

# Ars Magica 5<sup>th</sup> edition

## Supplemental Spell Guidelines

These spell guidelines have been collected from the various supplements written for Ars Magica 5<sup>th</sup> edition before April 18, 2010. In cases where the Form had been generalized (e.g. the guideline had been “Creo (Form)”), effort has been made insert the actual Form wherever possible. All this material is copyright Trident d/b/a Atlas Games, 2005-20010. All rights reserved.

These guidelines have been collected by Christopher Allen. Special thanks to Erik Tyrrell and Michelle Nephew for all the help they provided. If you catch any errors or oversights, please contact Christopher Allen at [christopher.t.allen.95@dartmouth.org](mailto:christopher.t.allen.95@dartmouth.org) and let him know.

# ANIMAL

## Creo Animal

- Level 2:** • Preserve a corpse from decay. [Covenants p.50]

## Intellego Animal

- Level 1:** • 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 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 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:** • Sense any supernatural creature with a Might associated with Animal. [RoP:M p.111]

## Muto Animal

## Perdo Animal

## Rego Animal

- General:** • Ward against beings associated with Animal from one supernatural realm with Might less than or equal to the level of the spell. (Touch, Ring, Circle) [HoH:S p.114]
- Level 1:** • Manipulate items made of animal products. [Covenants p.50]
- Craft an item from tanned leather. [HoH:S p.61]
- Craft an item from prepared wool. [HoH:S p.61]
- Level 2:** • Treat items made of animal products. [Covenants p.50]
- Level 3:** • Treat and process items made of animal products. (For greater complexity add one or two magnitudes. Increased complexity usually also increases the Ease Factor of the mundane craft, and so increases the Finesse roll Ease Factor.) [Covenants p.50]
- Craft an item from animal bone. [HoH:S p.61]
- Craft an item from raw wool. [HoH:S p.61]
- Level 5:** • Cause vermin to spontaneously generate in appropriate matter, such as flesh, plants, soil, or water. [Art & Academe p.30]
- Treat and process items made of animal products. (For greater complexity add one or two magnitudes. E.g. Base 15 might be used to weave thread into a tunic.) [Covenants p.51]
- Ward against animals or objects made from animal products. (Touch, Ring, Circle) [HoH:S p.114]
- Control a disembodied spirit of Animal. [TMRE p.28]
- Control an Airy Spirit of Animal. [RoP:M p.111]
- Level 15:** • Summon a disembodied spirit of Animal. [TMRE p.28]
- Summon an Airy Spirit of Animal. [RoP:M p.111]

# AQUAM

## Creo Aquam

- Level 3:** • Create ice in a natural shape, such as a floe or icicle. [HoH:S p.34]  
**Level 25:** • Create an elemental from a base amount of Aquam matter. [RoP:M p.133]

## Intellego Aquam

- Level 1:** • Sense a supernatural creature of Might 50 or above with a Might associated with Aquam. [RoP:M p.111]  
**Level 2:** • 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:** • 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:** • 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:** • Sense any supernatural creature with a Might associated with Aquam. [RoP:M p.111]

## Muto Aquam

- General:** • Convert part of an Aquam elemental's body into another type of Aquam matter, reducing the elementals Might Pool by the level of the spell +10. If the elemental is not destroyed by this effect, when the duration ends it can restore this Might by re-absorbing the matter. [RoP:M p.133]

## Perdo Aquam

- General:** • Destroy sufficient matter to reduce an Aquam elemental's Might Score by (the level of the spell +10). RoP:M p.133

## Rego Aquam

- General:** • Ward against beings associated with Aquam from one supernatural realm with Might less than or equal to the level of the spell. (Touch, Ring, Circle) [HoH:S p.114]  
**Level 5:** • Control a disembodied spirit of Aquam. [TMRE p.28]  
• Control an Airy Spirit of Aquam. [RoP:M p.111]  
• Completely control an Aquam elemental. [RoP:M p.133]  
**Level 15:** • Summon a disembodied spirit of Aquam. [TMRE p.28]  
• Summon an Airy Spirit of Aquam. [RoP:M p.111]  
**Level 20:** • Ward against liquids. (Touch, Ring, Circle) [HoH:S p.114]

# AURAM

## Creo Auram

- Level 25:** • Create an elemental from a base amount of Auram matter. [RoP:M p.133]

## Intellego Auram

- Level 1:** • Sense a supernatural creature of Might 50 or above with a Might associated with Auram. [RoP:M p.111]
- Level 2:** • 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:** • 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]

## Muto Auram

- General:** • Convert part of an Auram elemental's body into another type of Auram matter, reducing the elementals Might Pool by the level of the spell +10. If the elemental is not destroyed by this effect, when the duration ends it can restore this Might by re-absorbing the matter. [RoP:M p.133]
- Level 4:** • Transform a gas into a harmful gas causing a Light Wound (Stamina roll against Ease Factor 6 to resist) [HoH:S p.36]
- Level 5:** • Transform a gas into a harmful gas causing a Medium Wound (Stamina roll against Ease Factor 6 to resist) [HoH:S p.36]

## Perdo Auram

- General:** • Destroy sufficient matter to reduce an Auram elemental's Might Score by (the level of the spell +10). RoP:M p.133

## Rego Auram

- General:** • Ward against beings associated with Auram from one supernatural realm with Might less than or equal to the level of the spell. (Touch, Ring, Circle) [HoH:S p.114]
- Level 5:** • Control a disembodied spirit of Auram. [TMRE p.28]
- Control an Airy Spirit of Auram. [RoP:M p.111]
- Completely control an Auram elemental. [RoP:M p.133]
- Level 10:** • Ward against a type of minor weather phenomenon, such as mist. (Touch, Ring, Circle) [HoH:S p.114]
- Level 15:** • Ward against a type of normal weather phenomenon, such as rain. (Touch, Ring, Circle) [HoH:S p.114]
- Summon a disembodied spirit of Auram. [TMRE p.28]
- Summon an Airy Spirit of Auram. [RoP:M p.111]
- Level 20:** • Ward against a type of severe weather phenomenon, such as gale force winds. (Touch, Ring, Circle) [HoH:S p.114]

**Level 25:** • Ward against a type of very severe weather phenomenon, such as a bolt of lightning. (Touch, Ring, Circle) [HoH:S p.114]

# CORPUS

- Notes**
- There are clarifications and revisions of the core Corpus guidelines and spells on page 57 of Art & Academe.

## Creo Corpus

- Level 1:**
- Give a character a +1 bonus to disease Recovery rolls. [Art & Academe p.56]
  - The targets wounds are treated as one category less serious for the purposes of activities while injured. [Art & Academe p.60]
- Level 2:**
- Give a character a +3 bonus to disease Recovery rolls. [Art & Academe p.56]
- Level 3:**
- Give a character a +6 bonus to disease Recovery rolls. [Art & Academe p.56]
  - Give a character a +1 to childbirth rolls. [Art & Academe p.60]
- Level 4:**
- Give a character a +9 bonus to disease Recovery rolls. [Art & Academe p.56]
  - Give a character a +3 to childbirth rolls. [Art & Academe p.60]
- Level 5:**
- Give a character a +12 bonus to disease Recovery rolls. [Art & Academe p.56]
  - Give a character a +6 to childbirth rolls. [Art & Academe p.60]
- Level 10:**
- Give a character a +15 bonus to disease Recovery rolls. [Art & Academe p.56]
- Level 15:**
- Give a character a +18 bonus to disease Recovery rolls. [Art & Academe p.56]
  - Cure a Minor disease. [Art & Academe p.57]
- Level 20:**
- Cure a Serious disease. [Art & Academe p.57]
- Level 25:**
- Improve all wounds by one level of severity [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. [Art & Academe p.57]
  - Cure a Major disease. [Art & Academe p.57]
- Level 30:**
- Cure a Critical disease. [Art & Academe p.57]
- Level 35:**
- Cure any disease. [Art & Academe p.57]

## Intellego Corpus

- 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:**
- 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 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 any supernatural creature with a Might associated with Corpus. [RoP:M p.111]

## Muto Corpus

- Level 5:**
- 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 Groups and higher Targets work as normal). [MoH p.49]

## Perdo Corpus

- Level 5:** • Inflict a Minor or Serious disease with a maximum Severity 10. [Art & Academe p.57]
- Level 10:** • Inflict a Minor, Serious, or Major disease with a maximum Severity 15. [Art & Academe p.57]
- Level 20:** • Inflict any disease. [Art & Academe p.57]

## Rego Corpus

- General:** • Ward against beings associated with Corpus from one supernatural realm with Might less than or equal to the level of the spell. (Touch, Ring, Circle) [HoH:S p.114]
- Level 3:** • Invoke a minor symptom of a disease without creating any underlying malaise (e.g. rash, mild fever, cough). [Art & Academe p.57]
- Level 5:**
  - Invoke a major symptom of a disease without creating any underlying malaise (e.g. vomiting, boils, paralysis). [Art & Academe p.57]
  - Perform a trivial surgical procedure, inflicting a fatigue level. [Art & Academe p.60]
  - Control a disembodied spirit of Corpus. [TMRE p.28]
  - Control an Airy Spirit of Corpus. [RoP:M p.111]
- Level 10:** • Perform a minor surgical procedure, inflicting a Light Wound or preventing a Light Wound from worsening. [Art & Academe p.60]
- Level 15:**
  - Perform a major surgical procedure, inflicting a Medium Wound or preventing a Medium Wound from worsening. [Art & Academe p.60]
  - Summon a disembodied spirit of Corpus. [TMRE p.28]
  - Summon an Airy Spirit of Corpus. [RoP:M p.111]
- Level 20:** • Perform a critical surgical procedure, preventing a Heavy Wound from worsening. [Art & Academe p.60]
- Level 25:** • Perform a life-saving surgical procedure, preventing an Incapacitating or Fatal Wound from worsening. [Art & Academe p.60]
- Level 30:** • Ward against human beings. (Touch, Ring, Circle) [HoH:S p.114]

# HERBAM

## Creo Herbam

- Level 2:** • Preserve a dead plant from decay. [Covenants p.51]
- Level 3:** • Create and assemble the components for a pharmaceutical theriac. (Requisites: Animal and Terram) (Ritual) [Art & Academe p.70]
- Level 15:** • Repair a manufactured wooden item that has been damaged to the peak of its capabilities. This spell can also restore decay, but the damage must be light. [MoH p.139]

## Intellego Herbam

- Level 1:** • Sense a supernatural creature of Might 50 or above with a Might associated with Herbam. [RoP:M p.111]
- Level 2:** • 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:** • 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:** • 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]

## Muto Herbam

## Perdo Herbam

## Rego Herbam

- General:** • Ward against beings associated with Herbam from one supernatural realm with Might less than or equal to the level of the spell. (Touch, Ring, Circle) [HoH:S p.114]
- Level 1:** • Craft an item from dried and prepared timber. [HoH:S p.61]
- Level 3:** • Manipulate items made of plant products. [Covenants p.51]
  - Assemble a pharmaceutical theriac. (Requisites: Animal and Terram) [Art & Academe p.70]
- Level 4:** • Treat items made of plant products. [Covenants p.51]
- Level 5:** • Treat and process items made of plant products. [Covenants p.51]
  - Craft an item from unprepared timber. [HoH:S p.61]
  - Control a disembodied spirit of Herbam. [TMRE p.28]
  - Control an Airy Spirit of Herbam. [RoP:M p.111]
- Level 15:** • Summon a disembodied spirit of Herbam. [TMRE p.28]
  - Summon an Airy Spirit of Herbam. [RoP:M p.111]
- Level 30:** • Ward against plant products. (Touch, Ring, Circle) [HoH:S p.114]

# IGNEM

## Creo Ignem

- Level 25:** • Create an elemental from a base amount of Ignem matter. [RoP:M p.133]

## Intellego Ignem

- Level 1:** • Sense a supernatural creature of Might 50 or above with a Might associated with Ignem. [RoP:M p.111]
- Level 2:** • 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 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:** • 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]

## Muto Ignem

- General:** • Convert part of an Ignem elemental's body into another type of Ignem matter, reducing the elementals Might Pool by the level of the spell +10. If the elemental is not destroyed by this effect, when the duration ends it can restore this Might by re-absorbing the matter. [RoP:M p.133]

## Perdo Ignem

- General:** • Destroy sufficient matter to reduce an Ignem elemental's Might Score by (the level of the spell +10). RoP:M p.133

## Rego Ignem

- General:** • Ward against beings associated with Ignem from one supernatural realm with Might less than or equal to the level of the spell. (Touch, Ring, Circle) [HoH:S p.114]
- Level 5:** • Control a disembodied spirit of Ignem. [TMRE p.28]
- Control an Airy Spirit of Ignem. [RoP:M p.111]
- Completely control an Ignem elemental. [RoP:M p.133]
- Level 15:** • Summon a disembodied spirit of Ignem. [TMRE p.28]
- Summon an Airy Spirit of Ignem. [RoP:M p.111]
- Level 20:** • Ward against fire doing up to +10 damage. (Touch, Ring, Circle) [HoH:S p.114]
- Level 25:** • Ward against fire doing up to +15 damage. (Touch, Ring, Circle) [HoH:S p.114]
- Level 30:** • Ward against fire doing up to +20 damage. (Touch, Ring, Circle) [HoH:S p.114]
- Level 35:** • Ward against fire doing up to +25 damage. (Touch, Ring, Circle) [HoH:S p.114]
- Level 40:** • Ward against fire doing up to +30 damage. (Touch, Ring, Circle) [HoH:S p.114]

# IMAGINEM

- Notes**
- There are clarifications of the core Imaginem guidelines on pages 61-66 of Houses of Hermes: Societates.

## Creo Imaginem

## Intellego Imaginem

- Level 1:**
- Sense a supernatural creature of Might 50 or above with a Might associated with Imaginem. [RoP:M p.111]
- Level 2:**
- 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:**
- 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:**
- 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:**
- Sense any supernatural creature with a Might associated with Imaginem. [RoP:M p.111]

## Muto Imaginem

## Perdo Imaginem

## Rego Imaginem

- General:**
- Ward against beings associated with Imaginem from one supernatural realm with Might less than or equal to the level of the spell. (Touch, Ring, Circle) [HoH:S p.114]
- Level 5:**
- Control a disembodied spirit of Imaginem. [TMRE p.28]
  - Control an Airy Spirit of Imaginem. [RoP:M p.111]
- Level 15:**
- Summon a disembodied spirit of Imaginem. [TMRE p.28]
  - Summon an Airy Spirit of Imaginem. [RoP:M p.111]

# MENTEM

- Notes**
- There are clarifications of the core Mentem guidelines on pages 32-34 of Art & Academe.
  - There are clarifications of the core Mentem guidelines on pages 66-70 of Houses of Hermes: Societates.

## Creo Mentem

- Level 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 (two or three rounds). [HoH:TL p.72]
- Level 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. [HoH:TL p.73]
  - Construct an extremely detailed locus in the target's memory palace. [TMRE p.26]
- Level 10:**
- Restore a memory of a days 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. [HoH:TL p.73]
  - Spark a twinge of conscience in an intelligent beings mind, overriding the temporary obsession of a demon. [Art & Academe p.35]

## Intellego Mentem

- 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 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 any supernatural creature with a Might associated with Mentem. [RoP:M p.111]

## Muto Mentem

## Perdo Mentem

## Rego Mentem

- General:**
- Ward against beings associated with Mentem from one supernatural realm with Might less than or equal to the level of the spell. (Touch, Ring, Circle) [HoH:S p.114]
  - Reinforce the target's memory palace against magical attacks or attempts to modify his memories. [TMRE p.27]
- Level 5:**
- Control a disembodied spirit of Mentem. [TMRE p.28]
  - Control an Airy Spirit of Mentem. [RoP:M p.111]
- Level 15:**
- Summon a disembodied spirit of Mentem. [TMRE p.28]
  - Summon an Airy Spirit of Mentem. [RoP:M p.111]

# TERRAM

## Creo Terram

- Level 3:** • Create and assemble the components for an alchemical reagent. (Requisites: Animal and Herbam) (Ritual) [Art & Academe p.70]
- Level 15:** • Repair a crafted item, returning it to an “as new” state. [MoH p.31]
- Level 25:** • Create an elemental from a base amount of Terram matter. [RoP:M p.133]

## Intellego Terram

- Level 1:** • Sense a supernatural creature of Might 50 or above with a Might associated with Terram. [RoP:M p.111]
- Level 2:** • 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:** • 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:** • Sense any supernatural creature with a Might associated with Terram. [RoP:M p.111]
- Level 30:** • Commune with a natural rock. [HoH:TL p. 74]
- Speak with a metal object. [HoH:TL p. 74]
- Level 35:** • Commune with an artificial rock (for example, a statue). [HoH:TL p. 74]
- Level 40:** • Commune with a metal object (for example, a knife). [HoH:TL p. 74]

## Muto Terram

- General:** • Convert part of a Terram elemental’s body into another type of Terram matter, reducing the elementals Might Pool by the level of the spell +10. If the elemental is not destroyed by this effect, when the duration ends it can restore this Might by re-absorbing the matter. [RoP:M p.133]

## Perdo Terram

- General:** • Destroy sufficient matter to reduce a Terram elemental’s Might Score by (the level of the spell +10). RoP:M p.133
- Level 5:** • Destroy one aspect of dirt, such as its weight or its cohesiveness. [HoH:S p. 37]

## Rego Terram

- General:** • Ward against beings associated with Terram from one supernatural realm with Might less than or equal to the level of the spell. (Touch, Ring, Circle) [HoH:S p.114]
- Level 2:** • Shape and form dirt, as if a craftsman had worked it. (Add one magnitude for stone or glass, two for metal or gemstones. Add one or two magnitudes according to complexity.) [Covenants p.51]
- Level 3:** • Assemble an alchemical reagent. (Requisites: Animal and Herbam) [Art & Academe p.70]
- Craft an item from glass. [HoH:S p.61]
- Level 4:** • Craft an item from gemstone, metal, or gemstone. [HoH:S p.61]
- Transport a target instantly up to five paces. [MoH p.92]
- Level 5:** • Hurl a stone projectile with enough force to do +5 damage (range increment of 20 paces) [HoH:S p.38]

- Control a disembodied spirit of Terram. [TMRE p.28]
- Control an Airy Spirit of Terram. [RoP:M p.111]
- Completely control a Terram elemental. [RoP:M p.133]
- Transport a target instantly up to 50 paces. [MoH p.92]
- Level 10:**
  - Hurl a stone projectile with enough force to do +10 damage (range increment of 20 paces) [HoH:S p.38]
  - Transport a target instantly up to 500 paces. [MoH p.92]
- Level 15:**
  - Hurl a stone projectile with enough force to do +15 damage (range increment of 20 paces) [HoH:S p.38]
  - Summon a disembodied spirit of Terram. [TMRE p.28]
  - Summon an Airy Spirit of Terram. [RoP:M p.111]
  - Transport a target instantly up to one league. [MoH p.92]
- Level 20:**
  - Ward against dirt, sand, mud, or clay. (Touch, Ring, Circle) [HoH:S p.114]
  - Transport a target instantly up to seven leagues. [MoH p.92]
- Level 25:**
  - Ward against stone or glass. (Touch, Ring, Circle) [HoH:S p.114]
  - Transport a target instantly to a place to which you have an Arcane Connection. [MoH p.92]
- Level 30:**
  - Ward against metal or gemstone. (Touch, Ring, Circle) [HoH:S p.114]

# VIM

## Creo Vim

- General**
- Refreshes all spell traces within the target that are less than the magnitude of the guideline -1, in negative magnitude. [HoH:TL p.74]
  - Restore a demons 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 4:**
- Create a temporary Arcane Connection to a demon within range. [RoP:TI p.121]
- Level 5:**
- Decrease the rate of decay of an Arcane Connection as if the connection were one step higher on the table in ArM5, page 84. If this increases the Duration to Years or greater, the duration of the connection continues to be measured in a period of years. Hermetic magic can not make an Arcane Connection last indefinitely without fixing the connection as described in ArM5, page 94. Note that the range is the range to the Arcane Connection, and you must know what you are targeting just like any other spell. [MoH p.113]
- Level 10:**
- Decrease the rate of decay of an Arcane Connection as if the connection were two steps higher on the table in ArM5, page 84, subject to the same limits as the level 5 guideline. [MoH p.113]
- Level 15:**
- Decrease the rate of decay of an Arcane Connection as if the connection were three steps higher on the table in ArM5, page 84, subject to the same limits as the level 5 guideline. [MoH p.113]

## Intellego Vim

- General**
- Detect the traces of magic of negative magnitude up to the magnitude of the guideline used -2. (+3 magnitudes gives the rough details of the effect and the sigil of the caster. This level also enables the Quaesitor to tell if a Hermetic effect was created by a spell or invested device. Quaesitors with extensive experience of a particular sort of non-Hermetic power can also identify that; the limit is the Quaesitors ability to interpret the information provided by the spell.) [HoH:TL p.74]
- Level 1:**
- Sense a supernatural creature of Might 50 or above with a Might associated with Vim. [RoP:M p.111]
- Level 2:**
- Sense a supernatural creature of Might 40 or above with a Might associated with Vim. [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 Vim. [RoP:M p.111]
  - Count the number of individuals in the spell Target, divided into apparent categories. [TMRE p.93]
- Level 4:**
- 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]
  - Sort the individuals in the spell Target into categories and count them. [TMRE p.93]
- Level 5:**
- Speak with a demon. [RoP:TI p.121]
  - Sense any supernatural creature with a Might associated with Vim. [RoP:M p.111]
- Level 10:**
- Detect an active magic and any trace of positive magnitude. [HoH:TL p.74]
  - Detect the Gift. [HMRE p.6]

## Muto Vim

- General**
- Bind a demon with Might equal to (the level of the spell + 10) to a person or object. [RoP:TI p.121]

## Perdo Vim

- General**
- Ages a spell trace to a negative magnitude equal to the guideline used. [HoH:TL p.75]
  - Dispel a Hermetic enchantment with a level less than the guideline used + a stress die (no botch). (Ritual) [HoH:TL p.75]
  - Dispel a specific type of enchantment with a level less than twice the guideline level used + a stress die (no botch). To qualify the spell needs to specify a particular Hermetic Form or a specific type of enchantment, such as Talismans, Familiars, or Longevity Rituals. More general enchantments do not qualify. (Ritual) [HoH:TL p.75]
  - Reduce the Casting Total for a specific type of magic (such as Infernal Powers) 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 penalties do not add. The spell must penetrate the targets Magic Resistance in order to have any effect. [RoP:TI p.121]
  - Reduce a targets Might Pool by (the level of the spell + 10), as long as the spell penetrates the creatures Magic Resistance. [RoP:TI p.121]
  - 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]

## Rego Vim

- General:**
- Ward against beings associated with Vim from one supernatural realm with Might less than or equal to the level of the spell. (Touch, Ring, Circle) [HoH:S p.114]
  - Summon a demon with Infernal Might less than (the level of the spell + 20). (Ritual) [RoP:TI p.121]
  - Summon an Aspect of a Daimon if (level + 4 magnitudes) equals or exceeds twice its Might. (Ritual) [RoP:M p.111]
- Level 5:**
- Control a disembodied spirit of Vim. [TMRE p.28]
  - Control an Airy Spirit of Vim. [RoP:M p.111]
  - Control an Airy Spirit of a specific Realm. [RoP:M p.111]
- Level 15:**
- Summon a disembodied spirit of Vim. [TMRE p.28]
  - Summon an Airy Spirit of Vim. [RoP:M p.111]
  - Summon an Airy Spirit of a specific Realm. [RoP:M p.111]