

# 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 through its completion. In cases where the Form had been generalized (e.g. the guideline had been “Creo (Form)”), effort has been made to insert the actual Form wherever possible. Notes have been made when a new guideline has been listed in some fashion but not written out explicitly. All this material is copyright Trident d/b/a Atlas Games, 2005-2019. All rights reserved.

These guidelines have been collected by Christopher Allen. Special thanks to Erik Tyrrell, Michelle Nephew, Ironbound Tome, Sergio Monge Benito, and “Ignes.Festivus” for 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.

### Book title abbreviations:

A&A - Art & Academe  
AM - Ancient Magic  
App - Apprentices  
Cov - Covenants  
DI - Dies Irae: A Book of Wrathful Days  
HoH:S - Houses of Hermes: Societates  
HoH:TL - Houses of Hermes: True Lineages  
HP - Hermetic Projects  
LoH - Legends of Hermes  
MoH - Magi of Hermes  
ML - Mythic Locations  
RoP:TI - Realms of Power: The Infernal  
RoP:M - Realms of Power: Magic  
TC&TC - The Cradle & The Crescent  
TCI - The Contested Isle: The Hibernian Tribunal  
TME - Transforming Mythic Europe  
TMRE - The Mysteries, Revised Edition

# ANIMAL

## Creo Animal

- Level 2:** • Preserve a corpse from decay. [Cov p.50]
- Level 5:** • Cure a Minor animal disease. [DI p.102]
- Level 10:** • Cure a Serious animal disease. [DI p.102]
- Level 15:** • Cure a Major animal disease. [DI p.102]
- Level 20:** • Cure a Critical animal disease. [DI p.102]
- Level 25:** • Stop the progress of any disease. Cure any disease countering its effects. [DI p.102]

## 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. [Cov p.50]
  - 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. [noted in TME p.112]
- Level 2:** • Treat items made of animal products. [Cov p.50]
  - Move an animal or animal product slowly in any direction you please, as long as the surface can support its weight. [noted in TME p.112]
  - Move an animal or animal product slowly straight up, or in one direction over surfaces that cannot support it. [noted in TME p.112]
- 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.) [Cov p.50]
  - 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. [noted in TME p.112]

- Move an animal or animal product quickly in one direction, as long as the surface can support its weight. [noted in TME p.112]
- Level 4:**
  - Move an animal or animal product quickly in any direction you please, as long as the surface can support its weight. [noted in TME p.112]
  - Move an animal or animal product quickly straight up, or in one direction over surfaces that cannot support it. [noted in TME p.112]
- Level 5:**
  - Cause vermin to spontaneously generate in appropriate matter, such as flesh, plants, soil, or water. [A&A 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.) [Cov 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 and LoH p.65]
  - Control an Airy Spirit of Animal. [RoP:M p.111]
  - Move an animal or animal product quickly in any direction you please, even if the target is unsupported. [noted in TME p.112]
- Level 10:**
  - Transport an animal instantly up to 5 paces. Non-living animal products are transported with Rego Terram. [TME p.107]
- Level 15:**
  - Summon a disembodied spirit of Animal. [TMRE p.28 and LoH p.65]
  - Summon an Airy Spirit of Animal. [RoP:M p.111]
  - Transport an animal instantly up to 50 paces. Non-living animal products are transported with Rego Terram. [TME p.107]
- Level 20:**
  - Transport an animal instantly up to 500 paces. Non-living animal products are transported with Rego Terram. [TME p.107 and noted in TC&TC p.153]
- Level 25:**
  - Transport an animal instantly up to one league. Non-living animal products are transported with Rego Terram. [TME p.107]
- Level 30:**
  - Transport an animal instantly up to seven leagues. Non-living animal products are transported with Rego Terram. [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. [TME p.107]

# AQUAM

- Notes**
- Liquid lava counts as a corrosive liquid and the base Individual is a puddle with a volume of about 0.2 cubic feet. [HP p.12]

## 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 4:** • Transport a liquid instantly up to 5 paces. [TME p.107]  
**Level 5:** • Control a disembodied spirit of Aquam. [TMRE p.28 and LoH p.65]  
• Control an Airy Spirit of Aquam. [RoP:M p.111]  
• Completely control an Aquam elemental. [RoP:M p.133]  
• Transport a liquid instantly up to 50 paces. [TME p.107]  
**Level 10:** • Transport a liquid instantly up to 500 paces. [TME p.107]  
**Level 15:** • Summon a disembodied spirit of Aquam. [TMRE p.28 and LoH p.65]  
• Summon an Airy Spirit of Aquam. [RoP:M p.111]  
• Transport a liquid instantly up to one league. [TME p.107]  
**Level 20:** • Ward against liquids. (Touch, Ring, Circle) [HoH:S p.114]  
• Transport a liquid instantly up to seven leagues. [TME p.107]  
**Level 25:** • Transport a liquid instantly to a place for which you have an Arcane Connection. [TME p.107]

# AURAM

- Notes**
- 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

- 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 and LoH p.65]
  - 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 and LoH p.65]
  - 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 A&A.

## Creo Corpus

- Level 1:**
- Give a character a +1 bonus to disease Recovery rolls. [A&A p.56]
  - The targets wounds are treated as one category less serious for the purposes of activities while injured. [A&A p.60]
- Level 2:**
- Give a character a +3 bonus to disease Recovery rolls. [A&A p.56]
- Level 3:**
- Give a character a +6 bonus to disease Recovery rolls. [A&A p.56]
  - Give a character a +1 to childbirth rolls. [A&A p.60]
- Level 4:**
- Give a character a +9 bonus to disease Recovery rolls. [A&A p.56]
  - Give a character a +3 to childbirth rolls. [A&A p.60]
- Level 5:**
- Give a character a +12 bonus to disease Recovery rolls. [A&A p.56]
  - Give a character a +6 to childbirth rolls. [A&A p.60]
- Level 10:**
- Give a character a +15 bonus to disease Recovery rolls. [A&A p.56]
- Level 15:**
- Give a character a +18 bonus to disease Recovery rolls. [A&A p.56]
  - Cure a Minor disease. [A&A p.57]
- Level 20:**
- Cure a Serious disease. [A&A 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. [A&A p.57]
  - Cure a Major disease. [A&A p.57]
- Level 30:**
- Cure a Critical disease. [A&A p.57]
- Level 35:**
- Cure any disease. [A&A 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. [A&A p.57]
- Level 10:** • Inflict a Minor, Serious, or Major disease with a maximum Severity 15. [A&A p.57]
- Level 20:** • Inflict any disease. [A&A 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). [A&A p.57]
- Level 5:** • Invoke a major symptom of a disease without creating any underlying malaise (e.g. vomiting, boils, paralysis). [A&A p.57]
  - Perform a trivial surgical procedure, inflicting a fatigue level. [A&A p.60]
  - Control a disembodied spirit of Corpus. [TMRE p.28 and LoH p.65]
  - Control an Airy Spirit of Corpus. [RoP:M p.111]
  - Move a target quickly in one direction, as long as the surface can support its weight. [implied in TME p.112]
- Level 10:** • Perform a minor surgical procedure, inflicting a Light Wound or preventing a Light Wound from worsening. [A&A p.60]
  - Move a target quickly in any direction you please, as long as the surface can support its weight. [implied in TME p.112]
  - Move a target quickly straight up, or in one direction over surfaces that cannot support it. [implied in TME p.112]
- Level 15:** • Perform a major surgical procedure, inflicting a Medium Wound or preventing a Medium Wound from worsening. [A&A p.60]
  - Summon a disembodied spirit of Corpus. [TMRE p.28 and LoH p.65]
  - Summon an Airy Spirit of Corpus. [RoP:M p.111]
- Level 20:** • Perform a critical surgical procedure, preventing a Heavy Wound from worsening. [A&A p.60]
- Level 25:** • Perform a life-saving surgical procedure, preventing an Incapacitating or Fatal Wound from worsening. [A&A p.60]
- Level 30:** • Ward against human beings. (Touch, Ring, Circle) [HoH:S p.114]



# HERBAM

## Creo Herbam

- Level 1:**
  - Heal a Light Wound to a plant. [DI p.85 and ML p.126]
  - Cure a Minor plant disease. [DI p.85]
- Level 2:**
  - Preserve a dead plant from decay. [Cov p.51]
  - Heal a Medium Wound to a plant. [DI p.85 and ML p.126]
  - Cure a Serious plant disease. [DI p.85]
- Level 3:**
  - Create and assemble the components for a pharmaceutical theriac. (Requisites: Animal and Terram) (Ritual) [A&A p.70]
  - Heal a Heavy Wound to a plant. [DI p.85 and ML p.126]
  - Cure a Major plant disease. [DI p.85]
- Level 4:**
  - Heal an Incapacitating Wound to a plant. [DI p.85 and ML p.126]
  - Cure a Critical plant disease. [DI p.85]
- Level 5:**
  - Ward a plant against mundane plant diseases. [DI p.85]
  - Heal all Wounds to a plant. [DI p.85 and ML p.126]
- Level 10:**
  - Heal all damage to a plant, including wounds, disease, and poison. [DI p.85 and ML p.126]
- 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. [Cov p.51]
  - 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. [noted in TME p.112]
- Level 4:**
  - Treat items made of plant products. [Cov p.51]
  - Move a plant or plant product slowly in any direction you please, as long as the surface can support its weight. [noted in TME p.112]

- Move a plant or plant product slowly straight up, or in one direction over surfaces that cannot support it. [noted in TME p.112]
- Level 5:**
- Treat and process items made of plant products. [Cov p.51]
  - Craft an item from unprepared timber. [HoH:S p.61]
  - Control a disembodied spirit of Herbam. [TMRE p.28 and LoH p.65]
  - Control an Airy Spirit of Herbam. [RoP:M p.111]
  - Move a plant or plant product slowly in any direction you please, even if the target is unsupported. [noted in TME p.112]
  - Move a plant or plant product quickly in one direction, as long as the surface can support its weight. [noted in TME p.112]
- Level 10:**
- Transport a plant instantly up to 5 paces. Non-living plant products are transported with Rego Terram. [TME p.107]
  - Move a plant or plant product quickly in any direction you please, as long as the surface can support its weight. [noted in TME p.112]
  - Move a plant or plant product quickly straight up, or in one direction over surfaces that cannot support it. [noted in TME p.112]
- Level 15:**
- Summon a disembodied spirit of Herbam. [TMRE p.28 and LoH p.65]
  - Transport a plant instantly up to 50 paces. Non-living plant products are transported with Rego Terram. [TME p.107]
  - Move a plant or plant product quickly in any direction you please, even if the target is unsupported. [noted in TME p.112]
- Level 20:**
- Transport a plant instantly up to 500 paces. Non-living plant products are transported with Rego Terram. [TME p.107]
- Level 25:**
- Transport a plant instantly up to one league. Non-living plant products are transported with Rego Terram. [TME p.107]
  - Summon an Airy Spirit of Herbam. [RoP:M p.111]
- Level 30:**
- Ward against plant products. (Touch, Ring, Circle) [HoH:S p.114]
  - Transport a plant instantly up to seven leagues. Non-living plant products are transported with Rego Terram. [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. [TME p.107]

# 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 3:** • Transport a fire instantly up to 5 paces. [TME p.107]
- Level 4:** • Transport a fire instantly up to 50 paces. [TME p.107]
- Level 5:** • Control a disembodied spirit of Ignem. [TMRE p.28 and LoH p.65]
- Control an Airy Spirit of Ignem. [RoP:M p.111]
- Completely control an Ignem elemental. [RoP:M p.133]
- Transport a fire instantly up to 500 paces. [TME p.107]
- Level 10:** • Transport a fire instantly up to one league. [TME p.107]
- Level 15:** • Summon a disembodied spirit of Ignem. [TMRE p.28 and LoH p.65]
- Summon an Airy Spirit of Ignem. [RoP:M p.111]
- Transport a fire instantly up to seven leagues. [TME p.107]
- Level 20:** • Ward against fire doing up to +10 damage. (Touch, Ring, Circle) [HoH:S p.114]
- Transport a fire instantly to a place for which you have an Arcane Connection. [TME p.107]
- 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 and LoH p.65]
  - Control an Airy Spirit of Imaginem. [RoP:M p.111]
- Level 15:**
- Summon a disembodied spirit of Imaginem. [TMRE p.28 and LoH p.65]
  - 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]
  - Generate an undirected tendency toward a particular emotion. [HoH:S p.66]
  - Generate an emotion directed toward a general class of people or things. [HoH:S p.66]
  - 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. [A&A 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]
  - Sense any Mentem spirit. [AM p.50]

## Muto Mentem

- Level 5:**
- Turn a memory or emotion into a solid object. (Requisite for the final form.) [HoH:S p.70]

## 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 and LoH p.65]
  - Control an Airy Spirit of Mentem. [RoP:M p.111]
- Level 15:**
- Summon a disembodied spirit of Mentem. [TMRE p.28 and LoH p.65]
  - Summon an Airy Spirit of Mentem. [RoP:M p.111]

# TERRAM

- Notes**
- 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]

## Creo Terram

- Level 3:** • Create and assemble the components for an alchemical reagent. (Requisites: Animal and Herbam) (Ritual) [A&A 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.) [Cov p.51]
- Level 3:** • Assemble an alchemical reagent. (Requisites: Animal and Herbam) [A&A 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 non-living object instantly up to 5 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. [MoH p.92 and TME p.107]
- 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 and LoH p.65]
  - Control an Airy Spirit of Terram. [RoP:M p.111]
  - Completely control a Terram elemental. [RoP:M p.133]
  - 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. [MoH p.92 and TME p.107]
- Level 10:**
  - Hurl a stone projectile with enough force to do +10 damage (range increment of 20 paces) [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. [MoH p.92 and TME p.107]
- 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 and LoH p.65]
  - Summon an Airy Spirit of Terram. [RoP:M p.111]
  - 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. [MoH p.92 and TME p.107]
- Level 20:**
  - Ward against dirt, sand, mud, or clay. (Touch, Ring, Circle) [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. [MoH p.92 and TME p.107]
- Level 25:**
  - Ward against stone or glass. (Touch, Ring, Circle) [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. [MoH p.92 and TME p.107]
- 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 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 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]
  - Sense a supernatural creature of Might 50 or above of a specific type or with a Might associated with a specific Realm. [Implied in HP p.101, matched to similar guidelines, and confirmed]
- Level 2:**
- 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. [Implied in HP p.101, matched to similar guidelines, and confirmed]
  - 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]
  - Sense a supernatural creature of Might 30 or above of a specific type or with a Might associated with a specific Realm. [Implied in HP p.101, matched to similar guidelines, and confirmed]
  - 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]
  - Sense a supernatural creature of Might 15 or above of a specific type or with a Might associated with a specific Realm. [Implied in HP p.101, matched to similar guidelines, and confirmed]
  - 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]
  - Sense any supernatural creature of a specific type or with a Might associated with a specific Realm. [Implied in HP p.101 and HoH:S p.99-100, matched to similar guidelines, and confirmed]
- Level 10:**
- Detect any active magic and any trace of positive magnitude. [HoH:TL p.74]
  - Detect the Gift. [HMRE p.6 and App p.33]

## 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]
  - 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 p.97-98]

## 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 target's Magic Resistance in order to have any effect. [RoP:TI p.121]
  - Reduce a target's Might Pool by (the level of the spell + 10), as long as the spell penetrates the creature's 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]
  - Dispel Hermetic Form Resistance aligned to a given Form with a level less than or equal to the level of the Vim spell + 10 + a stress die (no botch). Spell must penetrate the Vim-based Magic Resistance of the target. [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 + 20 + a stress die (no botch). Spell must penetrate the Vim-based Magic Resistance of the target. [TCI p.63]
  - Destroy an amount of raw vis equal to the level of the spell. [DI p.106]

## 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]
  - Sustain or suppress a spell 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 [and curse magic]. [HoH:S p.129]
  - 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 and LoH p.65]
  - Control an Airy Spirit of Vim. [RoP:M p.111]
  - Control an Airy Spirit of a specific Realm. [RoP:M p.111]

- Activate an enchanted device with a simple trigger (i.e., not a linked trigger or an environmental trigger, see ArM5 page 99). 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 15:**

- Summon a disembodied spirit of Vim. [TMRE p.28 and LoH p.65]
- Summon an Airy Spirit of Vim. [RoP:M p.111]
- Summon an Airy Spirit of a specific Realm. [RoP:M p.111]