Level 2:

- Use two senses at a distance^[AMDE, p. 349].
- Sense a supernatural creature of Might 40 or above with a Might associated with Imaginem^[RoP:M, p. 111].
- Count the number of individuals in the spell Target^[TMRE, p. 93].

Level 3:

- Use three senses at a distance
• Enhance one of your senses in one way (to see clearly at a distance, to see small things, or to see in the dark, for example)^[AMDE, p. 349].
- Sense a supernatural creature of Might 30 or above with a Might associated with Imaginem^[RoP:M, p. 111].
- Count the number of individuals in the spell Target, divided into apparent categories^[TMRE, p. 93].

Level 4:

- Use four senses at a distance^[AMDE, p. 349].
- Sense a supernatural creature of Might 15 or above with a Might associated with Imaginem^[RoP:M, p. 111].
- Sort the individuals in the spell Target into categories and count them^[TMRE, p. 93].

Level 5:

- Use all senses at a distance^[AMDE, p. 349].
- Sense any supernatural creature with a Might associated with Imaginem^[RoP:M, p. 111].

MUTO IMAGINEM

These are useful and powerful illusion spells, altering the visual image, noises, smell, or taste of some object or being. The image remains altered without your concentration and adapts itself appropriately to the medium. The accuracy of duplication depends on your knowledge of the subject. For instance, if you want to make a voice like that of a specific person, you must be familiar with the voice that you want to mimic. Those more familiar with the face, voice, body, or other aspect being mimicked might see through an illusion by mundane means (“Duke Tybol, isn’t your scar on your left cheek?”).

Muto Imaginem, or indeed other Imaginem magic, cannot overcome the effects of The Gift, although it might offset them a little.

Muto Imaginem botches often change the caster’s appearance in dangerous or embarrassing ways^[AMDE, p. 350].

Level 1:

- Change one sensation of an object (for example, make a leaf look like a coin), but not its type (*i.e.*, not from sight to sound)^[AMDE, p. 350].

Level 2:

- Change two sensations of an object^[AMDE, p. 350].
- Transform species that affect one sense into those that affect another (for example, transform audible species into visual species, so that sounds can be seen)^[AMDE, p. 350].

Level 3:

- Change three sensations of an object^[AMDE, p. 350].

Level 4:

- Change four sensations of an object^[AMDE, p. 350].

Level 5:

- Change the appearance of an object completely, in all things except solidity^[AMDE, p. 350].

PERDO IMAGINEM

In addition to destroying created images, these spells dull the sensual properties of things — making wine tasteless, sneaks silent, and magi invisible. Destroying changing images is more difficult — add one level of magnitude to spells that do so.

Note that images are naturally generated constantly, so that a Perdo Imaginem spell with Momentary duration merely makes an object seem to flicker for a moment. Longer durations are required if the image is to stay gone.

Note also that shadows are due to the physical body blocking the light. Destroying something's shadow is thus Creo Ignem, or possibly Rego Ignem, not Perdo Imaginem. Mirror images, however, are caused by the species bouncing off the mirror, so a spell destroying (or changing) the species also changes mirror images.

Perdo Imaginem botches might make the image more intense, or destroy the wrong image^[AMDE, p. 351].

Level 2:

- Destroy an object's ability to affect taste or touch^[AMDE, p. 351].

Level 3:

- Destroy an object's ability to affect smell or hearing^[AMDE, p. 351].
- Destroy an object's ability to affect taste and touch^[AMDE, p. 351].

Level 4:

- Destroy an object's ability to affect sight^[AMDE, p. 351].
- Destroy an object's ability to affect any three of taste, touch, smell, or hearing^[AMDE, p. 351].

Level 5:

- Destroy an object's ability to affect any four senses^[AMDE, p. 351].

Level 10:

- Destroy an object's ability to affect all five senses^[AMDE, p. 351].

REGO IMAGINEM

These spells make things appear to be somewhere other than where they actually are. As with Creo Imaginem and Perdo Imaginem, it is slightly harder to affect changing images. Add one level of magnitude to spells that do so. Add a further level of magnitude if the image is to change along with the object. Add one level of magnitude to the guidelines for each additional sense to be affected.

Rego Imaginem botches might control the wrong image, or do something completely inappropriate to the targeted image^[AMDE, p. 352].

General:

- Ward against beings associated with Imaginem from one supernatural realm (Divine, Faerie, Infernal, or Magic) with Might less than or equal to the level of the spell (Touch, Ring, Circle)^{[AMDE, p. 352][HoH:S, p. 114]}.

Level 2:

- Make an object appear (to one sense) to be up to one pace away from its actual position^[AMDE, p. 352].

Level 3:

- Make an object appear (to one sense) to be up to five paces away from its actual position^[AMDE, p. 352].
- Make objects appear to move rapidly in a disorientating way^[AMDE, p. 352].

Level 4:

- Make an object appear (to one sense) to be up to fifteen paces from its actual position^[AMDE, p. 352].
- Make an object appear (to one sense) to be contained in or attached to another object defined at the time of casting (for example, make someone's voice appear to come from within a bag)^[AMDE, p. 352].

Level 5:

- Make an object appear (to one sense) to be up to one hundred paces from its actual position^[AMDE, p. 352].
- Control a disembodied spirit associated with Imaginem^{[AMDE, p. 352][TMRE, p. 28][LoH, p. 65][RoP:M, p. 111]}.

Level 10:

- Make an object appear (to one sense) to be in Sight of its actual position^[AMDE, p. 352].

Level 15:

- Make an object appear (to one sense) to be in a location that the caster has an Arcane Connection to^[AMDE, p. 352].
- Summon a disembodied spirit associated with Imaginem^{[AMDE, p. 352][TMRE, p. 28][LoH, p. 65][RoP:M, p. 111]}.

Mentem

Mentem spells govern thoughts, emotions, and memories. Intelligent minds are affected by Mentem spells, while the minds of beasts are affected only by Animal spells and those of elementals, in so far as they have them, by the appropriate elemental Form. The mental Characteristics are Intelligence, Perception, Presence, and Communication, and they can be affected by Mentem spells.

Since the effects of Mentem spells are not usually visible, they give you a great deal of power when dealing with the common folk. Even spells requiring eye contact are relatively inconspicuous when cast without voice or gestures, but only powerful magi can cast spells this way in the Dominion.

Minds do not have a size, so size modifiers do not apply to Mentem effects with Individual targets. However, minds can be counted, so for Groups you still need to boost the size to affect more people. Similarly, Mentem spells affecting everyone in a Room, Structure, or Boundary have size modifiers in the normal way^[AMDE, p. 353].

Art & Academe and *Houses of Hermes: Societas* include significant clarifications of Mentem guidelines^{[A&A, pp. 32–34] [HoH:S, pp. 66–70]}.

CREO MENTEM

In addition to healing minds, these spells can also create thoughts, emotions, and memories in another person's mind. These creations interact normally with the target's other thoughts, and may be changed in the process.

Typical sigils for Creo Mentem spells involve some small quirk in what is created. A specific idea may lie in the background of all memories created, for example.

Creo Mentem botches might create inappropriate emotions in the caster's mind^[AMDE, p. 353].

The Creo Mentem guidelines that increase mental Characteristics do so by enhancing all of the five wits, allowing the rational functions of the soul to be less-encumbered^[A&A, p. 32].

Level 3:

- Form words in another's mind^[AMDE, p. 353] ³.

Level 4:

- Put a thought or emotion into another's mind^[AMDE, p. 353] ⁴.
- Restore a memory of a brief event to a fresh state, as long as a fragment of it remains (the affected memory can be no more extensive than a short conversation of two or three rounds)^[AMDE, p. 353].

³This can create any sensory species in another's common sense (not just audible ones), thus creating a hallucination that only the target can perceive. Additional species cost one magnitude each, and particularly complex hallucinations require the same modifications as creating complex images^[A&A, p. 32].

⁴This creates imagination or estimation respectively. Creating imagination literally puts thoughts in another's mind. Creating estimation invokes the emotion of *gaudium*, *laetitia*, *ira*, *tristitia*, or *timor* (see *Art & Academe* Chapter Four: Medicine, Emotional States) without an appropriate stimulus^[A&A, p. 32].

Level 5:

- Create a memory in another's mind^[AMDE, p. 353] ⁵.
- Restore a memory of an event to a fresh state, as long as a fragment of it remains (the affected memory can be no more extensive than about two minutes)^[AMDE, p. 353].

Level 10:

- Restore a memory of a day's events to a fresh state, as long as a fragment of it remains (events are remembered as if they had occurred only an hour before)^[AMDE, p. 353].
- Spark a twinge of conscience in an intelligent being's mind, overriding the temporary obsession of a demon^{[AMDE, p. 353] [A&A, p. 35]}.

Level 30:

- Increase one of a person's mental Characteristics by one point, to no more than 0^[AMDE, p. 353].

Level 35:

- Increase one of a person's mental Characteristics by one point, to no more than +1^[AMDE, p. 353].

Level 40:

- Increase one of a person's mental Characteristics by one point, to no more than +2^[AMDE, p. 353].

Level 45:

- Increase one of a person's mental Characteristics by one point, to no more than +3^[AMDE, p. 353].

Level 50:

- Increase one of a person's mental Characteristics by one point, to no more than +4^[AMDE, p. 353].

Level 55:

- Increase one of a person's mental Characteristics by one point, to no more than +5^[AMDE, p. 353].

⁵This can also create items of cognition. This can bring a dream to a sleeping person, instill in him a long-term plan for the future, or make him apply his mind to trying to overcome a problem. It cannot force him to follow through with these plans^[A&A, p. 32].

INTELLEGO MENTEM

These spells are superb for cutting through the confusion of social interaction and the endless banter of the rabble. The Intellego Animal spells that deal with the mind may also be used for ideas and guidelines for this section.

Note that writing does not contain any information of itself, and is generally Animal and Herbam or Terram, for the materials, not Mentem. To translate writing, you need someone who can read it, although you could read the translation from their mind.

In general, a Momentary Mentem spell can answer a single question, although this answer need not be expressible in a brief form. A Momentary spell could, for example, tell you exactly how the target felt about his father, no matter how complex the feeling, but it wouldn't tell you why he felt that way. Finding out a lot of information takes time.

Sigils for Intellego Mentem spells usually involve information being transmitted in unique ways.

Intellego Mentem botches normally supply false information^[AMDE, p. 354].

Level 1:

- Sense a supernatural creature of Might 50 or above with a Might associated with Mentem^[RoP:M, p. 111].

Level 2:

- Sense a supernatural creature of Might 40 or above with a Might associated with Mentem^[RoP:M, p. 111].
- Count the number of individuals in the spell Target^[TMRE, p. 93].

Level 3:

- Sense a supernatural creature of Might 30 or above with a Might associated with Mentem^[RoP:M, p. 111].
- Count the number of individuals in the spell Target, divided into apparent categories^[TMRE, p. 93].

Level 4:

- Sense the state of consciousness of one intelligent being (for example, asleep, awake, meditating, dead, drugged, insane, or comatose)^[AMDE, p. 354].
- Sense a supernatural creature of Might 15 or above with a Might associated with Mentem^[RoP:M, p. 111].
- Sort the individuals in the spell Target into categories and count them^[TMRE, p. 93].

Level 5:

- Sense a single emotion in a being^[AMDE, p. 354] 6.
- Understand the meaning behind spoken sounds^[AMDE, p. 354].
- Sense any supernatural creature with a Might associated with Mentem^[RoP:M, p. 111].
- Sense any Mentem spirit^[AM, p. 50].

Level 10:

- Sense all of the emotions in a being^[AMDE, p. 354] 6.
- Discover the truth of a statement^[AMDE, p. 354].

Level 15:

- Speak with any one human^[AMDE, p. 354].
- Read a person's surface thoughts^[AMDE, p. 354] 7.
- Pick a single answer from the mind of a target^[AMDE, p. 354].

Level 20:

- Read the last day's memories from one person^[AMDE, p. 354] 8.

⁶This reads the target's estimation. This guideline can also read a single sensory input from the target's common sense^[A&A, p. 33].

⁷This interrogates the imagination, and can also be used to read the entire common sense, thus perceiving whatever the target is perceiving with all of his sense organs^[A&A, p. 33].

⁸This can also read the short-term plans from the person's cognition. If cast while a target is dreaming, spells based on this guideline can eavesdrop on those dreams^[A&A, p. 33].

Level 25:

- Learn all the information you wish from a person's mind^[AMDE, p. 354].

MUTO MENTEM

Muto Mentem spells give a mind properties it could not naturally acquire. These fall into three main categories.

First, changing memories. While memories may decay over time, they do not naturally change radically, so making them do so is Muto.

Second, emotions and thoughts that people cannot normally feel. This includes the thoughts of animals and similar.

Third, non-mental properties. This covers making a mind physical, and is very difficult.

Muto Mentem botches might change the mind of the caster, thus making this magic potentially very risky.

While Intellego spells can grant magical senses to a single person, granting a magical sense to multiple people is a function of Muto Mentem. The base level is one magnitude higher than the level of an Intellego spell to grant that sense at a Range of Personal and Duration of Momentary, and the Muto Mentem spell has requisites of Intellego and the appropriate Form or Forms. As for all base levels, this is for a spell with Range Personal, Duration Momentary, and Target Individual^[AMDE, p. 355].

All the guidelines that refer to memories can also affect imagination. Changing the imagination makes the target ignore the current focus of attention in favor of something of the caster's choosing. This must be an unnatural refocusing of attention to fall under Muto Mentem; for example, a major change in imagination might make a soldier in battle become focused on the grass rather than the enemy^[A&A, p. 33].

All the guidelines that refer to emotions (*i.e.*, estimation) can also affect common sense and cognition. Changing the estimation can also make the target react inappropriately to an emotional stimulus; for example, seeking shelter in the water, or fleeing from something non-threatening. A major change to the common sense can cause the target to hear a man's praise as condemnation, or see a sword as a haddock. Completely rewriting the common sense causes the target to comprehend sounds as visual images, or smells as feelings of pain (although these do no real damage). A major change to cognition can redirect a plan towards a different goal (revenge on Carolus rather than Darius), but the cognition must be completely rewritten to give someone a new aspiration — at least for the duration of the spell^[A&A, p. 33].

Level 1:

- Make a minor change in a person's memory of an event^[AMDE, p. 355].

Level 2:

- Make a major change to a person's memory of an event^[AMDE, p. 355].

Level 3:

- Make a major change to a person's memory of a series of events^[AMDE, p. 355].
- Make a major change to a person's emotion^[AMDE, p. 355].

Level 4:

- Make major changes to a person's memory of a period of their life^[AMDE, p. 355].
- Completely change a person's emotions^[AMDE, p. 355].

Level 5:

- Turn a single memory or emotion into a solid object (requisite of the Form of the shape; the person whose memory or emotion was transformed must be touching the item to feel the emotion or recall the memory; other people touching the object do not experience its mental aspects)^{[AMDE, p. 355] [HoH:S, p. 70]}.

Level 10:

- Completely rewrite a person's memories^[AMDE, p. 355] ⁹.

Level 15:

- Make a mind or spirit visible (Imaginem requisite)^[AMDE, p. 355].
- Utterly change a person's mind^[AMDE, p. 355] ¹⁰.

Level 25:

- Make a mind or spirit solid (requisite of the Form of the shape)^[AMDE, p. 355].

PERDO MENTEM

Emotions naturally reappear in a person, so spells that destroy them must have a continuing duration to ensure that they do not come back. Memories do not naturally return, so Momentary Duration spells remove them forever, although a person could be told what he had forgotten, or reconstruct the memory from things he does remember. A continuing spell would prevent a person from relearning that information, however^[AMDE, p. 356].

Unlike memories, destroyed aspects of the imagination, cognition, common sense, and estimation naturally restore themselves^[A&A, p. 33]. All the guidelines that affect memories (rather than details from memories) can affect imagination or cognition as well^[A&A, p. 33].

All the guidelines that affect emotions work through the estimation, and can also affect the common sense. Quelling the estimation can also cause a person to neglect appetitive urges for shelter, rest, food, and drink, although the estimation must be removed entirely to cause the target to suffer deprivation through this neglect. Quelling the common sense leaves the target unable to correctly interpret a particular type of sensory input — he might see, but be unable to understand what he is seeing^[A&A, p. 33].

Level 3:

- Remove a minor detail from a person's memory^[AMDE, p. 356].

Level 4:

- Remove an important detail from a person's memory^[AMDE, p. 356].
- Diminish a single mental capability in a person^[AMDE, p. 356].
- Reduce the intensity of all of a person's emotions^[AMDE, p. 356].

Level 5:

- Quell an emotion in a person^[AMDE, p. 356].

Level 10:

- Remove a minor or short memory from a person's mind^[AMDE, p. 356] ¹¹.
- Reduce all of a person's mental capabilities^[AMDE, p. 356].

Level 15:

- Remove a major or long memory from a person's mind^[AMDE, p. 356] ¹².

⁹This can rewrite any of the five wits^[A&A, p. 33].

¹⁰This can do so by dominating the mind with a particular wit; for example, *Mind of the Beast* leaves the estimation in charge of all mental actions^[A&A, p. 33].

¹¹This can stop a person thinking about a certain thing, or make him neglect one of his goals or banish a dream^[A&A, p. 33].

¹²This can prevent all active thought through the imagination; or stifle creative thought or prevent dreaming entirely through the cognition^[A&A, p. 33].

- Remove all emotions from a person^[AMDE, p. 356].
- Drive a person insane^[AMDE, p. 356].

Level 25:

- Leave a person a mindless husk^[AMDE, p. 356].

REGO MENTEM

The Rego Animal spells that deal with the mind may also be used as good guidelines for levels of Rego Mentem spells. Many changes to the mind are Rego effects, because the mind could naturally assume that state.

Rego Mentem botches can change the target's mental state in the wrong way, or change the state of mind of the caster^[AMDE, p. 357].

General:

- Ward against beings associated with Mentem from one supernatural realm (Divine, Faerie, Infernal, or Magic) with Might less than or equal to the level of the spell (Touch, Ring, Circle)^{[AMDE, p. 357] [HoH:S, p. 114]}.
- Ward against spirits belonging to one realm (Divine, Faerie, Infernal, or Magic) with a Might less than or equal to the level of the spell (Touch, Ring, Circle)^[AMDE, p. 357].
- Reinforce the target's memory palace against magical attacks or attempts to modify his memories^[TMRE, p. 27].

Level 3:

- Make a subtle difference to the target's mental state^[AMDE, p. 357].

Level 4:

- Control a target's mental state (for example, awake, asleep, or confused)^[AMDE, p. 357].

Level 5:

- Control a natural emotion (for example, calm, fear); the target must feel the emotion before you can control it^[AMDE, p. 357] ¹³.
- Control a disembodied spirit associated with Mentem, such as most ghosts^{[AMDE, p. 357] [TMRE, p. 28] [LoH, p. 65] [RoP:M, p. 111]}.
- Incline a person to a particular sort of response^[AMDE, p. 357] ¹⁴.

Level 10:

- Control an unnatural emotion (for example, cultivate a person's feelings of bravery where he is usually cowardly)^[AMDE, p. 357] ¹⁵.
- Imbue all of a person's responses with a particular emotion^[AMDE, p. 357].

Level 15:

- Control a person as long as you can see them^[AMDE, p. 357] ¹⁴.
- Summon a disembodied spirit associated with Mentem, such as a ghost^{[AMDE, p. 357] [TMRE, p. 28] [LoH, p. 65] [RoP:M, p. 111]}.

Level 20:

- Give a person one complex command, which he tries to carry out to the best of his ability^[AMDE, p. 357] ¹⁵.

Level 25:

- Completely control a person's mind and emotions^[AMDE, p. 357].

¹³This operate on the estimation, and can also affect the common sense. Such spells make the common sense pay particular attention to a given sensory stimulus; in this context an unnatural stimulus is one that has not been experienced by the target before^[A&A, p. 34].

¹⁴These guidelines affect the imagination. These guidelines do not affect free will, but the caster can influence or control current thought (and thus action). For example, the Level 5 guideline can cause a watchman to concentrate on a man with a cart entering the city, rather than the group of armed people. Controlling the imagination can also hold a thought in a person's mind, increasing focus. The same guidelines can also affect the cognition through dreams; the Level 5 guideline allows the subject (but not the content) of the dream to be determined by the caster, and the Level 15 guideline can determine subject and content^[A&A, p. 34].

¹⁵directly controls the cognition, setting the target's goals towards that determined by the caster^[A&A, p. 34].

Terram

Terram spells, in addition to covering earth, stone, clay, metal, and glass, can sometimes affect inanimate objects in general. For instance, Wielding the Invisible Sling (ReTe 10) throws all manner of nonliving things.

Though Terram spells affect all manner of solid objects, it is harder to affect certain materials: Here, in increasing order of difficulty, are the materials Terram spells affect: earth (sand, dirt, mud), clay, stone, glass, metal, gemstones. Each level of difficulty does not necessarily represent an increase in one level of magnitude.

The base Individual for Terram depends on the material involved. For sand, dirt, mud, clay, or similar substances, it is about ten cubic paces of stuff. For stone, it is a single cubic pace. For base metals, it is a cubic foot, while for precious metals it is a tenth of that. For gemstones, the base individual is one cubic inch in size^[AMDE, p. 359]

Volcanic ash is the same magnitude of effect as sand, and the base Individual is 10 cubic paces of ash. Volcanic rock, and an entire volcano, counts as the same magnitude of effects as stone, and the base Individual is a cubic pace. Lava counts as the same magnitude of effect as a metal, and the base Individual size is a cubic foot^[HP, p. 12].

Individual	Vol. Metric	Vol. Imperial
Dirt	10 m ³	10 pace ³
Stone	1 m ³	1 pace ³
Base Metal	30 dm ³	1 ft ³
Precious Metal	3 dm ³	0.1 ft ³
Gemstones	15 cm ³	1 in ³

CREO TERRAM

Creating earth in an elaborate shape or, with a Muto requisite, with some unnatural property is one level of magnitude higher than the listed guidelines.

Wizard's sigils commonly visible in Creo Terram spells involve the object created being bizarre in some way, such as dirt being a specific color or texture.

Creo Terram botches can entomb the caster in earth or stone, as well as creating the wrong sort of material, or creating it in the wrong place^[AMDE, p. 359].

Level 1:

- Create sand, dirt, mud, or clay^[AMDE, p. 359].

Level 3:

- Create stone or glass^[AMDE, p. 359].
- Create and assemble the components for an alchemical reagent (Requisites: Animal and Herbam) (Ritual)^[A&A, p. 70].

Level 5:

- Create base metal^[AMDE, p. 359].

Level 15:

- Create precious metal^[AMDE, p. 359].
- Repair a crafted item, returning it to an "as new" state^{[AMDE, p. 359][MoH, p. 31]}.

Level 25:

- Create gemstone^[AMDE, p. 359].
- Create an earth elemental from a base amount of elemental matter (Ritual)^{[AMDE, p. 359][RoP:M, p. 133]}.

INTELLEGO TERRAM

Intellego Terram spell levels are not affected by the material of the thing affected, except as explicitly noted in the guidelines.

Intellego Terram botches normally provide false information^[AMDE, p. 359].

Level 1:

- Sense a supernatural creature of Might 50 or above with a Might associated with Terram^[RoP:M, p. 111].

Level 2:

- Learn one visible property of an object (a property that someone with appropriate skills could determine just by looking)^[AMDE, p. 359].
- Sense a supernatural creature of Might 40 or above with a Might associated with Terram^[RoP:M, p. 111].
- Count the number of individuals in the spell Target^[TMRE, p. 93].

Level 3:

- Sense a supernatural creature of Might 30 or above with a Might associated with Terram^[RoP:M, p. 111].
- Count the number of individuals in the spell Target, divided into apparent categories^[TMRE, p. 93].

Level 4:

- Learn one mundane property of an object^[AMDE, p. 359].
- See an object and its surroundings^[AMDE, p. 359].
- Sense a supernatural creature of Might 15 or above with a Might associated with Terram^[RoP:M, p. 111].
- Sort the individuals in the spell Target into categories and count them^[TMRE, p. 93].

Level 5:

- Learn all components of a mixture or alloy^[AMDE, p. 359].
- Sense any supernatural creature with a Might associated with Terram^[RoP:M, p. 111].

Level 10:

- Learn all the natural properties of an object^[AMDE, p. 359].

Level 15:

- Sense all the mundane properties of a composite object^[AMDE, p. 359].

Level 20:

- Learn the magical properties of an object^[AMDE, p. 359].
- Make your senses unhindered by earth (for example, see right through a rock)^[AMDE, p. 359].
- Speak with a natural rock (for example, a boulder)^[AMDE, p. 359].

Level 25:

- Speak with an artificial rock (for example, a statue)^[AMDE, p. 359].

Level 30:

- Commune with a natural rock; speak with a metal object (for example, a knife)^{[AMDE, p. 359][HoH:TL, p. 74]}.

Level 35:

- Commune with an artificial rock (for example, a statue)^{[AMDE, p. 359][HoH:TL, p. 74]}.

Level 40:

- Commune with a metal object (for example, a knife)^{[AMDE, p. 359][HoH:TL, p. 74]}.

MUTO TERRAM

The targets below are for changing dirt. To change to or from sand, mud, or clay, use the same level of magnitude as for dirt. To change to or from stone or glass, add one level of magnitude. To change to or from metal or gemstone, add two levels of magnitude. These adjustments only apply once, so that changing metal to metal is only two magnitudes higher.

The amount of material you can change is limited by the guidelines for each end. Thus, you can turn a cubic pace of stone into a cubic inch of gemstone with a base Individual.

Serious Muto Terram botches have a tendency to turn the caster to stone or metal, but lesser botches transform the wrong thing, or transform things in the wrong way^[AMDE, p. 360].

General:

- Convert part of an earth elemental's body into another type of earth (soil to dust, etc.), reducing the elemental's Might pool by the level of the spell +2 magnitudes. If the elemental is not destroyed by this effect, when the duration ends it can restore this Might by re-absorbing the matter^{[AMDE, p. 360][RoP:M, p. 133]}.

Level 1:

- Change one property of dirt^[AMDE, p. 360].

Level 2:

- Change dirt to another type of natural earth (for example, sand to loam)^[AMDE, p. 360].

Level 3:

- Change dirt so that it is slightly unnatural (requisites may be required)^[AMDE, p. 360].
- Change dirt into a liquid or gas (with requisites)^[AMDE, p. 360].
- Change dirt to stone, or vice versa^[AMDE, p. 360].

Level 4:

- Change dirt so that it is highly unnatural (requisites will often be required)^[AMDE, p. 360].
- Change dirt into a mixture of liquids, solids, and gases (with requisites)^[AMDE, p. 360].
- Change dirt into a plant (with requisites)^[AMDE, p. 360].
- Make something grow to ten times its previous volume^[AMDE, p. 360].

Level 5:

- Change dirt into a slightly unnatural liquid or gas (with requisites)^[AMDE, p. 360].
- Change dirt into an animal (with requisites)^[AMDE, p. 360].

Level 10:

- Change dirt into a highly unnatural liquid or gas (with requisites)^[AMDE, p. 360].

PERDO TERRAM

To destroy sand, mud, or clay, use the same level of magnitude as for earth. To destroy stone or glass, add one magnitude. To destroy metal or gemstone, add two magnitudes.

Perdo Terram botches, as well as destroying the wrong thing, can destroy the ground that the caster is standing on, or metal objects that he is holding or wearing^[AMDE, p. 361].

General:

- Destroy sufficient matter to reduce an earth elemental's Might Score by the level of the spell +2 magnitudes^{[AMDE, p. 361][RoP:M, p. 133]}.

Level 2:

- Weaken dirt^[AMDE, p. 361].

Level 3:

- Destroy dirt^[AMDE, p. 361].

Level 5:

- Destroy one aspect of dirt, such as its weight or its cohesiveness^{[AMDE, p. 361][HoH:S, p. 37]}.

REGO TERRAM

The guidelines for controlling dirt, sand, mud, or clay are listed below. Add one magnitude to control stone or glass, and two for metal or gemstones, unless the item is simply being moved from one place to another (as in Unseen Arm or either Invisible Sling). Manipulating objects with great precision may also be higher, depending on the level of precision.

Rego Terram botches often result in the caster being struck by large amounts of flying stone^[AMDE, p. 362].

General:

- Ward against beings associated with Terram from one supernatural realm (Divine, Faerie, Infernal, or Magic) with Might less than or equal to the level of the spell (Touch, Ring, Circle)^{[AMDE, p. 362][HoH:S, p. 114]}.

Level 1:

- Control or move dirt in a natural fashion^[AMDE, p. 362].

Level 2:

- Control or move dirt in a slightly unnatural fashion^[AMDE, p. 362].
- Keep dirt away from you, under your conscious control (that is, you must be aware of its presence)^[AMDE, p. 362].
- Shape and form dirt, as if a craftsman had worked it^{[AMDE, p. 362][Cov, p. 51]}.

Level 3:

- Control or move dirt in a very unnatural fashion^[AMDE, p. 362].
- Assemble an alchemical reagent (Requisites: Animal and Herbam)^[A&A, p. 70].
- Craft an item from glass, *cf.* Base 2^{[AMDE, p. 362][HoH:S, p. 61]}.

Level 4:

- Transport a non-living object instantly up to 5 paces (add one magnitude for 50 paces, two magnitudes for 500 paces, three magnitudes for one league, four magnitudes for seven leagues, and five magnitudes for a place to which you have an Arcane Connection; casting requisites may be needed if the item is primarily not under the Form of Terram)^{[AMDE, p. 362][MoH, p. 92][TME, p. 107]}.
- Craft an item from gemstone, metal, or gemstone, *cf.* Base 2^{[AMDE, p. 362][HoH:S, p. 61]}.

Level 5:

- Keep all dirt away from your body, or ward a target against dirt^[AMDE, p. 362].
- Control a disembodied spirit associated with Terram^{[AMDE, p. 362][TMRE, p. 28][LoH, p. 65][RoP:M, p. 111]}.
- Completely control an earth elemental^{[AMDE, p. 362][RoP:M, p. 133]}.
- Hurl a hard projectile with enough force to do +5 damage (range increment of 20 paces; this applies magical force to the projectile at the moment of casting, and the projectile then moves naturally)^{[AMDE, p. 362][HoH:S, p. 38]}.
- Transport a non-living object instantly up to 50 paces. For objects larger than something that can be comfortably held in two hands, size modifiers are necessary. Casting requisites may be needed if the item is primarily not under the Form of Terram^{[AMDE, p. 362][MoH, p. 92][TME, p. 107]}.

Level 10:

- Hurl a hard projectile with enough force to do +10 damage (range increment of 20 paces; this applies magical force to the projectile at the moment of casting, and the projectile then moves naturally)^{[AMDE, p. 362][HoH:S, p. 38]}.
- Transport a non-living object instantly up to 500 paces. For objects larger than something that can be comfortably held in two hands, size modifiers are necessary. Casting requisites may be needed if the item is primarily not under the Form of Terram^{[AMDE, p. 362][MoH, p. 92][TME, p. 107]}.

Level 15:

- Summon a disembodied spirit associated with Terram^{[AMDE, p. 362][TMRE, p. 28][LoH, p. 65][RoP:M, p. 111]}.
- Hurl a hard projectile with enough force to do +15 damage (range increment of 20 paces; this applies magical force to the projectile at the moment of casting, and the projectile then moves naturally)^{[AMDE, p. 362][HoH:S, p. 38]}.
- Transport a non-living object instantly up to one league. For objects larger than something that can be comfortably held in two hands, size modifiers are necessary. Casting requisites may be needed if the item is primarily not under the Form of Terram^{[AMDE, p. 362][MoH, p. 92][TME, p. 107]}.

Level 20:

- Ward against dirt, sand, mud, or clay, *cf.* Base 5 (Touch, Ring, Circle)^{[AMDE, p. 362][HoH:S, p. 114]}.
- Transport a non-living object instantly up to seven leagues. For objects larger than something that can be comfortably held in two hands, size modifiers are necessary. Casting requisites may be needed if the item is primarily not under the Form of Terram^{[AMDE, p. 362][MoH, p. 92][TME, p. 107]}.

Level 25:

- Ward against stone or glass, *cf.* Base 5 (Touch, Ring, Circle)^{[AMDE, p. 362][HoH:S, p. 114]}.
- Transport a non-living object instantly to a place to which you have an Arcane Connection. For objects larger than something that can be comfortably held in two hands, size modifiers are necessary. Casting requisites may be needed if the item is primarily not under the Form of Terram^{[AMDE, p. 362][MoH, p. 92][TME, p. 107]}.

Level 30:

- Ward against metal or gemstone, *cf.* Base 5 (Touch, Ring, Circle)^[AMDE, p. 362].

Vim

Vim spells are very useful. They help you use your spells to better effect, and since using spells efficiently is what being a master magus is all about, these spells are very important. With imagination, you can use these spells to make wards, alarms, one-use magic items, and other interesting things. Many Vim spells are meant to be cast along with other spells, and modify or change their effects.

Vim magic also encompasses dealing with demons. Summoning and dealing with demons is prohibited within the Order, but fighting them is allowed.

Magi often use Vim to counteract magical phenomena. Storyguides should assign spell levels for all magical phenomena that those using Vim counterspells will have to match.

Most Vim spells are of General level, because the magic that Vim spells affect varies widely in power. A spell to dispel a first magnitude spell needs to be much less powerful than a similar spell to dispel a fifth magnitude effect. The guidelines provided for Vim spells take account of this, and rather than giving an absolute level for a corresponding effect, they give the relationship that the level of the Vim spell must bear to the level of the target.

As usual, these guidelines refer to a spell with the basic Range, Duration and Target. When changing these parameters the change in level should be taken account of before multiplying or dividing the spell level to get the effect. Thus, a *Perdo Vim* using the guideline “Dispel any supernatural effect of one realm with a level less than or equal to half the (level + 4 magnitudes + a stress die (no botch)) of the Vim spell” with Room target and Sight range would dispel a spell with a level of up to half (spell level – 5 + stress die). 10 levels of the spell’s power are devoted to increasing the Target to Room, and 15 to increasing the Range to Sight, and only the remaining power is available for the spell.

The Individual target for a Vim spell can refer to either an individual spell, or an individual object or person, and similarly for Group. If the target is an object or person, the Vim spell will affect any suitable magic affecting that person, not just one spell. Most such spells can only be cast on either other spells or individuals, but, if the description suggests that they could be cast on either, then they can. For example, *Mirror of Opposition* can only be cast on other spells, while *The Phantom Gift* can only be cast on people.

Spells and magical effects do not have sizes, so size modifications do not apply to the levels of Individual Target Vim spells. However, Vim spells affecting areas, or number of spells, must be increased in level for large areas or large numbers, as normal.

The guidelines below refer mainly to spells. This is for the sake of brevity, as Vim spells can affect magical effects proceeding from magical items, magical creatures, or demons. However, unless specifically stated otherwise, the spells do not affect magical items, only the effects that they produce. Thus, *Wind of Mundane Silence* could dispel a stone wall produced by a magical item, but *Disenchant* is needed to dispel the magic of the item itself.

It should be noted that Hermetic magi, and most non-Hermetic wizards, do not have Might scores, and thus are not affected by wards or other spells that act against Might scores^[AMDE, p. 364]

CREO VIM

Creo Vim spells known throughout the Order.

Creo Vim botches often give the caster additional Warping Points, as the raw magic runs out of control^[AMDE, p. 365].

General:

- Create a magical shell which looks real to Intellego spells with a level less than or equal to twice its level, plus one magnitude (this aura is generic ‘magic’ only — no misleading information can be supplied)^[AMDE, p. 365].
- Create a magical shell which prevents Intellego spells with a level less than or equal to its level, plus one magnitude from learning any details about the magic on the target^[AMDE, p. 365].
- Create a magical shell which gives false information about the target to Intellego spells with level less than or equal to half its level plus one magnitude^[AMDE, p. 365].
- Refreshes all spell traces within the target that are less than the magnitude of the guideline –1, in negative magnitude (this restores them to their initial strength, generally half the magnitude of the spell)^{[AMDE, p. 365][HoH:TL, p. 74]}.
- Restore a demon’s Might Pool by (the level of the spell + 10), as long as the spell penetrates its Magic Resistance^[RoP:TI, p. 121].
- Potentially strengthen a Magic aura; roll on the Aura Strengthening Table with a modifier equal to magnitude; the modifier must be 0 or greater, thus the minimum possible base level is 4 (Ritual)^[RoP:M, p. 14].

Level 3:

- Taint something with magic^[AMDE, p. 365].

Level 4:

- Create a temporary Arcane Connection to a target within range (this Arcane Connection cannot be fixed in a laboratory, and does not itself give a bonus to Penetration, but does allow the magus to use other methods to boost Penetration and to use other spells on the target even if the magus can no longer perceive it; note that this spell must Penetrate the target’s Magic Resistance like any other spell)^{[AMDE, p. 365][RoP:TI, p. 121]}.

Level 5:

- Create a burst of magic that gives the target one Warping Point (spells that grant Warping cannot have a duration of greater than Momentary; note that doing this to a magus is an attack and clearly against the Code)^[AMDE, p. 365].
- Decrease the rate of decay of an Arcane Connection as if the connection were one step higher^[AMDE, p. 220] (if this increases the Duration to Years or greater, the duration continues to be measured in years; Hermetic magic cannot make an Arcane Connection last indefinitely without fixing it in the laboratory)^{[AMDE, p. 365][MoH, p. 113]}.

Level 10:

- Give the target two Warping Points^[AMDE, p. 365].
- Decrease the rate of decay of an Arcane Connection as if the connection were two steps higher^[AMDE, p. 220], subject to the same limits as above^{[AMDE, p. 365][MoH, p. 113]}.

Level 15:

- Give the target three Warping Points^[AMDE, p. 365].
- Decrease the rate of decay of an Arcane Connection as if the connection were three steps higher^[AMDE, p. 220], subject to the same limits as above^{[AMDE, p. 365][MoH, p. 113]}.

Since magic is a tricky thing to understand, spells that detect magic are at once difficult and important. Although demons deal in Vim, they are made of the essence of deception itself. If a demon does not wish to be detected, it cannot be (at least to the common knowledge of the Order), and for this reason there are no demon-locating magics. Magic items cannot be investigated with simple magic spells. Investigation requires that you spend at least one season in the laboratory to discover what magic an enchanted item contains (see the Laboratory chapter). A spell will suffice to tell you that an item is magical, however, and may give you some idea of its powers. Spells will never tell you how to use an item.

The base level of a spell to detect magic also gives a fairly good idea of the strength of the magic (within a magnitude). The addition of one magnitude will say whether the effect is Hermetic, and a magus familiar with other types of magic will be able to identify them as well. The addition of two magnitudes will give information about Technique and Form, or nearest equivalent for other types of magic. The addition of three magnitudes gives the rough details of the effect and the sigil of the caster, and reveals whether a Hermetic effect was created by a spell or invested device. A magus with extensive experience of a particular kind of non-Hermetic magic can do the same for that, the spell reveals the information, but the caster may not be able to interpret it. Further increases in level yield further information, depending on the design of the specific spell.

Different spells may be invented to detect Faerie, Divine, or Infernal effects. Each spell only affects one realm, and storyguides may wish to disallow spells to detect the Divine or Infernal.

As a general rule, residues of magic decline as follows. As soon as the magic finishes, the magnitude halves. It then drops by one for every duration of the spell that passes. Once this reaches zero, the residues decline more slowly. Residues of non-Ritual Momentary, Concentration, and Diameter Duration drop by one every month, while residues of other effects drop by one every year. A 'negative magnitude' of 10 indicates that the residue has disappeared completely, and no longer exists to be detected.

Magical items have an effective residue magnitude equal to the number of pawns of vis used to open the enchantment (or the total pawns used for lesser enchanted devices). Magnitudes of non-Hermetic items must be set by the storyguide. A spell to detect items will not also detect effects or creatures, and vice-versa. Variants will detect items enchanted by different Realms, as above.

Magical creatures can also be detected. Treat their Might as the level of the effect; for Hermetic magi, use their highest Art. Divide Might or highest Art by five (rounding up) to get the effective residue magnitude. Again, this requires a dedicated spell, and variants may detect Faerie and possibly Divine creatures. Demons may not be detected. Troupes may, at their option, allow spells that detect other Infernal creatures, such as diabolists and undead.

Raw vis will show up as magical, simply as raw vis, under any magical detection. The level of the detecting spell is irrelevant, as is the realm of power that it was designed to detect. However, only specially designed spells will yield any information other than that it is raw vis.

Intellego Vim botches generally give false information.

General:

- Detect the traces of magic of negative magnitude up to the magnitude of the guideline used – 2^{[AMDE, p. 366][HoH:TL, p. 74]}.

Level 1:

- Detect magic of tenth magnitude or higher^[AMDE, p. 366].
- Detect the presence of a supernatural aura^[AMDE, p. 366].
- Detect the presence of vis^[AMDE, p. 366].
- Sense a supernatural creature of Might 50 or above with a Might associated with Vim^[RoP:M, p. 111].
- Sense a supernatural creature of Might 50 or above of a specific type or with a Might associated with a specific Realm^{[HP, p. 101][1]}.

Level 2:

- Detect magic of eighth magnitude or higher^[AMDE, p. 366].
- Determine the power of a supernatural aura^[AMDE, p. 366].
- Sense a supernatural creature of Might 40 or above with a Might associated with Vim^[RoP:M, p. 111].
- Sense a supernatural creature of Might 40 or above of a specific type or with a Might associated with a specific Realm^{[HP, p. 101][1]}.
- Count the number of individuals in the spell Target^[TMRE, p. 93].

Level 3:

- Detect magic of sixth magnitude or higher^[AMDE, p. 366].
- Detect regio boundaries (if cast with a Vision target, this provides enough information to find a way between levels for regiones that allow that sort of entrance; otherwise, it reveals the presence of a regio, and possibly its rough shape)^[AMDE, p. 366].
- Sense a supernatural creature of Might 30 or above with a Might associated with Vim^[RoP:M, p. 111].
- Sense a supernatural creature of Might 30 or above of a specific type or with a Might associated with a specific Realm^{[HP, p. 101][1]}.
- Count the number of individuals in the spell Target, divided into apparent categories^[TMRE, p. 93].

Level 4:

- Detect magic of third magnitude or higher^[AMDE, p. 366].
- Judge the amount of vis present^[AMDE, p. 366].
- Discern the Art of vis^[AMDE, p. 366].
- Discern the alignment of an aura^[RoP:M, p. 14].
- Sense a supernatural creature of Might 15 or above with a Might associated with Vim^[RoP:M, p. 111].
- Sense a supernatural creature of Might 15 or above of a specific type or with a Might associated with a specific Realm^{[HP, p. 101][1]}.
- Sort the individuals in the spell Target into categories and count them^[TMRE, p. 93].

Level 5:

- Detect any active magic^[AMDE, p. 366].
- Speak with a demon^[RoP:TL, p. 121].
- Sense any supernatural creature with a Might associated with Vim^[RoP:M, p. 111].
- Sense any supernatural creature of a specific type or with a Might associated with a specific Realm^{[HP, p. 101][HoH:S, pp. 99–100][1]}.
- Discern and measure a single astrological factor in the environment. Discern and measure the astrological time in the environment. (The caster learns the conditions at the target location, not his own, with extended range.)^{[TMRE, p. 51] 16}

Level 10:

- Detect the Gift^{[HMRE, p. 6][App, p. 33]}.
- Detect any active magic and any trace of positive magnitude^[HoH:TL, p. 74].
- Discern and measure all astrological factors in the environment; providing sufficient information to reset a magical armillary sphere to the conditions in a different environment^{[TMRE, p. 51] 16}.

¹⁶These spells do not require Astrological Virtues to learn or cast, but the information is most useful to magi using Astrological Durations.

Measuring the astrological time near the target is enough to cast a spell relying on a measured astrological time, provided the measurement point and the target of subsequent spells are close enough. Hence, measurement spells are usually indirect, Aimed rather than Targeted^[AMDE, p. 223].

These spells let you change other spells.

These meta-magical spells have certain special restrictions, which apply to all Muto Vim spells invented according to Hermetic theory. First of all, they cannot be cast on Spontaneous spells. Such magic is being manipulated at whim—any attempt to alter it further would make the caster lose control. (This is necessary for game balance.)

Second, you must make an Intelligence + Concentration roll against an Ease Factor of 9 if you are casting both spells (that is, the MuVi spell and the spell it is affecting). If this fails, the spells do not go off. If it botches, they botch. (This is slightly easier than normal.)

If you wish to cast one of these spells on a spell being cast by another magus, you must either be co-operating, or you must fast cast the Muto Vim spell. There is no other way to get the timing right. In addition, your Penetration total for the Muto Vim spell must beat the other magus's Penetration total for the spell to be changed, unless you are co-operating.

Touch range is sufficient to affect your own spells, but Voice range, at least, is needed to affect another magus's casting. You cannot touch the spell itself.

These spells can only be used on Hermetic magic, as they depend on a good understanding of the processes involved.

You may only put a Muto Vim effect into a magical item if it is to work with another effect in that item. All Muto Vim spells require some tailoring to the specific use, and a magical item effect cannot be so tailored.

Note that a spell invented according to one of the guidelines below will change another spell in a specific way: it is not possible to invent a single spell which changes another spell however the caster wants. See the example spells for ideas on how specific this should be.

It is not possible, for reasons that Hermetic theorists do not well understand, to use Muto Vim to affect another spell after it has been cast.

If the parameters of an effect after it has been changed by a Muto Vim spell would normally require a Ritual, then at least one of the original spell and the Muto Vim spell must be a Ritual. For example, a Formulaic or Spontaneous Muto Vim effect on a Formulaic spell cannot produce an effect that would normally require a Ritual.

Muto Vim botches can have any conceivable effect, as they alter the other spell in unpredictable ways.

Muto Vim spells work by altering the magical energies that create the spell as it is being cast. The spell is the result of the combination of the base casting and the Muto Vim effect, and has its effect once both the casting and the Muto Vim effect have finished. This means that a Muto Vim spell must have a duration at least as long as the casting of the target spell, but need not last for as long as the spell itself. For normally-cast formulaic spells, a Momentary Duration is sufficient, but if the casting time is longer for any reason, the Muto Vim spell must also have a longer Duration; Sun is sufficient for any practical Ritual.

An increase in power or parameters may not raise the level of the target spell above the level of the Muto Vim spell^[AMDE, p. 368].

Muto Vim Spells & Enchanted Devices

Muto Vim spells affect other spells, and can also affect spell-like effects instilled in enchanted devices, as long as certain conditions are met.

A Muto Vim effect can be put into a magical item, as long as it affects another power instilled in the item. If spell-like powers in a magical item can be manipulated by Muto Vim effects, then spell-like powers can also be manipulated by Muto Vim spells. The reverse is not true; a general purpose Muto Vim spell-like effect cannot be instilled in a magical item with the intent to affect spells that the wielder desires to target. Muto Vim spell-like effects can only affect other spell-like effects in the same magical item.

If the magus casting the Muto Vim spell is the same person activating a magical item, then the standard rules for casting a Muto Vim spell apply. The caster must succeed with an Intelligence + Concentration roll against an Ease Factor of 9.

If the magus is not the same person activating the magical item, the rules governing a Muto Vim spell cast on another magus' spell apply. If an ally activates the magical item, and the magus and item-activator have worked out the timing issues beforehand, the two are considered to be cooperating.

If the caster and the item-activator have not worked out the timing issues beforehand, then they are not cooperating. An enemy using a magical item falls into this category. In this case, the magus must fast cast the Muto Vim spell. He must also beat the magical item's Penetration with his Muto Vim spell's Penetration. Because most Muto Vim spells are Form specific, he must also correctly identify the Form of the device's spell-like effect. Use the Determining Form of Magical Effect formula^[AMDE, p. 217] to determine whether the magus is successful. If the magus correctly identifies the Form, succeeds with a fast cast defense roll against the item-activator's Initiative roll, and casts his spell with higher Penetration than the device's Penetration, his Muto Vim spell affects the device's spell-like effect.

All other Muto Vim spell rules apply. The magical item must be Hermetic. The Muto Vim spell can have Range Touch if the magus is holding the magical item, but must have Range Voice, at least, if someone else is holding the magical item or he triggers it from a distance^[AMDE, p. 367].

General:

- Superficially change a spell of less than or equal to twice the (level + 1 magnitude) of the Vim spell (this may not change the primary effect of the spell, or its power)^[AMDE, p. 368].
- Significantly change a spell of less than or equal to the level + 1 magnitude of the Vim spell (this may not change either the Technique or Form of the target spell; a change in power of plus or minus one magnitude is a significant change, as is a change of target if the target was possible for the original spell)^[AMDE, p. 368].
- Totally change a spell of less than or equal to half the (level + 1 magnitude) of the Vim spell (this may change the Technique, Form, or both of the target spell, and needs no requisites for those Arts; the Vim spell affects the structure of the spell, not the things that the spell targets; a change in power of up to two magnitudes is a total change; any greater change requires either Creo or Perdo to create more magical energy or destroy some)^[AMDE, p. 368].
- Bind a demon with Might equal to (the level of the spell + 10) to a person or object^[RoP:TI, p. 121].
- Pass control of a spell of a specific Form to another person. The level of the affected spell must be less than or equal to the level of this spell + 2 magnitudes^[HP, pp. 97–98].

PERDO VIM

Most Perdo Vim spells are specific to one of the four Supernatural Realms. If you want to cast a Perdo Vim spell on a character who has Magic Resistance, you must overcome the Magic Resistance^[AMDE, p. 369].

General:

- Make something (including a magical item) seem non-magical to any Intellego spell of less than or equal to twice the (level + 2 magnitudes) of this spell^[AMDE, p. 369].
- Dispel effects of a specific type with a level less than or equal to the level + 4 magnitudes of the Vim spell + a stress die (no botch); a specific type could be Hermetic Terram magic, or Shamanic spirit control magic; a magus must have some knowledge of a type of magic to invent a spell to affect it^[AMDE, p. 369].
- Reduce a target's Might Score by the level of the spell + 2 magnitudes, as long as the spell penetrates the creature's Magic Resistance^[AMDE, p. 369].
- Reduce a target's Might Pool by the level of the spell + 2 magnitudes, as long as the spell penetrates the creature's Magic Resistance^[AMDE, p. 369]^[RoP:TI, p. 121].
- Dispel any supernatural effect of one realm with a level less than or equal to half the (level + 4 magnitudes + a stress die (no botch)) of the Vim spell^[AMDE, p. 369].
- Reduce the casting total for all supernatural powers of one realm cast by the target by half the (level + 2 magnitudes) of the spell (if two or more such spells affect one target, only the highest has any effect; the spell must penetrate the target's Magic Resistance)^[AMDE, p. 369].
- Reduce the casting total for a specific type of supernatural effect cast by the target by the (level + 2 magnitudes) of the spell (if two or more such spells affect one target, only the highest has any effect; the spell must penetrate the target's Magic Resistance; a maga must be familiar with a type of supernatural effect to invent a spell to affect it)^[AMDE, p. 369]^[RoP:TI, p. 121].
- Age a spell trace to a negative magnitude equal to the guideline used (for example, -2 for a level 10 guideline)^[AMDE, p. 369]^[HoH:TL, p. 75].
- Dispel a Hermetic enchantment with a level less than the guideline level used + 1 magnitude + a stress die (no botch); the spell must be a Ritual^[AMDE, p. 369]^[HoH:TL, p. 75].
- Dispel a specific type of enchantment with a level less than twice the guideline level used + 2 magnitudes + a stress die (no botch); the spell must specify a particular Hermetic Form or a specific type of enchantment such as Talismans, Familiars or Longevity Rituals; spell must be a Ritual^[AMDE, p. 369].
- Dispel Hermetic Form Resistance aligned to a given Form with a level less than or equal to the level of the Vim spell + 2 magnitudes + a stress die (no botch); spell must penetrate the Vim-based Magic Resistance of the target^[AMDE, p. 369]^[TCI, p. 63].
- Dispel Magic Resistance from a Might score aligned to one Realm with a level less than or equal to the level of the Vim spell + 4 magnitudes + a stress die (no botch); spell must penetrate the Vim-based Magic Resistance of the target^[AMDE, p. 369]^[TCI, p. 63].
- Destroy an amount of raw vis equal to the level of the spell^[AMDE, p. 369]^[DI, p. 106].
- Potentially weaken a Magic aura; roll on the Aura Weakening Table with a modifier equal to magnitude; the modifier must be 0 or greater, thus the minimum possible base level is 4 (Ritual)^[RoP:M, p. 14].

Level 5:

- Reduce the duration of an Arcane Connection by one step^[AMDE, p. 220] (if this reduces the duration below Hours, the connection expires immediately; does not work on connections that naturally have Indefinite duration, but can make a fixed connection expire; note that the Range is the range to the Arcane Connection)^[AMDE, p. 369].

Level 10:

- Reduce the duration of an Arcane Connection by two steps^[AMDE, p. 220], subject to the same limits as above^[AMDE, p. 369].

Level 15:

- Reduce the duration of an Arcane Connection by three steps^[AMDE, p. 220], subject to the same limits as above^[AMDE, p. 369].

Level 20:

- Reduce the duration of an Arcane Connection by four steps^[AMDE, p. 220], subject to the same limits as above^[AMDE, p. 369].

Level 25:

- Reduce the duration of an Arcane Connection by five steps^[AMDE, p. 220], subject to the same limits as above^[AMDE, p. 369].

Level 30:

- Reduce the duration of an Arcane Connection by six steps^[AMDE, p. 220], subject to the same limits as above (this level of effect is sufficient to make almost any Arcane Connection expire instantly)^[AMDE, p. 369].

REGO VIM

Rego Vim spells repel demons and other supernatural creatures. Theoretically, it is possible to conjure and control demons through Rego Vim spells, but this knowledge and its use are forbidden by the Hermetic Code. Any who find and dare to use this knowledge face dangers from both the beings they deal with and those in the Order of Hermes who strongly object to such practices.

Rego Vim would also be the combination of Arts that granted Magic Resistance, but not even Bonisagus was able to turn Parma Magica into a spell. Aegis of the Hearth is the best that has been managed, and that spell is not fully integrated into Hermetic theory^[AMDE, p. 370].

General:

- Ward against all supernatural beings from one realm (Divine, Faerie, Infernal, or Magic) with Might less than or equal to the level of the spell (Touch, Ring, Circle)^{[AMDE, p. 370] [HoH:S, p. 114]}.
- Sustain or suppress a spell you have cast whose level is less than or equal to the level + 2 magnitudes of the Vim spell (this cannot make a spell last longer than it could have naturally, so the sustaining version is only useful with Concentration Duration among standard Hermetic Durations; a suppressed spell still ends when its original duration expires)^[AMDE, p. 370].
- Create a conduit or container for spells with level less than or equal to the level + 5 magnitudes of the Vim spell (a conduit puts you in mystical contact with the target at effective Touch range, while a container holds a spell for a specific length of time before releasing it)^[AMDE, p. 370].
- Sustain or suppress a spell cast by another with level less than or equal to half the (level + 5 magnitudes) of the Vim spell (this guideline may target the spell itself or the caster of the spells)^[AMDE, p. 370].
- Sustain or suppress a spell or spells of a specific type cast by another with level less than the level + 2 magnitudes of the Vim spell (examples of specific types include Hermetic Terram magic and Shamanic spirit control magic; this guideline may target the spell itself or the caster of the spells)^{[AMDE, p. 370] [HoH:S, p. 129]}.
- Summon a demon with Infernal Might less than the level of the spell + 4 magnitudes (Ritual)^[RoP:TI, p. 121].
- Summon an Aspect of a Daimon if the level + 4 magnitudes equals or exceeds twice its Might (Ritual)^[RoP:M, p. 111].

Level 5:

- Control any disembodied spirit associated with one of the four supernatural realms (a different spell is needed for each realm)^{[AMDE, p. 370] [LoH, p. 65] [RoP:M, p. 111]}.
- Control a disembodied spirit associated with Vim from any of the four supernatural realms^{[TMRE, p. 28] [LoH, p. 65] [RoP:M, p. 111]}.
- Activate an enchanted device with a simple trigger (i.e., not a linked trigger or an environmental trigger^[AMDE, p. 258]). The caster must know the triggering action for the target device either because he invested the enchantment himself, because he investigated the enchantment in the laboratory or because he has learned it in some other manner such as being shown the action by someone else who already knows it. The target item is activated directly by the Rego Vim spell; the normal trigger is not reproduced^[LoH, p. 107].

Level 10:

- Move raw vis from one physical object to another, without needing a laboratory^[AMDE, p. 370].

Level 15:

- Summon any disembodied spirit associated with one of the four supernatural realms (a different spell is needed for each realm)^{[AMDE, p. 370] [RoP:M, p. 111] [LoH, p. 65]}.
- Summon a disembodied spirit associated with Vim from any of the four supernatural realms^{[TMRE, p. 28] [LoH, p. 65] [RoP:M, p. 111]}.

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