Shape / material	Bonus	Value	Location
Necklace	affect breathing and speaking	4	Ars Magica fifth edition p110
Oar	affect currents	4	Ars Magica fifth edition p110
Tree, dead	affect dead wood	4	Houses of Hermes: Mystery Cults p137
Comb	affect hair	7	Ars Magica fifth edition p110
Earring	affect hearing	5	Ars Magica fifth edition p110
Horseshoe	affect horse's movement	6	Ars Magica fifth edition p110
Hat	affect image of self	4	Ars Magica fifth edition p110
Tree, dead	affect living wood	3	Houses of Hermes: Mystery Cults p137
Floor	affect movement across	7	Ars Magica fifth edition p110
Doorway	affect movement through	7	Ars Magica fifth edition p110
Hall	affect movement through	6	Ars Magica fifth edition p110
Lyre	affect music	5	Ars Magica fifth edition p110
Bed	affect sleep and dreams	6	Ars Magica fifth edition p110
Belt or Girdle	affect strength	3	Ars Magica fifth edition p110
Glove	affect things by touch	4	Ars Magica fifth edition p110
Boots	affect walking	5	Ars Magica fifth edition p110
Gold	affect wealth	4	Ars Magica fifth edition p110
		4	
Helmet	affect wearer's mind/emotions		Ars Magica fifth edition p110
Helmet	affect wearer's sight	6	Ars Magica fifth edition p110
Mask	affect wearer's sight	2	Ars Magica fifth edition p110
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
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
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
Astrolabe	astrology	5	The Mysteries Revised Edition p33
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
Plum	blood	2	Houses of Hermes: Mystery Cults p137
Bloodstone	blood and wounds	4	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
Small hammer	building	2	Houses of Hermes: Mystery Cults p137
Trowel	building	2	Houses of Hermes: Mystery Cults p137
Cleaver	butchery	2	Houses of Hermes: Mystery Cuits p137
Emerald	calm	2	The Mysteries Revised Edition p33
Cross	cause damage to infernal creatures	5	Realms of Power: Infernal p123
		2	
Drum	cause fear		Ars Magica fifth edition p110
Birch	childbirth	3	Guardians of the Forests p33
Rock Crystal	clarity	4	The Mysteries Revised Edition p33
Frankinaanaa		4	Dealma of Devices Information 400
Frankincense	cleanse a place of infernal influence	4	Realms of Power: Infernal p123
Frankincense Basket Tablet		4 2 2	Realms of Power: Infernal p123 Houses of Hermes: Mystery Cults p137 Realms of Power: Infernal p123

Fired Clay Crown Collar Tongs Amber Yew Amber Amber Amber Apple Lion's blood Lion's mane Ruby Lamp Hearth Basket Fan Container Lyre Drum Basket Ballows	contain or protect from fire control people control wearer controlling metal controlling movement corpses corpus corpus corpus courage courage courage courage courage create fire create fire and heat create food within create or control winds create or transform within create sounds create storms and thunder	$   \begin{array}{r}     3 \\     6 \\     2 \\     3 \\     2 \\     3 \\     2 \\     1 \\     3 \\     5 \\     2 \\     4 \\     7 \\     5 \\     4 \\     5 \\   \end{array} $	Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Houses of Hermes: Mystery Cults p137 Houses of Hermes: True Lineages p139 Guardians of the Forests p33 Ars Magica fifth edition p110 Houses of Hermes: True Lineages p139 Guardians of the Forests p33 The Mysteries Revised Edition p33 Ars Magica fifth edition p110 The Mysteries Revised Edition p33 Ars Magica fifth edition p110 Ars Magica fifth edition p110
Collar Tongs Amber Yew Amber Amber Apple Lion's blood Lion's mane Ruby Lamp Hearth Basket Fan Container Lyre Drum Basket	control wearer controlling metal controlling movement corpses corpus corpus corpus courage courage courage courage create fire create fire and heat create food within create or control winds create or transform within create sounds create storms and thunder	6 2 3 2 3 2 1 3 5 2 4 7 5 4 5	Ars Magica fifth edition p110 Houses of Hermes: Mystery Cults p137 Houses of Hermes: True Lineages p139 Guardians of the Forests p33 Ars Magica fifth edition p110 Houses of Hermes: True Lineages p139 Guardians of the Forests p33 The Mysteries Revised Edition p33 Ars Magica fifth edition p110 The Mysteries Revised Edition p33 Ars Magica fifth edition p110 Ars Magica fifth edition p110
Tongs Amber Yew Amber Amber Apple Lion's blood Lion's mane Ruby Lamp Hearth Basket Fan Container Lyre Drum Basket	controlling metal controlling movement corpses corpus corpus corpus courage courage courage courage create fire create fire and heat create food within create or control winds create or transform within create sounds create storms and thunder	6 2 3 2 3 2 1 3 5 2 4 7 5 4 5	Ars Magica fifth edition p110 Houses of Hermes: Mystery Cults p137 Houses of Hermes: True Lineages p139 Guardians of the Forests p33 Ars Magica fifth edition p110 Houses of Hermes: True Lineages p139 Guardians of the Forests p33 The Mysteries Revised Edition p33 Ars Magica fifth edition p110 The Mysteries Revised Edition p33 Ars Magica fifth edition p110 Ars Magica fifth edition p110
Amber         Yew         Amber         Amber         Apple         Lion's blood         Lion's mane         Ruby         Lamp         Hearth         Basket         Fan         Container         Lyre         Drum         Basket	controlling movement corpses corpus corpus corpus courage courage courage courage create fire create fire and heat create food within create or control winds create or transform within create sounds create storms and thunder	3 2 3 2 1 3 5 2 4 7 5 4 5 5	Houses of Hermes: True Lineages p139 Guardians of the Forests p33 Ars Magica fifth edition p110 Houses of Hermes: True Lineages p139 Guardians of the Forests p33 The Mysteries Revised Edition p33 Ars Magica fifth edition p110 The Mysteries Revised Edition p33 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110
Yew Amber Amber Apple Lion's blood Lion's mane Ruby Lamp Hearth Basket Fan Container Lyre Drum Basket	corpses corpus corpus corpus courage courage courage courage create fire create fire and heat create food within create or control winds create or transform within create sounds create storms and thunder	2 3 2 1 3 5 2 4 7 5 4 5	Houses of Hermes: True Lineages p139 Guardians of the Forests p33 Ars Magica fifth edition p110 Houses of Hermes: True Lineages p139 Guardians of the Forests p33 The Mysteries Revised Edition p33 Ars Magica fifth edition p110 The Mysteries Revised Edition p33 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110
Amber         Amber         Apple         Lion's blood         Lion's mane         Ruby         Lamp         Hearth         Basket         Fan         Container         Lyre         Drum         Basket	corpus corpus corpus courage courage courage courage create fire create fire and heat create food within create or control winds create or transform within create sounds create storms and thunder	3 2 1 3 5 2 4 7 5 4 5 4 5	Ars Magica fifth edition p110 Houses of Hermes: True Lineages p139 Guardians of the Forests p33 The Mysteries Revised Edition p33 Ars Magica fifth edition p110 The Mysteries Revised Edition p33 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110
Amber Apple Lion's blood Lion's mane Ruby Lamp Hearth Basket Fan Container Lyre Drum Basket	corpus corpus courage courage courage create fire create fire and heat create food within create or control winds create or transform within create sounds create storms and thunder	2 1 3 5 2 4 7 5 4 5	Houses of Hermes: True Lineages p139 Guardians of the Forests p33 The Mysteries Revised Edition p33 Ars Magica fifth edition p110 The Mysteries Revised Edition p33 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110
Apple Lion's blood Lion's mane Ruby Lamp Hearth Basket Fan Container Lyre Drum Basket	corpus courage courage courage create fire create fire and heat create food within create or control winds create or transform within create sounds create storms and thunder	1 3 5 2 4 7 5 4 5	Guardians of the Forests p33 The Mysteries Revised Edition p33 Ars Magica fifth edition p110 The Mysteries Revised Edition p33 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110
Lion's blood Lion's mane Ruby Lamp Hearth Basket Fan Container Lyre Drum Basket	courage courage courage create fire create fire and heat create food within create or control winds create or transform within create sounds create storms and thunder	3 5 2 4 7 5 4 5	Guardians of the Forests p33 The Mysteries Revised Edition p33 Ars Magica fifth edition p110 The Mysteries Revised Edition p33 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110
Lion's blood Lion's mane Ruby Lamp Hearth Basket Fan Container Lyre Drum Basket	courage courage create fire create fire and heat create food within create or control winds create or transform within create sounds create storms and thunder	5 2 4 7 5 4 5	The Mysteries Revised Edition p33 Ars Magica fifth edition p110 The Mysteries Revised Edition p33 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110
Ruby Lamp Hearth Basket Fan Container Lyre Drum Basket	courage create fire create fire and heat create food within create or control winds create or transform within create sounds create storms and thunder	2 4 7 5 4 5	The Mysteries Revised Edition p33 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110
Lamp Hearth Basket Fan Container Lyre Drum Basket	create fire create fire and heat create food within create or control winds create or transform within create sounds create storms and thunder	4 7 5 4 5	The Mysteries Revised Edition p33 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110
Hearth Basket Fan Container Lyre Drum Basket	create fire and heat create food within create or control winds create or transform within create sounds create storms and thunder	7 5 4 5	Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110 Ars Magica fifth edition p110
Basket Fan Container Lyre Drum Basket	create food within create or control winds create or transform within create sounds create storms and thunder	5 4 5	Ars Magica fifth edition p110 Ars Magica fifth edition p110
Fan Container Lyre Drum Basket	create or control winds create or transform within create sounds create storms and thunder	4	Ars Magica fifth edition p110
Container Lyre Drum Basket	create or transform within create sounds create storms and thunder	5	
Lyre Drum Basket	create sounds create storms and thunder	-	Ars Magica fifth edition p110
Drum Basket	create storms and thunder	-	
Basket		3	Ars Magica fifth edition p110
		3	Ars Magica fifth edition p110
	create things within	3	Ars Magica fifth edition p110
Deliuws	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
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
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	-	Ars Magica fifth edition p110
Obsidian	darkness	5	Ars Magica fifth edition p110
Onyx	darkness	4	Ars Magica fifth edition p110
Drum	deafening		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
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		Realms of Power: Infernal p123
Human bone	destroy human body		Ars Magica fifth edition p110
Human skull	destroy human body		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		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
Bow	destroy things at a distance		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
Chalice	detect poison within	4	Ars Magica fifth edition p110
Arrow	direction		Ars Magica fifth edition p110
Tree, twisted in a field	disfigure	4	Houses of Hermes: Mystery Cults p137
Mask	disguise		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
Hazel	divination	3	Ars Magica fifth edition p110
Hazel	divination	3	Guardians of the Forests p33

Shape / material	Bonus	Value	Location
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
Opal	eyes	6	Houses of Hermes: True Lineages p139
Shearing shears	fleecing	2	Houses of Hermes: Mystery Cults p137
Cloak	flight	3	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 Fig	gain respect, authority gambling	5	Ars Magica fifth edition p110 Houses of Hermes: Mystery Cults p137
Pitch fork	gathering reaped grain	2	Houses of Hermes: Mystery Cuits p137
Linden	good fortune	1	Guardians of the Forests p33
Hazel	aood iudament	1	Guardians of the Forests p33
Carving of Behemoth	great size	3	The Mysteries Revised Edition p33
Blackthorn	great size	6	Houses of Hermes: Mystery Cults p137
Animal bone	harm or destroy animals	4	Ars Magica fifth edition p110
Iron	harm or repel faeries	7	Ars Magica fifth edition p110
Ash	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
Bandage	healing wounds	4	Ars Magica fifth edition p110
Hyacinth	healing wounds	2	Ars Magica fifth edition p110
lvory	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
Amethyst	hearing	2	Houses of Hermes: Mystery Cults p137
Lemon	hearing	5	Houses of Hermes: Mystery Cults p137
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
Alexandrite	horses	5	Houses of Hermes: Mystery Cults p137
Rock Crystal		3	The Mysteries Revised Edition p33
Basalt	ignem	3	Houses of Hermes: Mystery Cults p137
Brass	ignem		Houses of Hermes: Mystery Cults p137
Hickory	ignem		Houses of Hermes: Mystery Cults p137
Opal Opal	images imagination	2	Houses of Hermes: True Lineages p139 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
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
Chestnut	justice	3	Houses of Hermes: Mystery Cults p137
Beech	knowledge	3	Guardians of the Forests p33
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

Pine		Value	Location
	light	3	Guardians of the Forests p33
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
Silver	lycanthropes in general	5	The Mysteries Revised Edition p33
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
Dividers	measuring	2	Houses of Hermes: Mystery Cults p137
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
Jewelry/ clothing	move self	2	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
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
Copper	passion	2	The Mysteries Revised Edition p33
Gold	peace	4	The Mysteries Revised Edition p33
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
Basket	preserve contents	4	Ars Magica fifth edition p110
Sulfur	preserving or decaying	2	Houses of Hermes: Mystery Cults p137
Lion's mane	pride	5	Ars Magica fifth edition p110
Lamp	produce light	7	Ars Magica fifth edition p110
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
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
	protection from storms	5	Ars Magica fifth edition p110
Agate		7	
	protection from storms protection from storms		Ars Magica fifth edition p110 Guardians of the Forests p33

Auger         purchare wood         2         Houses of Hermes: Mystery Cutis p137           Stophen         requireration         3         The Mysteries Revised Edition p33           Maxandrite         regoneration         2         The Mysteries Revised Edition p33           Magnet         rego carus         4         The Mysteries Revised Edition p33           Magnet         rego carus         4         The Mysteries Revised Edition p33           Magnet         rego terram         4         The Mysteries Revised Edition p33           Caruadeol         residu p33         The Mysteries Revised Edition p33           Caruadeol         residu p33         The Mysteries Revised Edition p33           Caruadeol         residu p33         Revised Revised Revised Edition p33           Caruadeol         residu p33         Revised Revisep	Shape / material	Bonus	Value	Location
Billhock         puncture wood         2         Houses of Hermes: Mystery Cuts p137           Soythe         readuring anger         3         Houses of Hermes: Mystery Cuts p137           Saythe         readuring anger         3         Houses of Hermes: Mystery Cuts p137           Alexandrite         regeneration         2         Houses of Hermes: Mystery Cuts p137           Alexandrite         regeneration         2         The Mysteries Revised Edition p33           Garnet         regel insects         4         The Mysteries Revised Edition p33           Garnet         regel insects         4         The Mysteries Revised Edition p33           Ader         resist jocson         4         The Mysteries Revised Edition p33           Ader         resist jocson         4         The Mysteries Revised Edition p33           Ader         resist jocson         4         The Mysteries Revised Edition p33           Ader         resist jocson         4         The Mysteries Revised Edition p33           Claudiant         resist jocson         4         The Mysteries Revised Edition p33           Claudiants of the Forests p33         The Mysteries Revised Edition p33         The Mysteries Revised Edition p33           Claudiant of the Secons p33         Saution Steres Pass p33         The Mysteries Revised Ed	Lion's blood	protection from wild beasts	4	The Mysteries Revised Edition p33
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Shape / material	Bonus	Value	Location
Red gold	war	4	The Mysteries Revised Edition p33
Amulet bearing the sigils of angels	ward against demons	7	Realms of Power: Infernal p123
Cross	ward away supernatural	5	Realms of Power: Infernal p123
Door	warding	5	Ars Magica fifth edition p110
Horseshoe	warding	2	Ars Magica fifth edition p110
Hawthorn	wards	3	Guardians of the Forests p33
Lead	wards	4	Ars Magica fifth edition p110
Lead	wards	4	Houses of Hermes: True Lineages p139
Marble	wards	5	Houses of Hermes: Mystery Cults p137
Chalk, blue	wards against demons	2	Realms of Power: Infernal p123
Bell	warning	5	Ars Magica fifth edition p110
Aquamarine	water	3	Ars Magica fifth edition p110
Beryl	water	3	Ars Magica fifth edition p110
Crystal	water related effect	5	Ars Magica fifth edition p110
Tin	weakness	3	The Mysteries Revised Edition p33
Cinnabar	wealth	4	Houses of Hermes: Mystery Cults p137
Granite	wealth	2	Houses of Hermes: Mystery Cults p137
Amethyst	wealth and mercantile	2	Houses of Hermes: Mystery Cults p137
Coin	wealth and mercantile	4	Ars Magica fifth edition p110
Scales	weighing goods and money	3	Houses of Hermes: Mystery Cults p137
Crown	wisdom	2	Ars Magica fifth edition p110
Scythe	year duration effects	3	Houses of Hermes: Mystery Cults p137