Creo Animal Guidelines

Basic Range: Touch
Basic Duration: Sun
Basic Target: Individual

Notes: When creating a magical creature, it's magic might cannot exceed the level of the spell, and requisites must be included for any special powers it has.

To create treated animal products (leather, jointed meat, parchment) add one magnitude to the level necessary to create the equivalent amount of dead animal. To create only part of an animal corpse (like hide or horns) subtract one magnitude.

Level 3: Create the corpse of a tiny animal (Size -5/-4).
Level 4: Create the corpse of a small animal (Size -3/-2).
Level 5: Create the corpse of a medium animal (Size -1/0/+1). Create an insect.
Level 10: Create the corpse of a large animal (Size +2/+3). Create a tiny living animal.
Level 15: Create the corpse of a very large animal (Size +4/-+5). Stop the progress of a disease.
Level 20: Heal one body level of damage.
Level 25: Create a small living animal.
Level 30: Create a medium living animal. Create a tiny magical beast. Create a swarm of insects, heal two body levels of damage. Restore a lost sense. Restore a lost limb. Cure a disease, counteracting it's effects.
Level 35: Create a large living animal. Create a small magical beast. Heal four body levels of damage.
Level 40: Create a very large living animal. Create a medium magical beast. Heal six body levels of damage.
Level 45: Create a large magical beast. Heal eight body levels of damage.
Level 50: Create a very large magical beast. Heal ten body levels of damage.
Level 55: Create a dragon. Heal twelve body levels of damage.
Level 60: Raise an animal from the dead (Ritual).

Intellego Animal Guidelines

Basic Range: Touch
Basic Duration: Concentration
Basic Target: Individual

Notes: Bear in mind that an animals memories are gathered through its particular senses, with their particular strengths and weaknesses. For example, dogs remember much about odors of various things, but often forget what the details of how they looked. Animals do not remember human words, but might remember tone of voice and such.

Level 1: Get a mental image of an animal.
Level 5: Sense the state of consciousness of a beast. Get general information about it's body.
Level 10: Sense the dominant drive of a beast. Learn a specific fact about it's body.
Level 15: Learn the origin, age and history of something made of animal products.
Level 20: Speak with an animal (Auram requisite for birds, Aquam requisite for fish). Read an animals surface thoughts.
Level 25: Read the recent memories of a beast.

Level 30: Thoroughly probe the mind of an animal.

Muto Animal Guidelines

Basic Range: Touch
Basic Duration: Sun
Basic Target: Individual

Notes: Animals granted new abilities, such as wings, will need a few minutes to get used to them.

Level 3: Make a superficial change to something made of animal products (like changing its color).
Level 5: Make a major change to something made of animal products that preserves the substance (i.e. turn a leather jerkin into a saddle). Gradually turn meat into vermin. Make a superficial change to a beast.
Level 10: Change an animals limb.
Level 15: Make a major change in a beast, while leaving it recognizably the same sort of animal (i.e. make a horse bigger and change it's color).
Level 20: Change an animal to another animal. Change an animal in a minor way so that it is no longer natural (i.e. change a horses color to match a knights coat of arms).
Level 25: Change an animal into a human (though it retains it's animal mentality). Change an animal into a plant (requires an Herbam requisite).
Level 30: Change an animal in major unnatural way (i.e. give a horse claws, fangs and scaly armored hide). Change an animal into a non-living item (appropriate requisite required).
Level 40: Radically change an animal in an unnatural way (i.e. give a horse wings). Give an animal a 'magical' ability, such as the ability to breath fire (requires the a requisite appropriate to the ability).

Perdo Animal Guidelines

Basic Range: Touch
Basic Duration: Instant
Basic Target: Individual

Notes: There is normally no soak against Perdo Animal - the magic does not create something that causes damage, it just causes damage.

Level 3: Damage something made of animal products.
Level 5: Do superficial damage to a beast (i.e. remove its hair). Destroy something made of animal products.
Level 10: Cause a beast pain, but do no real damage.
Level 15: Do one body level of damage. Destroy a beasts limb.
Level 20: Destroy one of a beasts senses. Do two body levels of damage.
Level 25: Do four body levels of damage.
Level 35: Kill an animal.

Rego Animal Guidelines

Basic Range: Eye

Basic Duration: Instant
Basic Target: Individual
Notes: Refer to Rego Corpus for additional guidelines for controlling an animals body and Rego Mentem for controlling its mind.

General: Protect a group from attacks by magical creatures of Might less than the level of the spell (duration Ring, target Group).
Level 4: Manipulate items made of animal products.
Level 5: Plant a single suggestion in the mind of an animal. Protect the target from attacks by normal animals.
Level 10: Calm an animal.
Level 15: Manipulate an animal's emotions. Paralyze an animal.
Level 20: Make an animal completely passive.
Level 25: Completely control an animal.

Creo Aquam Guidelines

Basic Range: Near
Basic Duration: Sun
Basic Target: Small
Notes: Water created without Vis quenches the thirst, but provides no lasting benefit to the drinker.

General: Create poison that causes +(Level) damage (Corpus or Animal requisites apply). Create liquid that causes +(level) damage on contact (Corpus or Animal requisites apply).
Level 5: Fill a man made container with water (or some other natural liquid, with appropriate requisites).
Level 10: Create water (or some other natural liquid) that is not contained (i.e. spread over a surface). Create a slightly unnatural liquid (i.e. beer or wine).
Level 15: Create water (or some other natural liquid) in an unnatural shape (such as a sphere over someone's head), or in an unnatural location (i.e. in someone's lungs) - but water so created will behave normally. Create an extremely unnatural liquid.
Level 20: Create poison that causes a minor illness.
Level 25: Create a small spring. Crate poison that causes a major illness.
Level 30: Create poison that is fatal.

Intellego Aquam Guidelines

Basic Range: Touch
Basic Duration: Concentration
Basic Target: Small
Notes: Intellego Aquam Spells do not normally require requisites for other liquids.

Level 1: Get an image of water within range.
Level 3: Get an image of water and it's immediate surroundings within range.
Level 5: Learn the natural properties of a liquid.
Level 10: Learn the natural properties of a mixture of liquids.
Level 15: Learn the magical properties of a liquid. Make your senses unaffected by water.
Level 20: Learn the magical properties of a mixture of liquids.

Level 25: Speak with a natural body of water.
Level 30: Speak with an artificial body of water (like a fountain).

Muto Aquam Guidelines

Basic Range: Touch
Basic Duration: Sun
Basic Target: Small

Notes: To cause a liquid to change to change into something that is not governed by Aquam takes one more level of magnitude, in general.

General: Change a liquid into a poison that does +(Level +5) points of damage (Corpus or Animal requisite). Change a liquid into a liquid that causes +(Level) points of damage on contact.
Level 3: Change a characteristic of liquid within that liquid's normal range (i.e. make water pure or stagnant).
Level 4: Change a natural liquid into another natural liquid.
Level 5: Change a liquid into a corresponding solid (Terram requisite) or gas (Auram requisite) (i.e. water to ice or steam). Change a natural liquid into a slightly unnatural liquid (i.e. make blue water or strawberry flavored castor oil), or vice versa.
Level 10: Change a liquid into an unrelated solid or gas (with requisites). Change a natural liquid into two or more natural liquids, with the two types separate (though they will mix normally). Change a liquid into a very unnatural liquid (i.e. a shocking pink liquid that causes bizarre hallucinations) - requisites will often apply.
Level 15: Change a liquid into a mixture of any liquid, solid (Terram requisite), or gas (with Auram requisite). Change a liquid into a slightly unnatural solid or gas.
Level 20: Change a liquid into a very unnatural solid or gas.

Perdo Aquam Guidelines

Basic Range: Touch
Basic Duration: Instant
Basic Target: Small

Notes: As magnitudes in these spells rise, the destruction caused becomes more subtle, or more pervasive.

Level 5: Destroy a liquid (requisites may apply).
Level 15: Destroy one property of a liquid (like alcohol's ability to intoxicate, or seawater's saltiness).
Level 20: Destroy a small spring, so that it never flows again.

Rego Aquam Guidelines

Basic Range: Near
Basic Duration: Concentration
Basic Target: Small

General: Ward against Faerie creatures of water whose Might is equal to or less than the level of the spell (duration Ring, target Group).
Level 5: Control a liquid in a in a natural fashion (i.e. control direction or speed of flow).
Level 10: Control a liquid in a slightly unnatural fashion (i.e. make it flow uphill or stop it from wetting

something). Control an amount of liquid which is part of a larger body in a natural fashion.
Level 15: Control a liquid in a highly unnatural fashion (i.e. make it flow straight up or take on a humanoid form). Control an amount of liquid which is part of a larger body in a slightly unnatural fashion.
Level 20: Control an amount of liquid which is part of a larger body in a highly unnatural fashion.

Creo Auram Guidelines

Basic Range: Sight
Basic Duration: Momentary
Basic Target: Boundary
Notes: Created air disperses at a natural rate due to momentary duration. Non-weather effects should be gauged by their effects relative to the guidelines. For example, poison gas doing +5 damage might be equivalent to the amount of damage caused by a tempest.

Level 5: Create a draft.
Level 10: Create a breeze.
Level 15: Create a wind. Create fog.
Level 20: Create a squall.
Level 25: Create a thunderstorm.
Level 30: Create a tempest.
Level 35: Create a tornado.
Level 45: Create a Hurricane.
Level 60: Create lightning.

Intellego Auram Guidelines

Basic Range: Personal
Basic Duration: Concentration
Basic Target: Room

Level 5: Sense one property of air (i.e. determine if it is safe to breathe.
Level 10: Learn all mundane properties of the air. Have an intuition about some fact regarding the air.
Level 15: Make your senses unhindered by the air (i.e. be able to hear over a howling wind).
Level 20: Predict the weather.
Level 25: Speak with air.

Muto Auram Guidelines

Basic Range: Near
Basic Duration: Momentary
Basic Target: Small
Notes: Transforming only one property of air generally lowers the level by one order of magnitude.

Level 4: Double or halve the intensity of a manifestation of air.

Level 5: Transform an amount of air into another form of air.
Level 10: Transform an amount of air into another element (requisites apply). Transform an amount of air into a gas that does +5 damage.
Level 15: Transform an amount of air into a mixture of elements. Transform an amount of air into something slightly unnatural (i.e. into a silvery fog or a specific shape).
Level 20: Transform an amount of air into something wholly unnatural (i.e. transform a cloud into a horse shape that gallops across the sky).

Perdo Auram Guidelines

Basic Range: Touch
Basic Duration: Momentary
Basic Target: Individual

Notes: Destroying just one property of air is one magnitude lower than destroying air outright. Destroying air with great precision raises the order of magnitude by at least one level.

Level 5: Destroy an amount of air. Stop very minor weather phenomena, like breezes.
Level 20: Stop any one part of a weather phenomenon (i.e. stop lightning from striking during a thunderstorm).
Level 30: Stop any weather phenomenon, excluding those caused by Ritual magic.

Rego Auram Guidelines

Basic Range: Near
Basic Duration: Concentration
Basic Target: Individual

Notes: A small effect in the absence of a container is about one half pace across. An individual effect is about one pace across. A Room effect is about five paces across. A structure effect is about twenty paces across.

Controlling an amount of air with great strength or precision raises the magnitude of the spell by one.

General: Ward against Faerie creatures of the air whose Might is equal or less than the level of the spell (duration Ring, target Group).
Level 5: Control an amount of air.
Level 10: Control an amount of air with great force or precision.
Level 20: Direct weather in progress. Control an amount of air with enough force to uproot small trees.
Level 30: Cause clouds to produce rain. Control an amount of air with enough force to uproot large trees.

Creo Corpus Guidelines

Basic Range: Touch
Basic Duration: Sun
Basic Target: Individual

Level 5: Prevent decay of a body.
Level 10: Create an entire human corpse. Stabilize one wound.

Level 15: Stop the progress of a disease.
Level 20: Heal one body level of damage.
Level 25: Heal the damage caused by a poison or disease.
Level 30: Restore a lost limb. Heal two body levels of damage.
Level 35: Heal four body levels of damage.
Level 40: heal all harm done to a body.
Level 50: Return "false" life to a corpse (Ritual).
Level 100: Return true life to a corpse (Ritual).

Intellego Corpus Guidelines

Basic Range: Sight
Basic Duration: Momentary
Basic Target: Individual

Level 5: Sense ver general information about a body.
Level 10: Sense a specific piece of information about a body.
Level 15: Locate a person you have an Arcane Connection to.
Level 20: Sense all useful information about a body.
Level 25: Speak with the dead.

Muto Corpus Guidelines

Basic Range: Touch
Basic Duration: Sun
Basic Target: Individual

Level 5: Change a part of a person (i.e. an eye or the nose).
Level 10: Change a limb of a person.
Level 15: Change the face of a person.
Level 20: Utterly change the appearance or size of a person (though they must remain human in form). Make a body resistant to damage (+5 Soak).
Level 25: Turn a human into a land animal (Animal requisite).
Level 30: Make a body resistant to damage (+10 Soak).
Level 35: Turn a human into a bird or fish (Animal or Aquam requisite)
Level 40: Turn a human into a solid inanimate object (Terram requisite). Turn a human into a plant (Herbam requisite).
Level 45: Turn a human into an insubstantial object (Auram requisite).

Perdo Corpus Guidelines

Basic Range: Near

Basic Duration: Momentary
Basic Target: Individual
Notes: These spells harm people directly, often permanently, unless outside magics are used to repair the damage.

Level 5: Do superficial damage to a body (i.e. remove it's hair).
Level 10: Cause a person pain, but do no real damage. Cause the loss of one Fatigue level.
Level 15: Do one body level of damage. Destroy a person's limb. Destroy a corpse.
Level 20: Destroy one of a person's senses. Do two body levels of damage.
Level 25: Age someone five years. Do three body levels of damage.
Level 30: Inflict a major disease. Do four body levels of damage.
Level 40: Kill a person.

Rego Corpus Guidelines

Basic Range: Near
Basic Duration: Concentration
Basic Target: Individual

Level 5: Make someone lose control of a body part.
Level 15: Control the gross physical movements of a target.
Level 20: Hold a target's body motionless.
Level 25: Control a target's motions. Eliminate the penalties of fatigue and wounds.
Level 30: Direct the flow of bodily energy.
Level 50: Teleport a target's body to a place you have an arcane connection to. Teleport a target's body seven leagues.

Creo Herbam Guidelines

Basic Range: Near
Basic Duration: Sun
Basic Target: Individual
Notes: Any food created is nutritious only if raw vis is used in its creation. Plants may be created living or dead with equal ease. To create treated plant products, such as furniture, a meal, linen or cotton cloth, add one magnitude to the level necessary to create the equivalent amount of unworked living or dead plants.

Level 5: Create a plant product (like a leaf or fruit). Create a plant. Prevent a plant from becoming sick.
Level 10: Create a bush or a pile of sticks or brambles. Prevent a bush from becoming sick.
Level 15: Create a tree. Create wood. Prevent a tree from becoming sick. Prevent wood from rotting.

Intellego Herbam Guidelines

Basic Range: Touch
Basic Duration: Concentration
Basic Target: Individual

Level 3: Gain an intuitive knowledge of a plant (i.e. know whether a given action would harm a plant).
Level 5: Learn general information, or a single specific fact about a plant or an item made from plant products.
Level 10: Learn all mundane properties of a plant or an item made from plant products.
Level 15: Sense or locate plants you cannot otherwise perceive.
Level 25: Speak with a plant.

Muto Herbam Guidelines

Basic Range: Touch
Basic Duration: Sun
Basic Target: Small

Notes: Changing a plant into something other than another plant raises the level of magnitude by one. To change plants into treated or finished material, such as furniture, a vegetarian meal, linen or cotton cloth, add one level of magnitude to the level necessary to change plants into natural, unworked plants.

Level 5: Change a plant or item made from plant products.
Level 10: Change a plant or item made from plant products into metal or stone (Terram requisite).
Level 15: Cause a plant to bent or twist rapidly in place.
Level 20: Affect the consciousness and spirit of a plant.

Perdo Herbam Guidelines

Basic Range: Reach
Basic Duration: Instant
Basic Target: Small

Notes: These guidelines are for destroying dead plants, to destroy living plants, add one level of magnitude.

Level 4: Spoil an amount of food.
Level 5: Destroy an amount of dead wood. Cause the leaves to fall off of a plant.
Level 10: Destroy a living plant.

Rego Herbam Guidelines

Basic Range: Reach
Basic Duration: Concentration
Basic Target: Small

Notes: It is equally easy to control living and dead plants.

Level 5: Control an amount of wood, such as a branch or wooden weapon.
Level 10: Deflect a single attack from a wooden weapon.
Level 15: Deflect several attacks from wooden weapons.
Level 20: Deflect all known attacks by wooden weapons. Cause a Small amount (i.e. wooden weapon,

small plant, or branch) to move around as you direct it, though if it is a rooted plant, it remains rooted.
Level 25: Deflect all attack by wooden weapons, both seen and unseen. Cause a Small amount of wood to move around as you direct it (it need not remain rooted).

Creo Ignem Guidelines

Basic Range: Near
Basic Duration: Momentary
Basic Target: Small

Level 1: Ignite something extremely flammable (like oil, or a wick). Illuminate an area as if by moonlight. Heat an object so that it is warm to the touch.
Level 3: Ignite something ver flammable (like parchment, or dry grass). Illuminate an area as if by candle light. Heat an object to be hot to the touch.
Level 5: Create a fire intense enough to do +5 damage (a Small flame can only affect a small target). Ignite something flammable (like dry wood or charcoal). Illuminate an area as if by torch light. Heat an object enough to boil water.
Level 10: Create a fire doing +5 damage in an unnatural shape (like a ring or sheet). Create a fire doing +10 damage. Ignite something slightly flammable (like damp wood or leather). Illuminate and area as if by day light on an overcast day. Heat an object enough to melt lead.
Level 15: Create a fire doing +10 damage in an unnatural shape. Create a fire doing +15 damage. Ignite something barely flammable (like a body). Illuminate an area as if by full day light. Heat an object enough to make steel glow red hot.
Level 20: Create a fire doing +20 damage. Heat an object enough to melt steel.
Level 25: Create a fire doing +25 Damage.
Level 30: Create a fire doing +30 damage.

Intellego Ignem Guidelines

Basic Range: Reach
Basic Duration: Concentration
Basic Target: Small

Level 4: Sense one property of fire. Locate a fire.
Level 5: Sense all mundane properties of fire. Become aware of all fires within the target area. See a fire with which you have an arcane connection.
Level 10: Sense all mundane property of ash. See a fire you have an arcane connection to and all things it illuminates.
Level 15: See clearly through raging fire (and Auram requisite may be necessary if smoke is present as well). Learn the magical properties of a fire.
Level 25: Speak with a fire.

Muto Ignem Guidelines

Basic Range: Reach

Basic Duration: Concentration
Basic Target: Individual

Level 3: Change one characteristic of a fire within the target area (i.e. make a fire burn more brightly, or produce more smoke).
Level 4: Totally change a fire into another natural fire (changing any or all of it's characteristics).
Level 5: Change a fire so that it is slightly unnatural (i.e. make the flames a different color, or make the smoke smell like roses). May require requisites.
Level 10: Change a fire so that it is completely unnatural (i.e. multicolored flames that form images while the popping of the fire plays music). Often requires requisites.
Level 15: Change a fire into natural air (Auram requisite).
Level 20: Change a fire into a natural solid (Terram requisite). Change a fire into slightly unnatural air.
Level 30: Change a fire into a natural liquid (Aquam requisite). Change a fire into very unnatural air.

Perdo Ignem Guidelines

Basic Range: Reach
Basic Duration: Momentary
Basic Target: Small

Level 3: Greatly reduce the amount of light in the area.
Level 4: Completely extinguish all light in an area.
Level 5: Extinguish a fire, cooling the ashes to merely warm. Chill an object.
Level 10: Strongly chill and object. Destroy one aspect of a fire (i.e. heat, or light).

Rego Ignem Guidelines

Basic Range: Reach
Basic Duration: Concentration
Basic Target: Small
Notes: The intensity of a fire also effects the difficulty of controlling it. Add a fire's (damage bonus -5) to the level of the spell.

Level 5: Control a fire in a natural fashion (i.e. control its direction of spread).
Level 10: Control a fire in a slightly unnatural fashion (i.e. stop it from burning a person).
Level 20: Control a fire in a very unnatural fashion (i.e. fashion it into a dancing humanoid shape).

Creo Imaginem Guidelines

Basic Range: Reach
Basic Duration: Sun
Basic Target: Individual
Notes: Increasing the complexity of sensory perception, such as making moving visual images or making clear words instead of noise, adds one additional level of magnitude. making an image move or make noise at your direction as you concentrate adds two levels of magnitude. In addition, very intricate

images (i.e. and intricately ornamented bridge) are generally one level of magnitude higher as well.

Level 5: Create an illusion that affects a single sense.
Level 10: Create an illusion that affects two senses.
Level 15: Create an illusion that affects three senses.
Level 20: Create an illusion that affects four senses.
Level 25: Create an illusion that affects five senses.

Intellego Imaginem Guidelines

Basic Range: Near
Basic Duration: Concentration
Basic Target: Room
Notes: Each additional sense you wish to perceive increases the magnitude by one.

Level 5: Use one sense at a distance. Memorize or perfect your memory about an image you have encountered. Be able to discern your own false images.
Level 10: Use two senses at a distance.
Level 15: Use three senses at a distance.
Level 20: Use four senses at a distance. See up to five years into the past.
Level 25: Use all senses at a distance.

Muto Imaginem Guidelines

Basic Range: Near
Basic Duration: Sun
Basic Target: Individual

Level 4: Heighten or lessen one sensation of an object (i.e. make candy more, or less sweet).
Level 5: Change one sensation of an object (i.e. make a leaf look like a coin).
Level 10: Change two sensations of an object.
Level 15: Change three sensations of an object.
Level 20: Change four sensations of an object.
Level 25: Change an object completely, in all things except touch.
Level 30: Completely distort the sensory perceptions of a target.

Perdo Imaginem Guidelines

Basic Range: Reach
Basic Duration: Sun
Basic Target: Small
Notes: Destroying the images of a moving target is more difficult - add one level of magnitude to spells that do so.

Level 5: Lessen an objects ability to affect one sense.
Level 10: Lessen an objects ability to affect two senses. Destroy an objects ability to affect one sense.
Level 15: Lessen an objects ability to affect three senses. Destroy an objects ability to affect two senses.
Level 20: Lessen an objects ability to affect four senses. Destroy an objects ability to affect three senses.
Level 25: Lessen an objects ability to affect five senses. Destroy an objects ability to affect four senses.
Level 30: Destroy an objects ability to affect five senses.

Rego Imaginem Guidelines

Basic Range: Reach
Basic Duration: Sun
Basic Target: Individual

Notes: Add one level of magnitude if the image to be controlled is moving. Add a further level of magnitude if the image is to move along with the object. Add one level of magnitude for each sense to be affected.

Level 5: Make an object appear (to one sense) to be up to one pace away from it's actual position.
Level 10: Make an object appear (to two senses) to be up to five paces away from it's actual position.
Level 15: Make an object appear (to one sense) to be up to within Near range of its actual position. Make an image appear (to one sense) to be contained in or attached to another object defined at the time of casting (i.e. make someone's voice appear to come from within a bag).
Level 20: Make an image appear (to one sense) to be within Far range of it's actual position.
Level 25: Make an image appear (to one sense) to be within Sight of its actual position.
Level 30: make an image appear (to one sense) to be in a location that the caster has an Arcane Connection to. Viewing this page requires a browser capable of displaying frames.

Creo Mentem Guidelines

Basic Range: Eye
Basic Duration: Sun
Basic Target: Individual

Level 5: Form words in another's mind.
Level 10: Put a thought in another's mind.
Level 15: Create an emotion in another's mind.
Level 20: Create a memory in another's mind.
Level 25: Effectively increase another person's ability to think.

Intellego Mentem Guidelines

Basic Range: Eye
Basic Duration: Momentary
Basic Target: Individual

Level 5: Sense the state of consciousness of one intelligent being (i.e. asleep, awake, meditating, dead, drugged, insane, or comatose).
Level 10: Sense a single emotion in a being.
Level 15: Sense all of the emotions in a being. Discover the truth of a statement.
Level 20: Speak with any one human. Read a person's surface thoughts. Pick an answer from the mind of the target.
Level 25: Read the last day's memories from one person.
Level 30: Learn all the information you wish from a person's mind.

Muto Mentem Guidelines

Basic Range: Eye
Basic Duration: Sun
Basic Target: Individual

Level 4: Force a ghost to become visible (provided it can do so normally).
Level 5: Make a minor change in a person's memory of an event.
Level 10: Make a major change in a person's memory of an event. Make a minor change in a person's emotion.
Level 15: Make a major change to a person's memory of a series of events. Make a major change in a person's emotion.
Level 20: Make major changes to a person's memories of a period of their life. Completely change a person's emotions.
Level 30: Completely rewrite a person's memories. Utterly change a person's mind.

Perdo Mentem Guidelines

Basic Range: Eye
Basic Duration: Sun
Basic Target: Individual

Level 5: Remove a minor detail from a person's memory.
Level 10: Remove an important detail from a person's memory.
Level 15: Quell an emotion in a person. Diminish a single mental capability in a person.
Level 20: Remove a minor or short term memory from a person's mind.
Level 25: Remove a major or long term memory from a person's mind. Reduce all of a person's mental capabilities.
Level 30: Remove all emotions from a person. Drive a person insane.
Level 40: Leave a person a mindless husk.

Rego Mentem Guidelines

Basic Range: Eye

Basic Duration: Sun
Basic Target: Individual

Level 10: Control a target's mental state (i.e. awake, asleep, confused).
Level 15: Control a natural emotion (i.e. calm, fear). The target must feel the emotion before you can control it.
Level 20: Control an unnatural emotion (i.e. cultivate a person's feelings of bravery where he is usually cowardly).
Level 25: Control a human being as long as you can see him.
Level 30: Give a person one complex command, which he tires to carry out to the best of his ability.
Level 40: Completely control a person's mind and emotions.

Creo Terram Guidelines

Basic Range: Near
Basic Duration: Sun
Basic Target: Small
Notes: Creating earth in an elaborate shape or with some unnatural property is one level of magnitude higher than the listed guidelines.

Level 5: Create an amount of sand, dirt, mud, or clay.
Level 10: Create an amount of stone or class.
Level 15: Create an amount of metal or a rough gemstone.
Level 20: Create an amount of polished gemstone.

Intellego Terram Guidelines

Basic Range: Reach
Basic Duration: Concentration
Basic Target: Small

Level 2: Learn one visible property of an object (a property that someone with the appropriate skills could determine just by looking).
Level 4: Learn one mundane property one mundane property of an object. See an object and its surroundings.
Level 5: Learn all components of a mixture or an alloy (you must know the components before divining the properties).
Level 10: Learn all the natural properties of an object.
Level 15: Sense all the mundane properties of a composite object.
Level 20: learn the magical properties of an object. Make your senses unhindered by earth (i.e. see right through a rock).
Level 30: Speak with a natural rock (i.e. a boulder).
Level 35: Speak with an artificial rock (i.e. a statue).
Level 45: See an object and it's surroundings in the past.

Muto Terram Guidelines

Basic Range: Reach
Basic Duration: Sun
Basic Target: Small

Notes: The guidelines below are for dirt, sand, mud and clay. To change stone or glass, add one level of magnitude. To change metal or gemstone, add two levels of magnitude.

Level 3: Change the shape of dirt.
Level 4: Change one property of dirt.
Level 5: Change dirt to another type of natural earth (i.e. sand to clay).
Level 10: Change dirt so that it is slightly unnatural (requisites may be required). Change dirt into liquid or gas (with appropriate requisites). Change dirt into liquid, or gas (with requisites).
Level 15: Change dirt so that it highly unnatural (requisites will often be required). Change dirt into a mixture of liquids, solids and gases (with requisites).
Level 20: Change dirt into a slightly unnatural liquid or gas (with requisites).
Level 25: Change dirt into a highly unnatural liquid or gas (with requisites).

Perdo Terram Guidelines

Basic Range: Reach
Basic Duration: Momentary
Basic Target: Small

Notes: The guidelines below are for dirt, sand, mud and clay. To destroy stone or glass, add one level of magnitude. To destroy metal or gemstone, add two levels of magnitude.

Level 3: Destroy one property of dirt.
Level 4: Destroy dirt.

Rego Terram Guidelines

Basic Range: Near
Basic Duration: Concentration
Basic Target: Small

Notes: The guidelines below are for dirt, sand, mud and clay. To control stone or glass, add one level of magnitude. To control metal or gemstone, add two levels of magnitude. Controlling Terram with great force or precision adds one or more levels of magnitude, depending on the level of control needed.

Level 5: Control or move dirt.
Level 10: Deflect a single attack by a metal weapon.
Level 15: Teleport dirt to within Near range. Deflect several attacks from metal weapons.
Level 20: Deflect all attacks by metal weapons that you are aware of.
Level 25: Deflect all attacks by metal weapons, whether you are aware of them or not.

Creo Vim Guidelines
Basic Range: Touch
Basic Duration: Sun
Basic Target: Individual

General: Create a magical shell which looks real to Intellego spells with penetration of less than twice its level (this aura is generic 'magic' only - no misleading information can be supplied).
General: Create a magical shell which prevents Intellego spells with penetration less than its level from learning any details about the magic the magic on the target.
General: Create a magical shell which provides false information about the target to Intellego spells with penetration less than half its level.

Intellego Vim Guidelines
Basic Range: Near
Basic Duration: Concentration
Basic Target: Individual
Notes: See page 155 Ars Magica 4th edition for details.

Muto Vim Guidelines
Basic Range: Reach
Basic Duration: Special
Basic Target: Individual
Notes: See page 157 Ars Magica 4th edition for details.

General: Superficially change a spell of less than the level of the Vim spell. This may not change the primary effect of the spell, or its power.
General: Significantly change a spell of less then the level of the Vim spell. This may not change the Arts 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 of the Vim spell. This may change the Arts of the target spell, and needs no requisites for those Arts. The Vim spell affects the structure of the spell, not the things 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 power or destroy some.

Perdo Vim Guidelines
Basic Range: Reach
Basic Duration: Instant
Basic Target: Individual

General: Dispel effects of a specific type with a casting total less than the level of the Vim spell + a quality die. 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 ability to use it) to invent a spell to affect it.
General: Make something (including a magic item) seem non-magical to any Intellego spells of less than twice the level of the spell. The basic duration for this is sun.
General: Reduce a target's Might by one point for every point of the Vim spell + a quality die exceeds its might. Different spells are required for creatures tied to different Realms.
General: Dispel any magical effect with a casting total less than half the level of the vim spell + a quality die.
General: Reduce the casting total for all magic cast by, in or on the target by half the level of the spell. Note that one spell will either reduce totals for magic cast by the target, or in the target, or on the target, but not two or three of them. Which one is to be affected must be determined at the time the spell is invented. Basic duration for this is Sun. If two or more such spells affect one target, only the higher has any effect, they do not add.

Rego Vim Guidelines

Basic Range: Near
Basic Duration: Concentration
Basic Target: Individual

General: Ward the target against creatures with Might less than the level of the spell + a quality die. A creature warded against cannot directly affect the target physically or by magical means. A spell. A spell of this nature will only ward against creatures of one Realm. Note that wards against magical and faerie creatures can also be constructed using other forms, but those wards are more limited in effect.
General: Give the target magic resistance equal to the level of the spell. Two versions of this spell, or versions of this spell and Parma Magica, do not ass their resistances. Only the higher resistance counts.
General: Sustain or suppress a spell you have cast whose level is less than the level of the Vim spell.
General: Create a conduit or container for spells with level less than the level of the Vim spell. A conduit puts you in mystic contact with the target (effective Touch range), while a container will hold a spell for a specific length of time before releasing it.
General: Sustain or suppress a spell cast by another with level less than half the level of the Vim spell.