

Shape / material	Bonus	Value	Location
Arrow	aiming	2	Ars Magica fifth edition p110
Platinum	air	4	Houses of Hermes: Mystery Cults p137
Agate	air	3	Ars Magica fifth edition p110
Vent	air passing through it, bonus to affect	7	Hermetic Projects p26
Cloak	alter/suppress wearer's image	5	Ars Magica fifth edition p110
Magnetite	animal	3	Ars Magica fifth edition p110
Palm	animating wood	3	Houses of Hermes: Mystery Cults p137
Cedar tree	any effect with mentem and herbam requisites	5	Houses of Hermes: Mystery Cults p137
Lapis Lazuli (powder)	aphrodisiac	3	Cradle and Crescent p 176
Jade	aquam	4	Ars Magica fifth edition p110
Mercury	aquam	3	Houses of Hermes: Mystery Cults p137
Mercury	arts and sciences	3	The Mysteries Revised Edition p33
Violet Amethyst	ascendancy over masses	4	Ars Magica fifth edition p110
Astrolabe	astrology	5	The Mysteries Revised Edition p33
Pin Feather	auram	2	Ars Magica fifth edition p110
Tree, struck by lightning	auram	2	Houses of Hermes: Mystery Cults p137
Amulet bearing the sigils of angels	banish demons	7	Realms of Power: Infernal p123
Cross	banish demons	5	Realms of Power: Infernal p123
Fan	banish weather phenomena	4	Ars Magica fifth edition p110
Ruby	battle wounds	3	The Mysteries Revised Edition p33
Adze	beautify wood structures	2	Houses of Hermes: Mystery Cults p137
Comb	beauty	5	Ars Magica fifth edition p110
Marble	beauty	3	Houses of Hermes: Mystery Cults p137
Dagger/ Knife	betrayal, assassination	3	Ars Magica fifth edition p110
Iron shackles	bind faeries	8	Ars Magica fifth edition p110
Manacles	binding	4	Houses of Hermes: Mystery Cults p137
Yellow sandalwood	binding people	3	The Mysteries Revised Edition p33
Cedar tree	binding spirits	2	Houses of Hermes: Mystery Cults p137
Sulfur	binding tongues	3	The Mysteries Revised Edition p33
Rhodocrosite	binding wounds	3	Houses of Hermes: True Lineages p139
Sword	block single attack	3	Ars Magica fifth edition p110
Plum	blood	2	Houses of Hermes: Mystery Cults p137
Bloodstone	blood and wounds	4	Ars Magica fifth edition p110
Ruby	blood, bonus to affect	3	Ars Magica fifth edition p110
Cherry	bloodshed	4	Houses of Hermes: Mystery Cults p137
Copper	bloodshed	3	The Mysteries Revised Edition p33
Iron	bonds	3	The Mysteries Revised Edition p33
Garnet	bonds of commitment	3	Houses of Hermes: Mystery Cults p137
Ink of Hermes	books	5	The Mysteries Revised Edition p33
Necklace	breathing and speaking, bonus to affect	4	Ars Magica fifth edition p110
Small hammer	building	2	Houses of Hermes: Mystery Cults p137
Trowel	building	2	Houses of Hermes: Mystery Cults p137
Ash (burned material)	burning things	2	Hermetic Projects p26
Cleaver	butchery	2	Houses of Hermes: Mystery Cults p137
Emerald	calm	2	The Mysteries Revised Edition p33
Cross	cause damage to infernal creatures	5	Realms of Power: Infernal p123
Rat Skull	cause disease	3	Ars Magica fifth edition p110
Drum	cause fear	2	Ars Magica fifth edition p110
Birch	childbirth	3	Guardians of the Forests p33
Rock Crystal	clairvoyance	5	Ars Magica fifth edition p110
Rock Crystal	clarity	4	The Mysteries Revised Edition p33
Frankincense	cleanse a place of infernal influence	4	Realms of Power: Infernal p123
Marble	cold	3	Hermetic Projects p26
Basket	collect and preserve items	2	Houses of Hermes: Mystery Cults p137
Tablet	command spirits	2	Realms of Power: Infernal p123
Star Ruby	conjure/control occult entities	5	Ars Magica fifth edition p110
Ring	constant effect	2	Ars Magica fifth edition p110
Fired Clay	contain or protect from fire	4	Ars Magica fifth edition p110
Panpipes	control children	5	Ars Magica fifth edition p110
Toy	control children	4	Ars Magica fifth edition p110
Whip	control human or animal body	4	Ars Magica fifth edition p110
Crown	control people	3	Ars Magica fifth edition p110
Wand/Staff	control things at a distance	4	Ars Magica fifth edition p110
Collar	control wearer	6	Ars Magica fifth edition p110
Yoke	control wearer	4	Ars Magica fifth edition p110
Doum Palm Leaf	controlling instincts and base emotions	3	Ancient Magic page 116
Tongs	controlling metal	2	Houses of Hermes: Mystery Cults p137
Amber	controlling movement	3	Houses of Hermes: True Lineages p139
Topaz	controlling wild beasts	5	Ars Magica fifth edition p110

Yew	corpses	2	Guardians of the Forests p33
Amber	corpus	3	Ars Magica fifth edition p110, HoH: TL p139
Apple	corpus	1	Guardians of the Forests p33
Lion's blood	courage	3	The Mysteries Revised Edition p33
Lion's mane	courage	5	Ars Magica fifth edition p110
Ruby	courage	2	The Mysteries Revised Edition p33
Topaz	courage	4	Ars Magica fifth edition p110
Lamp	create fire	4	Ars Magica fifth edition p110
Hearth	create fire and heat	7	Ars Magica fifth edition p110
Basket	create food within	5	Ars Magica fifth edition p110
Waterskin	create liquid within	5	Ars Magica fifth edition p110
Fan	create or control winds	4	Ars Magica fifth edition p110
Container	create or transform within	5	Ars Magica fifth edition p110
Lyre	create sounds	3	Ars Magica fifth edition p110
Drum	create storms and thunder	3	Ars Magica fifth edition p110
Basket	create things within	3	Ars Magica fifth edition p110
Room	create things within	4	Ars Magica fifth edition p110
Bellows	create wind	4	Ars Magica fifth edition p110
Almond	creo herbam	3	Houses of Hermes: Mystery Cults p137
Birch	creo herbam	1	Guardians of the Forests p33
Lapis Lazuli	cure boils and ulcers	5	Cradle and Crescent p 176
Aspen	cure disease	2	Guardians of the Forests p33
Aspen	cure fever	5	Guardians of the Forests p33
Willow	cure wounds	1	Guardians of the Forests p33
Oar	currents, bonus to affect	4	Ars Magica fifth edition p110
Blackthorn	dark fey	2	Houses of Hermes: Mystery Cults p137
Bronze	darkness	5	Houses of Hermes: Mystery Cults p137
Fir	darkness	3	Guardians of the Forests p33
Jet	darkness	3	Ars Magica fifth edition p110
Obsidian	darkness	5	Ars Magica fifth edition p110
Onyx	darkness	4	Ars Magica fifth edition p110
Tree, dead	dead wood, bonus to affect	4	Houses of Hermes: Mystery Cults p137
Wood (dead)	dead wood, bonus to affect	4	Ars Magica fifth edition p110
Drum	deafening	5	Ars Magica fifth edition p110
Onyx	death	4	Ars Magica fifth edition p110
Elm	death and decay	2	Guardians of the Forests p33
Electrum	deception	3	Houses of Hermes: Mystery Cults p137
Snake Tongue	deception	3	Ars Magica fifth edition p110
Copper	deftness	4	Houses of Hermes: Mystery Cults p137
Handsaw	delicately shape wood	3	Houses of Hermes: Mystery Cults p137
Sulfur	demons	4	Houses of Hermes: Mystery Cults p137
Sulfur	demons	4	Realms of Power: Infernal p123
Brass	demons, devils, and angels	4	Houses of Hermes: Mystery Cults p137
Brass	demons, devils, and angels	4	Realms of Power: Infernal p123
Human bone	destroy human body	4	Ars Magica fifth edition p110
Human skull	destroy human body	4	Ars Magica fifth edition p110
Human skull	destroy human body	4	Houses of Hermes: True Lineages p139
Human bone	destroy human mind	3	Ars Magica fifth edition p110
Human skull	destroy human mind	5	Ars Magica fifth edition p110
Human skull	destroy human mind	5	Houses of Hermes: True Lineages p139
Human skull	destroy or control ghost of particular skull	10	Houses of Hermes: True Lineages p139
Human skull	destroy or control ghosts	5	Ars Magica fifth edition p110
Human skull	destroy or control ghosts	5	Houses of Hermes: True Lineages p139
Pick	destroy stone	4	Ars Magica fifth edition p110
Bow	destroy things at a distance	5	Ars Magica fifth edition p110
Wand/Staff	destroy things at a distance	4	Ars Magica fifth edition p110
Hearth	destroy things within	5	Ars Magica fifth edition p110
Axe	destroy wood	4	Ars Magica fifth edition p110
Hatchet	destroy wood	4	Houses of Hermes: Mystery Cults p137
Cinnamon	destroying ghosts	2	The Mysteries Revised Edition p33
Sun Scarab	detect magic	4	Ancient Magic page 116
Pearl	detect of eliminate poisons	5	Ars Magica fifth edition p110
Chalice	detect poison within	4	Ars Magica fifth edition p110
Arrow	direction	3	Ars Magica fifth edition p110
Tree, twisted in a field	disfigure	4	Houses of Hermes: Mystery Cults p137
Mask	disguise	7	Ars Magica fifth edition p110
Tree, twisted in a field	disguise	3	Houses of Hermes: Mystery Cults p137
Mirror	display images	6	Houses of Hermes: True Lineages p139
Armillary Sphere	display the heavens, celestial time	5	The Mysteries Revised Edition p52
Hazel	divination	3	Ars Magica fifth edition p110

Hazel	divination	3	Guardians of the Forests p33
Poplar, white	divination	3	Houses of Hermes: Mystery Cults p137
Cinnabar	dragons	5	Houses of Hermes: Mystery Cults p137
Amethyst	dreams	3	The Mysteries Revised Edition p33
Frankincense	dreams	3	The Mysteries Revised Edition p33
Cinquefoil	drive away demons	3	Realms of Power: Infernal p123
Cinquefoil	drive away demons	3	The Mysteries Revised Edition p33
Amethyst	drunkenness	7	Houses of Hermes: Mystery Cults p137
Scythe	effects expressly causing death	4	Houses of Hermes: Mystery Cults p137
Copper	effects that changet own shape	4	Houses of Hermes: Mystery Cults p137
Panpipes	emotion, bonus to affect	3	Ars Magica fifth edition p110
Yoke	enhance strength of wearer	5	Ars Magica fifth edition p110
Room	everything within at once, bonus to affect	6	Ars Magica fifth edition p110
Opal	eyes	6	Houses of Hermes: True Lineages p139
Panpipes	faerie emotions, bonus to affect	6	Ars Magica fifth edition p110
Ruby	fire-related effect	6	Ars Magica fifth edition p110
Shearing shears	fleecing	2	Houses of Hermes: Mystery Cults p137
Cloak	flight	3	Ars Magica fifth edition p110
Pin Feather	flight	5	Ars Magica fifth edition p110
Rhodocrosite	forgetfulness	3	Houses of Hermes: True Lineages p139
Alabaster	forgiving	2	Houses of Hermes: Mystery Cults p137
Pine	friendly faeries	1	Guardians of the Forests p33
Aloe	friendship	3	The Mysteries Revised Edition p33
Crown	gain respect, authority	5	Ars Magica fifth edition p110
Fig	gambling	3	Houses of Hermes: Mystery Cults p137
Pitch fork	gathering reaped grain	2	Houses of Hermes: Mystery Cults p137
Linden	good fortune	1	Guardians of the Forests p33
Hazel	good judgment	1	Guardians of the Forests p33
Carving of Behemoth	great size	3	The Mysteries Revised Edition p33
Blackthorn	guardians	6	Houses of Hermes: Mystery Cults p137
Comb	hair, bonus to affect	7	Ars Magica fifth edition p110
Sword	harm human and animal bodies	4	Ars Magica fifth edition p110
Silver	harm lycanthropes	10	Ars Magica fifth edition p110
Animal bone	harm or destroy animals	4	Ars Magica fifth edition p110
Iron	harm or repel faeries	7	Ars Magica fifth edition p110
Ash (tree)	harm people	2	Guardians of the Forests p33
Sickle	harvesting	2	Houses of Hermes: Mystery Cults p137
Flail	harvesting grain	3	Houses of Hermes: Mystery Cults p137
Lead	hatred	3	The Mysteries Revised Edition p33
Rock Crystal	healing	3	Ars Magica fifth edition p110
Sapphire	healing	3	Ars Magica fifth edition p110
Bandage	healing wounds	4	Ars Magica fifth edition p110
Hyacinth	healing wounds	2	Ars Magica fifth edition p110
Ivory	healing wounds	5	Houses of Hermes: Mystery Cults p137
Jasper	healing wounds	2	Ars Magica fifth edition p110
Gold	health	2	The Mysteries Revised Edition p33
Haoma (in potion)	health of fertility, promote	3	Cradle and Crescent p 91
Amethyst	hearing	2	Houses of Hermes: Mystery Cults p137
Lemon	hearing	5	Houses of Hermes: Mystery Cults p137
Earring	hearing, bonus to affect	5	Ars Magica fifth edition p110
Bookshelf	hide things within	3	Ars Magica fifth edition p110
Mask	hiding	3	Ars Magica fifth edition p110
Chestnut	honesty	4	Houses of Hermes: Mystery Cults p137
Saddle	horse, bonus to affect	4	Ars Magica fifth edition p110
Alexandrite	horses	5	Houses of Hermes: Mystery Cults p137
Horseshoe	horse's movement, bonus to affect	6	Ars Magica fifth edition p110
Rock Crystal	ice	3	The Mysteries Revised Edition p33
Ash (burned material)	ignem	2	Hermetic Projects p26
Basalt	ignem	3	Houses of Hermes: Mystery Cults p137
Brass	ignem	3	Houses of Hermes: Mystery Cults p137
Hickory	ignem	4	Houses of Hermes: Mystery Cults p137
Mirror	illusions	7	Hermetic Projects p26
Hat	image of self, bonus to affect	4	Ars Magica fifth edition p110
Opal	images	2	Houses of Hermes: True Lineages p139
Opal	imagination	2	The Mysteries Revised Edition p33
Cinnamon	imagonem	4	The Mysteries Revised Edition p33
Net	immobilization	5	Ars Magica fifth edition p110
Emerald	incite love or passion	4	Ars Magica fifth edition p110
Hourglass	increasing speed	3	Ars Magica fifth edition p110
Cask	induce drunkenness	3	Houses of Hermes: Mystery Cults p137

Whip	induce fear in animals	5	Ars Magica fifth edition p110
Coin	induce greed	4	Ars Magica fifth edition p110
Gold	induce greed	4	Ars Magica fifth edition p110
Holly	inflict pain	2	Guardians of the Forests p33
Holly	inflict wounds	2	Guardians of the Forests p33
Silver	intellego	2	The Mysteries Revised Edition p33
Clear glass	invisibility	4	Ars Magica fifth edition p110
Glass, clear	invisibility	4	Houses of Hermes: Mystery Cults p137
Opal	invisibility	2	Houses of Hermes: True Lineages p139
Quartz	invisibility	5	Ars Magica fifth edition p110
Chestnut	justice	3	Houses of Hermes: Mystery Cults p137
Lapis Lazuli	keep limbs healthy	5	Cradle and Crescent p 176
Beech	knowledge	3	Guardians of the Forests p33
Sapphire	knowledge	2	Ars Magica fifth edition p110
Cinnabar	language	4	Houses of Hermes: Mystery Cults p137
Tin	law	1	The Mysteries Revised Edition p33
Lion's blood	leadership	2	The Mysteries Revised Edition p33
Topaz	leadership	4	Ars Magica fifth edition p110
Ruby	leadership in war	4	Ars Magica fifth edition p110
Pine	light	3	Guardians of the Forests p33
Tree, dead	living wood, bonus to affect	3	Houses of Hermes: Mystery Cults p137
Wood (dead)	living wood, bonus to affect	3	Ars Magica fifth edition p110
Alexandrite	long life	3	Houses of Hermes: Mystery Cults p137
Cinnabar	long life	3	Houses of Hermes: Mystery Cults p137
Apple	longevity	1	Guardians of the Forests p33
Haoma (in potion)	longevity, promote	5	Cradle and Crescent p 91
Silver	lycanthropes in general	5	The Mysteries Revised Edition p33
Snake Tongue	lying	6	Ars Magica fifth edition p110
Doorway	magical gates and portals	7	Ars Magica fifth edition p110
Hall	magical transportation	3	Ars Magica fifth edition p110
Doorway	magical transportation	5	Ars Magica fifth edition p110
Hickory	majesty	2	Houses of Hermes: Mystery Cults p137
Cinquefoil	making amends	2	The Mysteries Revised Edition p33
Fir	malicious faeries	1	Guardians of the Forests p33
Elder	malicious magic	4	Guardians of the Forests p33
Glove	manipulate at a distance	4	Ars Magica fifth edition p110
Astrolabe	measure the stars and heavens, astrology, navigation	5	The Mysteries Revised Edition p52
Dividers	measuring	2	Houses of Hermes: Mystery Cults p137
Frankincense	medicine	3	Cradle and Crescent p 117
Rhodocrosite	memories	2	Houses of Hermes: True Lineages p139
Opal	memory	4	The Mysteries Revised Edition p33
Alabaster	mental acuity	4	Houses of Hermes: Mystery Cults p137
Walnut	mind	4	Houses of Hermes: Mystery Cults p137
Spade	move earth	2	Houses of Hermes: Mystery Cults p137
Spade	move or destroy earth	4	Ars Magica fifth edition p110
Jewelry/ clothing	move self	2	Ars Magica fifth edition p110
Floor	movement across, bonus to affect	7	Ars Magica fifth edition p110
Doorway	movement through, bonus to affect	7	Ars Magica fifth edition p110
Hall	movement through, bonus to affect	6	Ars Magica fifth edition p110
Crowbar	moving stone	2	Houses of Hermes: Mystery Cults p137
Bag/Sack	moving things into or out of	3	Ars Magica fifth edition p110
Brass	music	3	Houses of Hermes: Mystery Cults p137
Lyre	music, bonus to affect	5	Ars Magica fifth edition p110
Mercury	muto	5	Houses of Hermes: Mystery Cults p137
Electrum	muto terram	4	Houses of Hermes: Mystery Cults p137
Garnet	navigation	2	Houses of Hermes: Mystery Cults p137
Cypress tree	necromancy	3	Houses of Hermes: Mystery Cults p137
Green Turquoise	necromancy	4	Ars Magica fifth edition p110
Turquoise	necromancy	4	Houses of Hermes: Mystery Cults p137
Gold	nobility	4	The Mysteries Revised Edition p33
Lapis Lazuli	obsession power of demons	6	Cradle and Crescent p 176
Copper	passion	2	The Mysteries Revised Edition p33
Gold	peace	4	The Mysteries Revised Edition p33
Haoma (in potion)	percieve invisible spirit	3	Cradle and Crescent p 91
Basalt	perdo	3	Houses of Hermes: Mystery Cults p137
Pepper	perdo	2	The Mysteries Revised Edition p33
Red gold	perdo	1	The Mysteries Revised Edition p33
Cleaver	perdo animal	3	Houses of Hermes: Mystery Cults p137
Frankincense	perdo vim	3	The Mysteries Revised Edition p33
Frankincense	perdo vim	3	Realms of Power: Infernal p123

Sapphire	perdo vim against spirits	2	Realms of Power: Infernal p123
Sapphire	perdo vim against spirits	2	The Mysteries Revised Edition p33
Saffron	physical strength	4	The Mysteries Revised Edition p33
Dogwood	pixies	5	Houses of Hermes: Mystery Cults p137
Dagger/ Knife	poisoning	3	Ars Magica fifth edition p110
Amethyst	poisons	3	Houses of Hermes: Mystery Cults p137
Dagger/ Knife	precise destruction	2	Ars Magica fifth edition p110
Mallet	precision	2	Houses of Hermes: Mystery Cults p137
Myrrh	preservation	5	Cradle and Crescent p 107
Basket	preserve contents	4	Ars Magica fifth edition p110
Sulfur	preserving or decaying	2	Houses of Hermes: Mystery Cults p137
Pure Honey	presevation	2	Ancient Magic page 116
Anchor	prevent movement	3	Hermetic Projects p 66
Lion's mane	pride	5	Ars Magica fifth edition p110
Topaz	pride	4	Ars Magica fifth edition p110
Lamp	produce light	7	Ars Magica fifth edition p110
Wand/Staff	project bolt or other missile	3	Ars Magica fifth edition p110
Frankincense	promote life	5	Cradle and Crescent p 107
Jewelry/ clothing	protect self	4	Ars Magica fifth edition p110
Silver	protect spirits	3	Realms of Power: Infernal p123
Bookshelf	protect things within	4	Ars Magica fifth edition p110
Armor	protect wearer	7	Ars Magica fifth edition p110
Phylactery	protect wearer	5	Realms of Power: Infernal p123
Clam shell	protection	2	Ars Magica fifth edition p110
Jet	protection	2	Ars Magica fifth edition p110
Shield	protection	5	Ars Magica fifth edition p110
Rowan	protection against malicious magic	4	Guardians of the Forests p33
Peridot	protection against nightmares	3	The Mysteries Revised Edition p33
Linden	protection against weapons	2	Guardians of the Forests p33
Agate	protection from storms	5	Ars Magica fifth edition p110
Oak	protection from storms	7	Ars Magica fifth edition p110
Oak	protection from storms	7	Guardians of the Forests p33
Mast	protection from temptation	2	Hermetic Projects p 66
Agate	protection from venom	7	Ars Magica fifth edition p110
Lion's blood	protection from wild beasts	4	The Mysteries Revised Edition p33
Billhook	pruning	2	Houses of Hermes: Mystery Cults p137
Auger	puncture wood	2	Houses of Hermes: Mystery Cults p137
Cappadocian Salt	purifying effects	6	Ancient Magic page 116
Scythe	reaping	3	Houses of Hermes: Mystery Cults p137
Sapphire	reducing anger	3	The Mysteries Revised Edition p33
Alexandrite	regeneration	2	Houses of Hermes: Mystery Cults p137
Magnet	rego	2	The Mysteries Revised Edition p33
Magnet	rego corpus	4	The Mysteries Revised Edition p33
Magnet	rego terram	4	The Mysteries Revised Edition p33
Garnet	repel insects	4	The Mysteries Revised Edition p33
Wand/Staff	repel things	2	Ars Magica fifth edition p110
Alder	resist decay	1	Guardians of the Forests p33
Cinquefoil	resist poison	4	The Mysteries Revised Edition p33
Willow	restore limb	4	Guardians of the Forests p33
Rope or Cord	restraint or binding	4	Ars Magica fifth edition p110
Shackles	restraint or magical binding	6	Ars Magica fifth edition p110
Panpipes	revelry	5	Ars Magica fifth edition p110
Saddle	riding, bonus to affect	7	Ars Magica fifth edition p110
Alder	royalty	2	Guardians of the Forests p33
Boat	sailing	3	Hermetic Projects p 66
Ship Sail	sailing	5	Hermetic Projects p 66
Ship Sail	sailing	7	Ars Magica fifth edition p110
Myrrh	sanctify, bonus to	2	Cradle and Crescent p 107
Quill	scribing	7	Ars Magica fifth edition p110
Electrum	scrying	3	Houses of Hermes: Mystery Cults p137
Sea Shell	sea creatures	3	Ars Magica fifth edition p110
Mirror	see the truth	5	Hermetic Projects p26
Clear glass	seeing through something	5	Ars Magica fifth edition p110
Glass, clear	seeing through something	5	Houses of Hermes: Mystery Cults p137
Copper	sex magic	2	Houses of Hermes: Mystery Cults p137
Fig	sex magic	3	Houses of Hermes: Mystery Cults p137
Sharp blade	shape leather	2	Houses of Hermes: Mystery Cults p137
Snip	shape material	2	Houses of Hermes: Mystery Cults p137
Mason chisel	shape stone	2	Houses of Hermes: Mystery Cults p137
Auger	shape wood	2	Houses of Hermes: Mystery Cults p137

Cloth shears	shaping fabrics	2	Houses of Hermes: Mystery Cults p137
Orange	sight	5	Houses of Hermes: Mystery Cults p137
Down	silence	3	Ars Magica fifth edition p110
Bed	sleep and dreams, bonus to affect	6	Ars Magica fifth edition p110
Emerald	snakes and dragon kind	7	Ars Magica fifth edition p110
Sulfur	sowing discord	2	The Mysteries Revised Edition p33
Cypress tree	spirits	3	Houses of Hermes: Mystery Cults p137
Myrrh	spirits	3	The Mysteries Revised Edition p33
Pure Honey	spiritual travel	5	Ancient Magic page 116
Rope or Cord	strangulation	2	Ars Magica fifth edition p110
Hornbeam	strength	6	Houses of Hermes: Mystery Cults p137
Lion's mane	strength	5	Ars Magica fifth edition p110
Topaz	strength	4	Ars Magica fifth edition p110
Belt or Girdle	strength, bonus to affect	3	Ars Magica fifth edition p110
Garnet	strengthen body and mind	2	The Mysteries Revised Edition p33
Bellows	strengthen fire	5	Ars Magica fifth edition p110
Candle, black	summon demons	2	Realms of Power: Infernal p123
Candle made of goat fat	summon demons	3	Realms of Power: Infernal p123
Mirror	summon or bind ghosts	3	Houses of Hermes: True Lineages p139
Lead	summon or bind spirits	3	Realms of Power: Infernal p123
Lead	summoning or binding ghosts	3	Houses of Hermes: True Lineages p139
Amethyst	temperance	4	The Mysteries Revised Edition p33
Bronze	terram	3	Houses of Hermes: Mystery Cults p137
Granite	terram	3	Houses of Hermes: Mystery Cults p137
Mercury	terram	3	Houses of Hermes: Mystery Cults p137
Silver	terram	1	The Mysteries Revised Edition p33
Sea Shell	the sea	2	Ars Magica fifth edition p110
Glove	things by touch, bonus to affect	4	Ars Magica fifth edition p110
Ash (burned material)	things that have been burned, bonus to affect	5	Hermetic Projects p26
Rug	those upon it, bonus to affect	3	Ars Magica fifth edition p110
Hourglass	timing and alarms	7	Ars Magica fifth edition p110
Chalice	transform or create liquid within	5	Ars Magica fifth edition p110
Jewelry/ clothing	transform self	4	Ars Magica fifth edition p110
Cloak	transform wearer	4	Ars Magica fifth edition p110
Bag/Sack	trapping things within	5	Ars Magica fifth edition p110
Lilac	travel	2	Houses of Hermes: Mystery Cults p137
Opal	travel	4	Houses of Hermes: True Lineages p139
Opal	travel	4	Ars Magica fifth edition p110
Animal hide	turn into appropriate animal	7	Ars Magica fifth edition p110
Coral, red	versus demons	10	Ars Magica fifth edition p110
Jasper	versus demons	2	Ars Magica fifth edition p110
Diamond	versus demons	5	Ars Magica fifth edition p110
Amethyst	versus drunkenness	7	Ars Magica fifth edition p110
Violet Amethyst	versus drunkenness	7	Ars Magica fifth edition p110
Serpentine	versus infection and animal poison	3	Ars Magica fifth edition p110
Cat's eye	versus malign corpus	3	Ars Magica fifth edition p110
Sapphire	versus malign corpus	2	Ars Magica fifth edition p110
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Elder	vim on hostile magic	1	Guardians of the Forests p33
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Kohl powder	vision, to affect	3	Cradle and Crescent p 107
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Boots	walking, bonus to affect	5	Ars Magica fifth edition p110
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