Hermetic Effect Guidelines

Animal

Creo Animal

1	Give an animal a +1 bonus to Recovery rolls
2	Give an animal a +3 bonus to Recovery rolls
2	Preserve a corpse from decay
3	Give an animal a +6 bonus to Recovery rolls
4	Give an animal a +9 bonus to Recovery rolls
4	Grant Cunning, and mental faculties of a sort possessed by insects and bugs, including the ability to process sensory input, and enhanced estimation, but with extremely diminished cognition, imagination, and memory
5	Create an animal product, such as spidersilk or wool
	note that an Individual is a single hair, a single hide, or a single tusk
5	Create an insect or similar bug
5	Give an animal a +12 bonus to Recovery rolls
5	Grant Cunning, and mental faculties of a sort possessed by fish, reptiles, and amphibeans, including the ability to process sensory input, and enhanced estimation, but with severely diminished cognition, imagination, and memory
10	Create the corpse of an animal
10	Create a fish, reptile, or amphibean
	Saga Rule
10	Give an animal a +15 bonus to Recovery rolls
10	Grant Cunning, and mental faculties of a sort possessed by birds and mammals, including the ability to process sensory input, and enhanced estimation, but with greatly diminished cognition, imagination, and memory
10	Create a faerie insect
	Requires Animae Magic
15	Heal a Light Wound
15	Give an animal a +18 bonus to Recovery rolls
15	Create a bird or mammal
	Saga Rule
15	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
15	Create a faerie reptile, fish, or amphibean
	Requires Animae Magic
15	Repair a crafted item of Animal, returning it to an "as new" state
	requisites of additional Form(s) may be required
20	Heal a Medium Wound
20	Give an animal a +21 bonus to Recovery rolls
20	Cause an animal to reach full maturity over the course of about two hours
20	Create a faerie bird or mammal
	Requires Animae Magic
25	Stop the progress of a disease in an animal
25	Heal a Heavy Wound

25	Restore a lost sense
25	Restore a lost limb
25	Cure a disease, counteracting its effects
	unless cast as a Momentary Ritual, this is the same as stopping the progress of a disease
25	Cause an animal to reach full maturity over the course of ten Diameters
25	Create a faerie with animal parts, like wings or gills
	Requires Animae Magic
25	Create a faerie that is a combination of multiple animals
	Requires Animae Magic
30	Heal an Incapacitating Wound of an animal
30	Increase one of an animal's Characteristics by one point, to no more than the average score for that kind of animal
30	Cause an animal to reach full maturity over the course of a single Diameter
35	Heal all Wounds
35	Increase one of an animal's Characteristics by one point, to no more than one higher than the average score for that kind of animal
40	Increase one of an animal's Characteristics by one point, to no more than two higher than the average score for that kind of animal
40	Cause an animal to reach full maturity in a moment
45	Increase one of an animal's Characteristics by one point, to no more than three higher than the average score for that kind of animal
50	Create a magical beast
	such spells always have a Vim requisite, for the beast's magic, and normally have other requisites, for its powers
50	Increase one of an animal's Characteristics by one point, to no more than four higher than the average score for that kind of animal
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
75	Raise an animal from the dead

Intellego Animal

1	Get a mental image of an animal
3	Sense the state of consciousness of a beast
3	Get general information about the body of a beast
4	Sense the dominant drive of a beast
4	Learn a specific fact about the body of a beast
5	Learn the origin, age, and history of something made of animal products
10	Speak with an animal
10	Read an animal's surface thoughts
15	Read the recent memories of a beast
20	Thoroughly probe the mind of a beast

Muto Animal

1   Make a superficial change to something made of animal products
> like changing its color

2   Make a major change to something made of animal products that preserves the substance
> for example, turn a leather jerkin into a saddle

2   Make a superficial change to a beast

3   Change an animal's limb

3   Change something made of animal products into a different animal product

4   Make a major change to a beast, while leaving it recognizably as the same sort of animal
> for example, make a horse bigger and change its color

4   Change something made of animal products in a minor unnatural way

5   Change an animal into a different animal

5   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

5   Change something made of animal products in a major unnatural way

10   Change an animal into a human
> requires a Corpus requisite; it retains its animal mentality and does not gain a soul

10   Change an animal into a plant
> requires an Herbam requisite

10   Change an animal into a faerie
> Requires Animae Magic

15   Change an animal in a major unnatural way
> for example, give a horse claws, fangs, and a scaly armored hide

15   Change an animal into a non-living item
> appropriate requisite(s) required

15   Change something made of animal products into a faerie
> Requires Animae Magic

20   Change something made of multiple animals or animal products into a faerie
> Requires Animae Magic

25   Radically change an animal in an unnatural way
> for example, give a horse wings

25   Give an animal a "magical" ability
> for example, the ability to breathe fire; appropriate requisite(s) required for the ability

Perdo Animal

2   Damage something made of animal products

3   Do superficial damage to a beast
> for example, remove its hair

4   Destroy something made of animal products

4   Cause a beast pain, but do no real damage

4   Make a beast lose one Fatigue 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 havles the effectiveness of the targeted thing; Recovery as from a Light Wound

5	Destroy an animal's corpse
5	Inflict a Light Wound
10	Inflict a Medium Wound
15	Destroy one of a beast's minor senses
15	Inflict a Heavy Wound
15	Cripple a beast's limb, so that is is unuseable, but could heal
15	Age a beast by one-twelfth its natural lifespan only affects beasts that have reached maturity
20	Inflict an Incapacitating Wound
20	Destory or sever a beast's limb, so that it cannot naturally regain it
20	Destroy one of a beast's major senses
30	Kill an animal
40	Destroy one property of an animal, such as its weight or aggression

Rego Animal

General	Ward against creatures associated with Animal from one realm, with Might less than or equal to the spell level Range Touch, Duration Ring, Target Circle
1	Manipulate items made from animal products
2	Plant a single suggestion in the mind of an animal
2	Protect the target from animal attacks only affects animals without mystical abilities
2	Craft an item of animal products
4	Calm an animal
5	Manipulate an animal's emotions
5	Paralize an animal
5	Cause vermin to spontaneously generate in appropriate matter such as flesh, plants, soil, or water; appropriate requisite(s) may be required
5	Ward against animals or objects made from animal products Range Touch, Duration Ring, Target Circle
5	Control a disembodied spirit of Animal
10	Make an animal completely passive
15	Completely control an animal
15	Summon a disembodied spirit of Animal may require an Arcane Connection

Aquam

Creo Aquam

General	Create a corrosive substance doing +(Level) damage
	increasing the Range to more than Touch is a very good idea
2	Fill a container with water or some other natural liquid
	or some other natural liquid,
3	Create water or some other natural liquid that is not contained
	for example, spread over a surface
4	Create water or some other natural liquid in an unnatural shape
	for example, in a sphere over someone's head; water so created will behave normally
4	Create a spring with a low rate of flow
	fourth magnitude spring or below; less than one cubic foot per second
5	Create a poison that causes a Light Wound
5	Create a spring with a high rate of flow
	second/third magnitude spring; between 1 and 100 cubic feet per second
10	Create a poison that causes a Medium Wound
10	Create a geyser with a very hight rate of flow
	first magnitude spring ; more than 100 cubic feet per second
10	Create a water faerie
	Requires Animae Magic
15	Create a poison that causes a Heavy Wound
20	Create a poison that causes an Incapacitating Wound
25	Create a poison that causes a Fatal Wound
25	Create a water elemental from a base amount of elemental matter
	Ritual

Intellego Aquam

1	Make a sense unaffected by water
2	Get an image of water within range
3	Get an image of water and its immediate surroundings within range
4	Learn the natural properties of a mixture of liquids
5	Learn the magical properties of a liquid
10	Learn the magical properties of a mixture of liquids
15	Speak with a natural body of water
20	Speak with an artificial body of water
	Like a fountain

Muto Aquam

General	Change a liquid into a liquid that does +(Level) points of damage on contact
General	Convert part of a water elemental's body into another type of matter of the same element, reducing the elemental's Might Pool by (spell level +10)
	for example, water to ice or steam; if the elemental is not destroyed, it may regain Might by re-absorbing the matter
2	Change a natural liquid into another natural liquid

2	Change a liquid into a poison causing a Light Wound

3   Change a natural liquid into a slightly unnatural liquid
     for example, make blue water or strawberry flavored castor oil

3   Change a liquid into a poison causing a Medium Wound

4   Change a liquid into an unrelated solid or gas
     with requisites

4   Change a natural liquid into two or more different natural liquids, with the two being separate
     the two liquids will mix again normally

4   Change a liquid into a poison causing a Heavy Wound

4   Change a liquid into a very unnatural liquid
     for example, a shocking pink liquid that causes bizarre hallucinations; requisites will often be required

5   Change a liquid into a a mixture of any lquid, solid, or gas
     with requisites

5   Change a liquid into a slightly unnatural solid or gas
     with requisites

5   Change a liquid into a poison causing an Incapacitating Wound

5   Change liquid inot a faerie
     Requires Animae Magic

10   Change a lquid into a very unnatural solid or gas
     with requisites

10   Change a liquid into a poison causing a Fatal Wound

Perdo Aquam

General   Destroy sufficient matter to reduce a water elemental's Might Score by (spell level +10)

4   Completely dry something that is wet
     up to the size of a small house

5   Greatly reduce the amount of a liquid without destroying it completely

10   Destroy a liquid
     requisites may be required

15   Destroy one property of a liquid
     like alcohol's ability to intoxicate or sea water's saltiness

20   Destroy a small spring, so that it never flows again

Rego Aquam

General   Ward against creatures associated with Aquam belonging to one realm, whose Might less than or equal to the spell level
     Range Touch, Duration Ring, Target Circle

1   Control a liquid in an extremely gentle way

3   Change a liquid into the corresponding solid or gas
     for example, water into ice or steam; this does not require requisites

4   Control a liquid in a forceful but calm way
     such as a fast but constant current

5   Ward against mundane water

5   Control a liquid in a violent way

5   Control a disembodied spirit of Aquam

5   Completely control a water elemental

10 Control a liquid in an extremely violent way

15 Summon a disembodied spirit of Aquam
        may require an Arcane Connection

20 Ward against liquids
        Range Touch, Duration Ring, Target Circle

Auram

Creo Auram

Create a weather phenomenon in a slightly unnatural fashion +1 magnitudes
for example, indoors

Create a weather phenomenon in a very unnatural fashion +2 magnitudes
for example, a thunderstorm at ground level

Create a weather phenomenon wholly divorced from its normal context +4 magnitudes
for example, a lightning bolt springing from the caster's hands

1	Create a minor weather phenomenon: a breeze, a mist, a light drizzle
2	Create a normal weather phenomenon: a cloud, wind, fog, rain from a cloud that already exists
3	Create a severte weather phenomenon: deafening thunder, monsoon rain, impenetrable fog, gale force wind
3	Create a debilitating kind of air: noxious stench, mild poison, etc
5	Create a very severe weather phenomenon: hurricane force winds, lightning strike, tornado
10	Create a faerie of the air Requires Animae Magic
25	Create an air elemental from a base amount of elemental matter Ritual

Intellego Auram

1	Make your senses unhindered by the air for example, you can hear over a howling wind
2	Sense one property of air for example, determine if it is safe to breathe
4	Learn all mundane properties of the air
4	Have an intuition about some fact regarding the air
15	Speak with air

Muto Auram

General	Transform air into a gas doing +level damage
General	Convert part of an air elemental's body into another type of matter of the same element, reducing the elemental's Might Pool by (spell level +10) for example, wind to smoke; if the elemental is not destroyed, it may regain Might by re-absorbing the matter
3	Transform an amount of air into another form of air
4	Transform an amount of air into another element (fire, earth, or water) with requisites
4	Transform gas into a harmful gas causing a Light Wound Stamina roll 6+ to resist
5	Transform an amount of air into a mixture of elements with requisites
5	Transform an amount of air into something slightly unnatural

5	Change a weather phenomenon into a faerie
	Requires Animae Magic
5	Transform gas into a harmful gas causing a Medium Wound
	Stamina roll 9+ to resist
10	Transform an amount of air into something wholly unnatural
10	Transform gas into a harmful gas causing a Heavy Wound
	Stamina roll 12+ to resist
15	Transform gas into a harmful gas causing an Incapacitating Wound
	Stamina roll 15+ to resist

Perdo Auram

General	Destroy sufficient matter to reduce an air elemental's Might Score by (spell level +10)
3	Make air stuffy and poor for breathing
4	Destroy still air
4	Destroy a minor weather phenomenon: a breeze, a mist, a light drizzle
4	Reduce the intensity of a weather phenomenon by one step
	for example, from very severe to severe, or from normal to minor
5	Destroy a normal weather phenomenon: a cloud, wind, fog, rain from a cloud that already exists
10	Destroy a severte weather phenomenon: deafening thunder, monsoon rain, impenetrable fog, gale force wind
15	Destroy a very severe weather phenomenon: hurricane force winds, lightning strike, tornado

Rego Auram

General	Ward against creatures associated with Auram from one realm, whose Might less than or equal to the spell level
	Range Touch, Duration Ring, Target Circle
2	Control a minor weather phenomenon
3	Control a normal weather phenomenon
3	Ward someone against a type of minor weather phenomenon
4	Control a severe weather phenomenon
4	Ward someone against a type of normal weather phenomenon
5	Control a very severe weather phenomenon
5	Ward someone against a type of severe weather phenomenon
5	Control a disembodied spirit of Auram
5	Completely control an air elemental
10	Ward someone against a type of very severe weather phenomenon
10	Ward against a type of minor weather phenomenon
	Range Touch, Duration Ring, Target Circle
15	Ward against a type of normal weather phenomenon
	Range Touch, Duration Ring, Target Circle
15	Summon a disembodied spirit of Auram
	may require an Arcane Connection

20   Ward against a type of severe weather phenomenon
       Range Touch, Duration Ring, Target Circle

25   Ward against a type of very severe weather phenomenon
       Range Touch, Duration Ring, Target Circle

Corpus

Creo Corpus

1	Give a character a +1 bonus to Recovery rolls
1	The target's wounds are treated as one category less serious for the purposes of activties while injured
2	Give a character a +3 bonus to Recovery rolls
2	Preserve a corpse from decay
3	Give a character a +6 bonus to Recovery rolls
3	Prevent all of a target's wounds from getting any worse
3	Give the character a +1 to childbirth rolls
4	Give a character a +9 bonus to Recovery rolls
4	Give the character a +3 to childbirth rolls
5	Give a character a +12 bonus to Recovery rolls
5	Create an entire human corpse
5	Give the character a +6 to childbirth rolls
10	Give a character a +15 bonus to Recovery rolls
10	Create an obviously nonhuman faerie Requires Animae Magic; for example, a walking skeleton, a head without a body
15	Heal a Light Wound
15	Give a character a +18 bonus to Recovery rolls
15	Resolve a minor aging crisis
15	Create a faerie that appears basically human Requires Animae Magic; for example, a corpse, a hunchback
15	Cure a Minor disease
20	Heal a Medium Wound
20	Heal the debilitating after-effects of a disease, poison, or injury
20	Resolve a serious aging crisis
20	Cure a Serious disease
25	Heal a Heavy Wound
25	Restore a lost limb
25	Resolve a major aging crisis
25	Cure a Major disease
30	Heal an incapacitating wound
30	Increase one of a person's physical Characteristics by one point, to no more than 0
30	Cause a person to reach full physical 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; people do not learn under the influence of this spell, and for these purposes full maturity is reached around the age of twenty
30	Resolve a critical aging crisis
30	Cure a Critical disease
35	Heal all wounds
35	Resolve a terminal aging crisis

35	Increase one of a person's physical Characteristics by one point, to no more than +1
35	Cure any disease
40	Increase one of a person's physical Characteristics by one point, to no more than +2
45	Increase one of a person's physical Characteristics by one point, to no more than +3
50	Increase one of a person's physical Characteristics by one point, to no more than +4
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 effeced by Creo magic
70	Raise the dead, to a point

Intellego Corpus

3	Locate a person to whom you have an Arcane Connection
4	Sense very general information about a body
5	Sense a specific piece of information about a body
5	Speak with a dead body
10	Sense all useful information about a body
10	Estimate the facility of a single physical Characteristic, by comparison with another entity that possesses the same characteristic
	for example, the caster may always compare with his own Characteristic, judging the result as greater than, equal to, or less than his own score; more precise measurement is not possible

Muto Corpus

2	Chagne someone to give them a minor ability
3	Utterly change the appearance of someone
	though the person must remain human in form
5	Make a body resistant to damage (+1 Soak)
10	Turn a human into a land animal
	with Animal requisite
10	Make a body resistant to damage (+2 Soak)
15	Make a body resistant to damage (+3 Soak)
15	Change a skeleton, corpse, or other human remains into a faerie
	Requires Animae Magic
20	Turn a human into a bird or fish
	with Animal requisite
20	Make a body resistant to damage (+4 Soak)
20	Animate human remains in an unusual shape, or a combination of multiple bodies
	Requires Animae Magic
25	Turn a human into a solid inanimate object
	with Terram requisite
25	Make a body resistant to damage (+5 Soak)
25	Turn a human into a plant
	with Herbam requisite
25	Combine human and animal remains into a faerie
	Requires Animae Magic; Animal requisite required
30	Turn a human into an insubstantial object
	with Auram requisite

Perdo Corpus

3	Do superficial damage to a body for example, remove its hair
4	Cause a person pain, but do no real damage
5	Inflict a Light Wound
5	Destroy a corpse
5	Hamper a person without actually injuring them for example, make them lame, blur their eyesight; heals as a Light Wound
5	Inflict a Medium or Serious disease with a maximum Severity 10
10	Inflict a Medium Wound
10	Cause the loss of a Fatigue level
10	Inflict a Minor, Serious, or Major disease with a maximum Severity 15
15	Age someone five years
15	Cripple a limb, making it unusable but capable of healing heals as a Medium Wound
15	Destroy one of a person's minor senses heals as a Medium Wound
20	Destroy one of a person's major senses heals as a Heavy Wound
20	Destroy or sever a limb, so that it cannot heal naturally
20	Inflict an Incapacitating Wound
20	Inflict any disease
30	Kill a person
40	Destroy one property of a person, such as their weight or solidity

Rego Corpus

General	Ward against creatures associated with Corpus from one realm, with a Might less than or equal to the spell level Range Touch, Duration Ring, Target Circle; note that Hermetic magi have no Might and thus are not affected by such spells;
2	Make a target lose control of a body part
3	Move a target slowly in one direction, as long as the surface can support its weight
3	Invoke a minor symptom of a disease without creating any underlying malaise for example, a rash, mild fever, or cough
4	Control the large-scale physical movements of a target
4	Move a target slowly in any direction you please
4	Move a target slowly straight up or in one direction over surfaces that cannot support it
5	Hold a target's body motionless
5	Move a target slowly in any direction you please, even if the target is unsupported
5	Invoke a major symptom of a disease without creating any underlying malaise for example, vomiting, boils, paralysis
5	Perform a trivial surgical procedure, inflicting a long-term fatigue level
10	Control a target's motions

10	Eliminate the penalties of Fatigue and wounds
10	Animate a corpse
10	Transport the target instantly up to 5 paces
10	Perform a minor surgical procedure, inflicting a Light Wound or preventing a Light Wound from worsening
15	Direct the flow of bodily energy
15	Move a target quickly in any direction you please
15	Transport the target instantly up to 50 paces
15	Ward a target against other human beings note that, to ward off a Hermetic magus, the ward must penetrate his Magic Resistance
15	Perform a major surgical procedure, inflicting a Medium Wound or preventing a Medium Wound from worsening
20	Transport the target instantly up to 500 paces
20	Perform a critical surgical procedure, preventing a Heavy Wound from worsening
25	Transport the target instantly up to one league
25	Perform a life-saving surgical procedure, preventing an Incapacitating or Fatal Wound from worsening
30	Transport the target instantly up to seven leagues
30	Ward against human beings Range Touch, Duration Ring, Target Circle
35	Transport the target instantly to a place to which you have an Arcane Connection

Herbam

Creo Herbam

1	**Ensure that a plant grows well for the duration of the spell** this guideline can affect a plant up to ten paces in each direction, such as a large tree (that is, a +3 Size enhancement is included)
1	**Create a plant product** like a fruit or leaf
1	**Create a plant**
1	**Prevent a plant from becoming sick**
2	**Create a processed plant product** like a finished plank of wood
2	**Preserve a dead plant from decay**
3	**Create wood in an unnatural shape** such as a living wall or bridge
5	**Create a faerie of the wood** Requires Animae Magic
15	**Bring a plant to maturity in 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; people do not learn under the influence of this spell, and for these purposes full maturity is reached around the age of twenty
15	**Repair a crafted item of Herbam, returning it to an "as new" state** requisites of additional Form(s) may be required
20	**Bring a plant to maturity in about two hours**
25	**Bring a plant to maturity in about ten Diameters** twenty minutes
30	**Bring a plant to maturity in a single Diamter**
40	**Bring a plant to maturity in an instant**

Intellego Herbam

1	**Gain an intuitive knowledge of a plant** for example, know whether a given action would harm a plant
2	**Locate a plant**
3	**Learn general information, or a single specific fact, about a plant or an item made from plant products**
4	**Learn all mundane properties of a plant or an item made from plant products**
15	**Speak with a plant**

Muto Herbam

3	**Change a plant or item made from plant products**
4	**Change a plant or item made from plant products into metal or stone** Terram requisite
4	**Awaken the consciousness of a plant** Mentem requisite
4	**Change a plant or item made from plant products into a faerie** Requires Animae Magic

| 5 | Cause a plant to bend or twist rapidly in place |

Perdo Herbam

2	Cause the leaves to fall off a plant
3	Spoil an amount of food
4	Destroy an amount of dead wood
5	Destroy a plant

Rego Herbam

| General | Ward against creatures associated with Herbam from one realm, with a Might less than or equal to the spell level |

> Range Touch, Duration Ring, Target Circle

3	Control an amount of wood; manipulate items made of plant products
3	Craft wood or other plant products
4	Deflect a single attack by a wooden weapon
4	Control an entire plant, moving it around as you direct, although it remains rooted if it is a rooted plant
5	Control an entire plant, moving it around as you direct, and it need not remain rooted
5	Summon a mobile plant
5	Control a disembodied spirit of Herbam
15	Ward someone against mundane plant products
15	Make a tree blossom out of season, in a moment
15	Summon a disembodied spirit of Herbam

> may require an Arcane Connection

| 30 | Ward against plant products |

> Range Touch, Duration Ring, Target Circle

Ignem

Creo Ignem

1	Create light equivalent to moonlight
2	Create light equivalent to candlelight
2	Heat an object to be warm to the touch
2	Ignite something extremely flammable like oil or a wick
3	Create light equivalent to torchlight
3	Heat an object to be hot to the touch
3	Ignite something very flammable like parchment
4	Create fire doing +5 damage
4	Create light as bright as a cloudy day
4	Ignite something flammable like dry wood or charcoal
4	Heat an object enough to boil water
5	Create a fire doing +10 damage
5	Create a fire doing +5 damage in an unnatural shape such as in a ring or sheet, or covering an item
5	Create light as bright as direct sunlight on a clear day
5	Ignite something slightly flammable like leather or damp wood
5	Heat an object enough to melt lead
10	Create a fire doing +15 damage
10	Create a fire doing +10 damage in an unnatural shape
10	Ignite something barely flammable like a human body
10	Heat an object enough to make iron glow red-hot
15	Create a fire doing +20 damage
15	Create a faerie of fire, heat, or light Requires Animae Magic
15	Heat an object enough to make iron glow yellow-hot
20	Create a fire doing +25 damage
20	Create a fire doing +20 damage in an unnatural shape
20	Heat an object enough to melt iron
25	Create a fire doing +30 damage
25	Create a fire elemental from a base amount of elemental matter Ritual

Intellego Ignem

1	Sense one property fo a fire
1	Locate a fire
2	Sense all mundane properties of a fire

2	Become aware of all fires within the target area
2	See a fire to which you have an Arcane Connection
2	Sense levels of heat
3	Sense all mundane properties of ash
3	Detect the traces of fire which burned within the last lunar month
4	See clearly through raging fire
	an Auram requisite may be necessary if smoke is present as well
4	Learn the magical properties of fire
10	See a fire to which you have an Arcane Connection, and all things it illuminates
	for example, see a camprie and everything within its circle of light
15	Speak with a fire
	Saga Rule

Muto Ignem

General	Convert part of a fire elemental's body into another type of matter of the same element, reducing the elemental's Might Pool by (spell level +10)
	for example, fire to light; if the elemental is not destroyed, it may regain Might by re-absorbing the matter
1	Change one characteristic of a fire within the target area
	for example, make a fire burn more brightly, or produce more smoke
2	Totally change a fire into another natural fire
	changing any or all of the characteristics
3	Change a fire so that it is slightly unnatural
	for example, make the flames colored, or make the smoke smell of roses
4	Change a fire so that it is comletely unnatural
	for example, multicolored flames that form images while the popping of the fire plays music; often requies requisites
5	Change a fire into a natural example of another element
	with appropriate requisite(s)
10	Change a fire into an unnatural example of another element
	with appropriate requisite(s)
10	Change fire, heat, or light into a faerie
	Requires Animae Magic

Perdo Ignem

General	Destroy sufficient matter to reduce a fire elemental's Might Score by (spell level +10)
2	Greatly reduce the amount of light in an area
3	Completely extinguish all light in an area
3	Reduce the size of a fire without destroying it completely
4	Extinguish a fire, cooling the ashes to merely warm
4	Chill an object
4	Chill a person so that they lose a Fatigue level
5	Strongly chilll an object
	for example, freeze water
5	Chill a person so that they take +5 damage

10	Destroy one aspect of a fire
	for example, heat or light
10	Chill a person so strongly that they take +10 damage

Rego Ignem

General	Ward against creatures associated with Ignem from one realm, with Might less than or equal to the spell level
	Range Touch, Duration Ring, Target Circle
3	Control a fire in a natural fashion
	for example, control its direction of spread
3	Move a fire quickly through space while leaving it burning naturally
4	Control a fire in a slightly unnatural fashion
	for example, stop it from burning a person
5	Control a disembodied spirit of Ignem
5	Completely control a fire elemental
10	Control a fire in a very unnatural fashion
	for example, fashion into a dancing humanoid shape
15	Ward against fire doing up to +5 damage
	Range Touch, Duration Ring, Target Circle
15	Summon a disembodied spirit of Ignem
	may require an Arcane Connection
20	Ward against fire doing up to +10 damage
	Range Touch, Duration Ring, Target Circle
25	Ward against fire doing up to +15 damage
	Range Touch, Duration Ring, Target Circle
30	Ward against fire doing up to +20 damage
	Range Touch, Duration Ring, Target Circle
35	Ward against fire doing up to +25 damage
	Range Touch, Duration Ring, Target Circle
40	Ward against fire doing up to +30 damage
	Range Touch, Duration Ring, Target Circle

Imaginem

Creo Imaginem

1	Create an image that affects a single sense
2	Create an image that affects two senses
3	Create an image that affects three senses
3	Create an illusory faerie that can affect one sense
	Requires Animae Magic; additional senses cost one magnitude each
4	Create an image that affects four senses
5	Create an image that affects five senses
10	Create a glamour
	Requires Glamour Magic

Intellego Imaginem

General	Discern illusions caused by spells of equal or lower level than the level of this spell
	Vision Target
1	Use one sense at a distance
1	Perfect your memory of about an image you have encountered
1	Be able to discern your own false images
2	Use two senses at a distance
3	Use three senses at a distance
3	Enhance one of your senses in one way
	for example, to see clearly at a distance, to see small things, or to see in the dark
4	Use four senses at a distance
5	Use five senses at a distance

Muto Imaginem

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)
2	Change two sensations of an object
3	Change three sensations of an object
3	Change an image that affects one sense into a faerie
	Requires Animae Magic; each additional sense the original image affects, or each additional sense the faerie can affect adds one magnitude
4	Change four sensations of an object
5	Change five sensations of an object
10	Change a target into glamour
	Requires Glamour Magic; requisite of Form of the target required

Pedo Imaginem

3	Destroy an object's ability to affect taste and touch

Perdo Imaginem

2	Destroy an object's ability to affect taste or touch
3	Destroy an object's ability to affect smell or hearing
4	Destroy an object's ability to affect sight
4	Destory an object's ability to affect any three of taste, touch, smell, or hearing
5	Destroy an object's ability to affect any four senses
10	Destroy an object's ability to affect all five senses

Rego Imaginem

2	Make an object appear, to one sense, to be up to one pace away from its actual position
3	Make an object appear, to one sense, to be up to five paces away from its actual position
3	Make objects appear to move rapidly in a disorienting way
4	Make an object appear, to one sense, to be up to fifteen paces away from its actual position
4	Make an object appera, 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
5	Make an object appear, to one sense, to be up to one hundred paces away from its actual position
10	Make an object appear, to one sense, to be in Sight of its actual position
15	Make an object appear, to one sense, to be in a location to which the caster has an Arcane Connection

Mentem

Creo Mentem

3	Form words in another's mind
	or any sensory species; complex manifestations may require additional magnitude
4	Put a thought or emotion into another's mind
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
5	Create a memory in another's mind
	may also create items of cognition, such as a dream for a sleeping person, or a focus on solving a particular problem
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
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
10	Create a faerie in a person's mind
	Requires Animae Magic
10	Spark a twinge of conscience in an intelligent being's mind, overriding the temporary obsession of a demon
15	Grant Cunning, and mental faculties of a sort possessed by humans, including the ability to process sensory input, and human-like cognition, imagination, and memory, but with reduced estimation compared with Animal Cunning
15	Create a faerie ghost
	Requires Animae Magic
30	Increase one of a person's mental Characteristics by one point, to no more than 0
35	Increase one of a person's mental Characteristics by one point, to no more than +1
40	Increase one of a person's mental Characteristics by one point, to no more than +2
45	Increase one of a person's mental Characteristics by one point, to no more than +3
50	Increase one of a person's mental Characteristics by one point, to no more than +4
55	Increase one of a person's mental Characteristics by one point, to no more than +5

Intellego Mentem

4	Sense the state of consciousness of one intelligent being
	for example, asleep, awake, meditating, dead, drugged, insane, or comotose
5	Sense a single emotion in a being
	via the estimation
5	Understand the meaning behind spoken words
10	Sense all of the emotions in a being
	via the estimation; may also read a single sencory input from the target's common sense
10	Discover the truth of a statement
15	Speak with any one human
15	Read a person's surface thoughts
	via the imagination and the common sense; could allow sensing what the target senses
15	Pick a single answer from the mind of a target

15	Estimate the facility of a single mental Characteristic, by comparison with another entity that possesses the same characteristic

for example, the caster may always compare with his own Characteristic, judging the result as greater than, equal to, or less than his own score; more precise measurement is not possible

20	Read the last day's memories from one person

may also read short-term plans from the target's cognition, or eavesdrop on a sleeping target's dreams

25	Learn all the information you wish from a person's mind

Muto Mentem

1	Make a minor change to a person's memory of an event

may also affect the imagination

2	Make a major change to a person's memory of an event

3	Make a major change to a person's memory of a series of events

3	Make a major change to a person's emotion

may also affect common sense and cognition

4	Make major changes to a person's memory of a period of their life

4	Completely change a person's emotions

5	Change an emotion, memory, or thought into a faerie

Requires Animae Magic

10	Completely rewrite a person's memories

or may rewrite any of the five wits

15	Make a mind or spirit visible

Imaginem requisite

15	Utterly change a person's mind

15	Release a faerie from a person's mind

Requires Animae Magic; requisites appropriate to the new shape

15	Change the dream of the caster to include the caster's own spirit

Requires Dream Magic; Intellego requisite; range of the spell must be the greater of the range to the dreamer or the bodies of those whose spirits are to enter a dream

20	Change the dream of another to include the caster's own spirit

Requires Dream Magic; Intellego requisite; range of the spell must be the greater of the range to the dreamer or the bodies of those whose spirits are to enter a dream

25	Make a mind or spirit solid

requisite of the Form of the shape

25	Change a person's dream to include another's spirit

Requires Dream Magic; Intellego requisite; range of the spell must be the greater of the range to the dreamer or the bodies of those whose spirits are to enter a dream

30	Change a person's dream to include a group of spirits

Requires Dream Magic; Intellego requisite; range of the spell must be the greater of the range to the dreamer or the bodies of those whose spirits are to enter a dream

Perdo Mentem

3	Remove a minor detail from a person's memory

4	Remove an important detail from a person's memory

4	Diminish a single mental capability in a person

5	Quell an emotion in a person

10	Remove a minor or short memory from a person's mind
	may also affect imagination or cognition
10	Reduce all of a person's mental capabilities
15	Remove a major or long memory from a person's mind
	may also affect imagination or cognition
15	Remove all emotions from a person
	may also affect the common sense
15	Drive a person insane
25	Leave a person a mindless husk

Rego Mentem

General	Ward against spirits associated with Mentem from one realm, with Might less than or equal to the spell level
	Range Touch, Duration Ring, Target Circle
3	Make a subtle difference to the target's mental state
4	Control a target's mental state
	for example, awake, asleep, or confused
5	Control a natural emotion
	for example, calm or fear; the target must feel the emotion before you can control it; may also affect the common sense
5	Control a disembodied spirit
5	Incline a person to a particular sort of response
	affects the imagination; does not affect the free will of the target, but can influence current thought, and thus action; may also affect cognition, allowing the subject (but not content) of a dream to be specified
5	Control a disembodied spirit of Mentem
10	Control an unnatural emotion
	for example, cultivate a person's feelings of bravery where he is usually cowardly
10	Imbue all of a person's response with a particular emotion
15	Control a human being as long as you can see him
	or may affect cogition, mandating both the subject and content of a dream
15	Summon a ghost
15	Summon a disembodied spirit of Mentem
	may require an Arcane Connection
20	Give a person one complex command, which he tries to carry out to the best of his ability
30	Completely control a person's mind and emotions

Terraam

Creo Terraam

3	Create a faerie associated with sand, dirt, mud, or clay
	Requires Animae Magic

Terram

Creo Terram

1	Create sand, dirt, or clay
3	Create stone or glass
5	Create base metal
5	Create a faerie associated with stone or glass Requires Animae Magic
15	Create precious metal
15	Create a faerie associated with base meal Requires Animae Magic
15	Repair a crafted item of Terram, returning it to an "as new" state requisites of additional Form(s) may be required
25	Create gemstone
25	Create a faerie associated with precious metal Requires Animae Magic
25	Create an earth elemental from a base amount of elemental matter Ritual
35	Create a faerie associated with gemstone Requires Animae Magic

Intellego Terram

2	Learn one visible property of an object a property that someone with appropriate skills could determine just by looking
4	Learn one mundane property of an object
4	See an object and its surroundings
5	Learn all components of a mixture or alloy
10	Learn all the natural properties of an object
15	Sense all the mundane properties of a composite object
15	Speak with natural rock for example, a boulder; Saga Rule
20	Learn the magical properties of an object
20	Make your sense unhindered by earth for example, see right through a rock
20	Speak with artificial stone for example, a statue; Saga Rule

Muto Terram

Change to or from stone or glass +1 magnitudes

Change to or from metal or gemstone +2 magnitudes
modifier only applies once; for example, add two magnitudes to change from metal to metal

General	Convert part of an earth elemental's body into another type of matter of the same element, reducing the elemental's Might Pool by (spell level +10) for example, soil to dust; if the elemental is not destroyed, it may regain Might by re-absorbing the matter

1	Change one property of dirt
2	Change dirt to another type of natural earth
	for example, sand to loam
3	Change dirt so that it is slightly unnatural
	requisites may be required
3	Change dirt into a liquid or gas
	with requisites
3	Change dirt to stone or vice versa
4	Change dirt so that it is highly unnatural
	requisites will often be required
4	Change dirt into a mixture of liquids, solids, and gases
	with requisites
4	Change dirt into a plant
	with requisites
4	Make something grow to eight times its previous volume
4	Change dirt, sand, mud, or clay into a faerie
	Requires Animae Magic
5	Change dirt into a slightly unnatural liquid or gas
	with requisites
5	Change dirt into an animal
	with requisites
5	Change stone or glass into a faerie
	Requires Animae Magic
10	Change dirt into a highly unnatural liquid or gas
	with requisites
10	Change metal or gemstone into a faerie
	Requires Animae Magic

Perdo Terram

Affect stone or glass +1 magnitudes

Affect metal or gemstone +2 magnitudes

General	Destroy sufficient matter to reduce an earth elemental's Might Score by (spell level +10)
2	Weaken dirt
3	Destroy dirt
5	Destroy one property of dirt
	such as its weight or cohesiveness

Rego Terram

Affect stone or glass +1 magnitudes

Affect metal or gemstone +2 magnitudes

General	Ward against creature associated with Terram from one realm, with Might less than or equal to the spell level
	Range Touch, Duration Ring, Target Circle

1	Control or move dirt in a natural fashion
2	Control or move dirt in a slightly unnatural fashion
2	Keep dirt away from you, under your conscious control
	that is, you must be aware of its presence
2	Craft glass or stone
2	Reshape dirt so that it takes on a more geometrically perfect shape
	Requires Hermetic Geometry; Creo requisite; this reshaping is no more than a team of workmen could achieve with expert guidance
2	Reshape dirt so that it takes on a geometrically imperfect shape
	Requires Hermetic Geometry; Perdo requisite; examples include right angles bending, straight line becoming wobbly, and circles kink; irregular shapes are not affected
3	Control or move dirt in a very unnatural fashion
3	Craft metal or gemstone
3	Substantially reshape dirt so that it takes on a geometrically perfect shape
	Requires Hermetic Geometry; Creo Requisite; this reshaping is what workmen could achieve with magical assistance, but the result must be able to sustain itself or the spell must maintain the perfection magically
5	Keep all dirt away from your body, or ward a target against dirt
5	Hurl a stone projectile with enough force to do +5 damage
	range increment of 20 paces
5	Control a disembodied spirit of Terram
5	Completely control an earth elemental
10	Hurl a stone projectile with enough force to do +10 damage
	range increment of 20 paces
15	Hurl a stone projectile with enough force to do +15 damage
	range increment of 20 paces
15	Summon a disembodied spirit of Terram
	may require an Arcane Connection
20	Ward against dirt, sand, mud, or clay
	Range Touch, Duration Ring, Target Circle
25	Ward against stone or glass
	Range Touch, Duration Ring, Target Circle
30	Ward against metal or gemstone
	Range Touch, Duration Ring, Target Circle

Vim

Creo Vim

General	Create a magical shell that looks real to Intellego spells with a level less than twice its (level plus one magnitude)
	this aura is generic "magic" only - no misleading information can be supplied
General	Create a magical shell that prevents Intellego spells with a level less than its (level plus one magnitude) from learning any details about the magic on the target
General	Create a magical shell that gives false information about the target to Intellego spells with level less than half its (level plus one magnitude)
General	Refreshes all spell traces within the target that are less than the (magnitude of the guideline -1), in negative magnitude
General	Restore a demon's Might Pool by (spell level +10), as long as the spell penetrates the demon's Magic Resistance
	requires Apotropaic Magic
General	Potentially strengthen a Magic aura
	Ritual; roll on the Aura Strengthening Table with a modifier equal to the magnitude of the Ritual; Boundary Target is usually necessary
3	Taint something with magic
4	Create a faerie daimon
	Requires Animae Magic
4	Create a temporary Arcane Connection to a demon within range
	requires Apotropaic Magic
5	Create a burst of magic that gives the target one Warping Point
	spells that grant Warping cannot have a duration of creater than Momentary
5	Preserve an Arcane Connection lasting for decades
10	Create a burst of magic that gives the target two Warping Points
10	Preserve an Arcane Connection lasting for years
15	Create a burst of magic that gives the target three Warping Points
15	Preserve an Arcane Connection lasting for months
20	Preserve an Arcane Connection lasting for weeks
25	Preserve an Arcane Connection lasting for days
30	Preserve an Arcane Connection lasting for hours
35	Increase the level of a Magical aura by +1, to a maximum of 1
	Requires Hermetic Architecture
40	Increase the level of a Magical aura by +1, to a maximum of 2
	Requires Hermetic Architecture
45	Increase the level of a Magical aura by +1, to a maximum of 3
	Requires Hermetic Architecture
50	Increase the level of a Magical aura by +1, to a maximum of 4
	Requires Hermetic Architecture
55	Increase the level of a Magical aura by +1, to a maximum of 5
	Requires Hermetic Architecture
60	Increase the level of a Magical aura by +1, to a maximum of 6
	Requires Hermetic Architecture
65	Increase the level of a Magical aura by +1, to a maximum of 7
	Requires Hermetic Architecture

70	Increase the level of a Magical aura by +1, to a maximum of 8
	Requires Hermetic Architecture
75	Increase the level of a Magical aura by +1, to a maximum of 9
	Requires Hermetic Architecture

Intellego Vim

1	Detect magic of tenth magnitude or higher
1	Detect the presence of a mystical aura
1	Detect the presence of vis
	as concentrated magic, vis is not hard to spot
1	Sense a supernatural creature of Might 50 or above
	of a specified realm; demons may not be detected
2	Detect magic of eighth magnitude or higher
2	Determine the power of a mystical aura
2	Sense a supernatural creature of Might 40 or above
	of a specified realm; demons may not be detected
3	Detect magic of sixth magnitude or higher
3	Detect regio boundaries
	if cast with a Vision target, this provides enough information to find a way between levels, for regionnes that allow that sort of entrance; otherwise, it reveals the presence of a regio, and possibly its rough shape
3	Sense a supernatural creature of Might 30 or above
	of a specified realm; demons may not be detected
4	Detect magic of third magnitude of higher
4	Judge the amount of vis present
4	Discern the Art of vis
4	Discern the alignment of an aura
4	Sense a supernatural creature of Might 15 or above
	of a specified realm; demons may not be detected
5	Detect any active magic
5	Discern and measure a single astrological factor in the environment
	the caster is learning the conditions of the target location, so usually extend the range
5	Discern and measure the astrological time in the environment
	the caster is learning the conditions of the target location, so usually extend the range
5	Speak with a demon
	requires Apotropaic Magic
5	Sense a supernatural creature of any Might
10	Detect the traces of powerful magic
10	Detect the recent presence of weak magic
10	Detect any active magic and any trace of positive magnitude
10	Discern and measure the all astrological factors in the environment
	this provides sufficient information to reset an armillary sphere to the conditions of a different environment
10	Detect the presence of The Gift
	false positives from Supernatural Talents are possible

10	Detect special properties of vis	

for example, the property that identifies special manifestations of vis; note that realm affiliation is not a property of vis

Muto Vim

General	Superficially change a spell of less than twice the (level plus one magnitude) of the Vim spell

this may not change the prmary effect of the spell, or its power

General	Significantly change a spell of less than the (level plus one 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

General	Totally change a spell of less than half the (level plus one 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

General	Change a spell or effect of level less than or equal to (spell level + one magnitude) into a faerie

Requires Animae Magic

General	Add spell level to the caster's Casting Score for spells targeting the intuited spirit, which are cast while this spell lasts

Requires Synthemata Magia; Momentary Duration is sufficient to affect spells cast in the next round

General	Bind a demon with Might equal to (spell level +10) to a person or object

requires Apotropaic Magic

2	Change vis into a faerie, using up the vis in the process

Requires Animae Magic; Might equals (number of pawns x5)

4	Double or halve the linear size of a Magical aura

Requires Hermetic Architecture; that is, double of halve the diameter of a circular aura; areas may be chagned by a factor of 4, volumes by a factor of 8

4	Double or halve the size of a Magical rego

Requires Hermetic Architecture; that is, double of halve the diameter of a circular aura; areas may be chagned by a factor of 4, volumes by a factor of 8

15	Associate a target with the Magic Realm, as if it had Magic Might of (requisite Form)

the target may affect things of the (requisite Form) with other Magic Realm effects

Perdo Vim

General	Make something seem non-magical to any Intellego spell of less than twice the (level plus two magnitudes) of the spell level

includes magical items

General	Dispel effects of a specific type with a level less than the (level plus four 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 (although not necessarily abilty to use it) to invent a spell to affect it; all Hermetic magi have some knowledge of all Hermetic magic

General	Reduce a target's Might by the level of the spell +10, as long as the spell penetrates the creature's resistance

General	Dispel any magical effect with a casting total less than half the (level plus four magnitudes)

General	Reduce the casting total for all magic cast by the target by half the (level plus two 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
General	Ages a spell trace to a negative magnitude equal to the guideline level
General	Dispel a Hermetic enchantment with a level less than the (guideline level + stress die)
	Ritual required
General	Dispel a specific type of enchantment with a level less than twice the (guideline level + stress die)
	Ritual required; must specify a particular Hermetic Form or specific type of enchantment, such as Talismans, Familiars, or Longevity Rituals
General	Reduce the Casting Total for a specific type of magic cast by the target by (spell level +2 magnitudes)
	requires Apotropaic Magic; for example, Infernal Powers; in the case of multiple effects, only the highest penalty affects the target
General	Reduce a target's Might Pool by (spell level +10) as long as the spell penetrates the creature's Magic Resistance
	requires Apotropaic Magic
General	Potentially weaken a Magic aura
	Ritual; roll on the Aura Weakening Table with a modifier equal to the magnitude of the Ritual; Boundary Target is usuall necessary
5	Reduce the duration of an Arcane Connection by one duration category
	if this reduces the duration below Hours, the connection expires immediately; does not work on connections that naturally have Indefinite duration, but can make an Arcane Connection that was fixed in the laboratory expire; note that the Range is the range to the Arcane Connection, and you must know what you are targeting, just as for any other spell
10	Reduce the duration of an Arcane Connection by two duration categories
15	Reduce the duration of an Arcane Connection by three duration categories
20	Reduce the duration of an Arcane Connection by four duration categories
25	Reduce the duration of an Arcane Connection by five duration categories
30	Reduce the duration of an Arcane Connection by six duration categories
	this level of effect is sufficient to make almost any Arcane Connection expire immediately

Rego Vim

	Sustain or suppress a spell of a specific type cast by another, with a level less than the (level + 5 magnitudes) of the Vim spell + magnitudes
	examples of specific types include Hermetic Terram magic and Shamanic spirit control magic
General	Ward the target against creatures of one realm, with Might less than or equal to the spell level
	Range Touch, Duration Ring, Target Circle; a creature warded against cannot directly affect the target physically or by magical means
General	Sustain or suppress a spell you have cast whose level is less than the (level plus two magnitudes) of the Vim spell
General	Create a conduit or container for spells with level less than the (level + 5 magnitudes) of the Vim spell
	a conduit puts you in mystical contact with the target, effectively Touch Range, while a container will hold a spell for the duration before releasing it
General	Sustain or suppress a spell cast by another with level less than half the (level plus 5 magnitudes) of the Vim spell

General	Sustain a non-Ritual spell of a particular Form in a mystical container with a bound spirit, with a level at least equal to the level of the spell to be sustained
	Requires Spell Binding; requisites of the Form(s) of the spell to be sustained
General	Summon a demon with Infernal Might less than (spell level +20) as a Ritual effect
	requires Apotropaic Magic
General	Command a demon to do the caster's will
	requires Apotropaic Magic
5	Control a disembodied spirit of Vim
5	Transport a target from one province into another
	requisite of Form(s) required
10	Move raw vis from one physical object to another, without needing a laboratory
10	Reduce the length of target's journey through the Vacitus by one step
	each additional magnitude reduces the journey by another step
15	Summon a disembodied spirit of Vim
	may require an Arcane Connection
15	Create a connection between two levels of a single Magical regio
	Requires Hermetic Architecture; Muto requisite; to connect between regio levels usually requires Arcane Range and an Arcane Connection for each regio level