

Shape and Material Bonuses

Adze: +2 beautify wood structures	Bloodstone: +4 blood and wounds	Comb: +5 beauty +7 affect hair
Alabaster: +2 forgiving +4 mental acuity	Book: +2 Intellego +3 Divination +4 Numerology	Container: +5 create or transform within
Alexandrite: +2 regeneration +3 long life +5 horses	Bookshelf: +3 hide things within +4 protect things within	Copper: +2 passion +2 sex magic +3 bloodshed +4 deftness +4 effects that change its own shape
Amber: +2 Corpus +3 controlling movement	Boots: +5 affect walking	Coral, Red: +10 versus demons
Agate: +3 air +5 protection from storms +7 protection from venom	Bow: +5 destroy things at a distance	Cornu Ammonis: +3 affect visions, dreams
Aloe: +3 friendship	Brass: +3 Ignem +3 music +4 demons, devils, and angels	Cross: +5 banish demons +5 cause damage to Infernal creatures +5 ward away supernatural
Amethyst: +2 hearing +2 wealth +3 dreams +3 poisons +4 temperance +7 drunkenness	Bronze: +3 Terram +5 darkness	Crowbar: +2 moving stone
Aquamarine: +3 water	Bufoines: +3 detect poison	Crown: +2 wisdom +3 control people +5 gain respect, authority
Amulet bearing the sigils of angels*: +7 banish demons +7 ward against demons	Candle made of goat fat: +3 summon demons	Crystal: +5 water-related effect
Animal Bone: +4 harm or destroy animals	Candle, Black: +2 summon demons	Dagger/Knife: +2 precise destruction +3 betrayal, assassination +3 poisoning
Animal Hide: +7 turn into appropriate animal	Carving of Behemoth: +3 great size	Diamond: +5 versus demons
Armillary Sphere: +5 display the heavens, celestial time	Cask: +3 induce drunkenness	Dividers: +2 measuring
Armor: +7 protect wearer	Cat's Eye: +3 versus malign Corpus	Door: +5 warding
Arrow: +2 aiming +3 direction	Centaury: +3 flight	Doorway: +5 magical transportation +7 affect movement through +7 magical gates and portals
Astrolabe: +5 measure the stars and heavens, astrology, and navigation	Chalice: +4 detect poison within +5 transform or create liquid in	Down: +3 silence
Auger: +2 shape wood, puncture wood	Chalk, Blue: +2 wards against demons	Drum: +2 cause fear +3 create storms and thunder +5 deafening
Axe: +4 destroy wood	Cinnabar: +3 long life +4 language +4 wealth +5 dragons	Earring: +5 affect hearing
Bag/Sack: +3 moving things into or out of +5 trapping things within	Cinnamon: +2 destroying ghosts +4 Imaginem	Electrum: +3 deception +3 scrying +4 Muto Terram
Bandage: +4 healing wounds	Cinquefoil: +1 Rego Mentem +2 making amends +3 drive away demons +3 leadership +4 resist poison	Emerald: +2 calm +4 incite love or passion +7 snakes and dragonkind
Basalt: +3 Ignem +3 Perdo	Clach Crubain: +2 arthritis	Fairy Loaves: +4 keep milk fresh
Basket: +2 collect and preserve items +3 create things within +4 preserve contents +5 create food within	Clam Shell: +2 protection	Fan: +4 banish weather phenomena +4 create or control winds
Bed: +6 affect sleep and dreams	Clear Glass: +4 invisibility +5 seeing through something	Fennel: +2 dreams +5 repel evil spirits +5 repel ghosts
Bell: +5 warning	Cleaver: +2 butchery +3 Perdo Animal	Fired Clay: +4 contain or protect from fire
Bellows: +4 create wind +5 strengthen fire	Cloak: +3 flight +4 transform wearer +5 alter/suppress wearer's image	Flail: +3 harvesting grain
Belt or Girdle: +3 affect strength	Cloth Shears: +2 shaping fabrics	Floor: +7 affect movement across
Beryl: +3 water	Coin: +2 diplomacy +3 protect travelers +4 induce greed +4 wealth and mercantile	Frankincense: +3 dreams +3 Perdo Vim
Billhook: +2 pruning	Collar: +6 control wearer	

Shape and Material Bonuses, continued

+4 cleanse a place of Infernal creatures	Jade: +4 Aquam	+4 memory
Garnet: +2 navigation	Jasper: +2 healing	+4 travel
+2 strengthen body and mind	+2 versus demons	+6 eyes
+3 bonds of commitment	Jet: +2 protection	Ovum Anguinum: +2 legal arguments
+4 repel insects	+3 darkness	+2 resist injury
		+2 versus infection and poison
Glass, Clear: +4 invisibility	Jewelry/Clothing: +4 transform self	Panpipes: +3 affect emotions
+5 seeing through something	+4 protect self	+5 control children
Glossopetrae: +5 resist snake venom	+2 move self	+5 revelry
Glove: +4 affect things by touch	Lamp: +4 create fire	+6 affect faerie emotions
+4 manipulation at a distance	+7 produce light	Parchment: +2 affect writing
Gold: +2 control people	Lead: +3 hatred	+2 lesser amulet
+2 health	+3 summoning or binding ghosts	Pearl: +5 detect or eliminate poisons
+3 prevent aging	+4 wards	Pennyroyal: +3 healing
+4 affect wealth	Lion's Blood: +2 leadership	Pepper: +2 Perdo
+4 induce greed	+3 courage	Peridot: +3 protection against nightmares
+4 nobility	+4 protection from wild beasts	Periwinkle: +1 loyalty or affection
+4 peace	Lion's Mane: +5 strength, courage, pride	+3 love
Granite: +2 wealth	Lyre: +3 create sounds	Phylactery: +5 protect wearer
+3 Terram	+5 affect music	Pick: +4 destroy stone
Green Turquoise: +4 necromancy	Magnet: +2 Rego	Pin Feather: +2 Auram
Hall: +3 magical transportation	+4 Rego Corpus	+5 flight
+6 affect movement through	+4 Rego Terram	Pitchfork: +2 gathering reaped grain
Hammer, Small: +2 building	Magnetite: +3 Animal	Platinum: +4 Air
Handsaw: +3 delicately shape wood	Mallet: +2 precision	Quartz: +5 invisibility
Hat: +4 affect image of self	Manacles: +4 binding	Quill: +7 scribing
Hatchet: +4 destroy wood	Marble: +3 beauty	Rat Skull: +3 cause disease
Hazel: +3 divination	+5 wards	Red Gold: +1 Perdo
Hearth: +5 destroy things within	Mask: +2 affect wearer's sight	+4 war
+7 create fire and heat	+3 hiding	Rhodocrosite: +3 forgetfulness
Helmet: +4 affect wearer's mind/emotions	+7 disguise	+2 memories
+6 affect wearer's sight	Mason Chisel: +2 shape stone	+3 binding wounds
Horseshoe: +2 warding	Mercury: +3 arts and sciences	Ring: +2 constant effect
+6 affect horse's movement	+3 Terram and Aquam	Rock Crystal: +3 healing
Hourglass: +3 increasing speed	+5 Muto	+3 ice
+7 timing and alarms	Mirror: +6 display images	+4 clarity
Human Bone: +3 destroy the human mind	+3 summon or bind ghosts	+5 clairvoyance
+4 destroy the human body	Mistletoe: +7 divination	Room: +4 create things within
Human Skull: +4 destroy human body	Myrrh: +3 spirits	+6 affect everything within at once
+5 destroy human mind	Necklace: +4 affect breathing and speaking	Rope or Cord: +2 strangulation
+5 destroy or control ghosts	Net: +5 immobilization	+4 restraint or binding
+10 destroy or control ghost of particular skull	Oak: +7 protection from storms	Ruby: +2 courage
Hyacinth: +2 healing	Oar: +4 affect currents	+3 affect blood
Ink of Hermes: +3 Vim	Obsidian: +5 darkness	+3 battle wounds
+5 books	Onyx: +4 darkness	+4 leadership in war
Iron: +3 bonds	+4 death	+6 fire-related effect
+7 harm or repel faeries	Opal: +2 images	Rug: +3 affect those upon it
Iron Shackles: +8 bind faeries	+2 imagination	Saddle: +4 affect horse
Ivory: +5 healing	+2 invisibility	+7 affect riding
		Saffron: +4 physical strength

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Sapphire: +2 knowledge	+5 controlling wild beasts	+3 light
+2 Perdo Vim against spirits	Toy: +4 control children	Tree, Plum: +2 blood
+2 versus malign Corpus	Tree, Alder: +1 resist decay	Tree, Poplar, White: +3 divination
+3 healing	+2 royalty	Tree, Rowan: +1 Vim
+3 reducing anger	Tree, Almond: +3 Creo Herbam	+4 protection against malicious magic
Sardonyx: +2 versus malign Corpus	Tree, Apple: +1 Corpus	Tree, Struck by Lightning: +2 Auram
Scales: +3 weighing goods and money	+1 longevity	Tree, Twisted in a Field: +3 disguise
Scythe: +3 reaping	Tree, Ash: +2 harm people	+4 disfigure
+3 year-duration effects	Tree, Aspen: +2 cure disease	Tree, Walnut: +4 mind
+4 effects expressly causing death	+5 cure fever	Tree, Willow: +1 cure wounds
Sea Shell: +2 the sea	Tree, Beech: +3 knowledge	+4 restore limb
+3 sea creatures	Tree, Birch: +1 Creo	Tree, Yew: +2 corpses
Serpentine: +3 vs. infection and animal poison	+3 childbirth	+2 visions
Shackles: +6 restraint or magical binding	Tree, Blackthorn: +2 dark fey	Trowel: +2 building
Sharp Blade: +2 shape leather	+6 guardians	Turquoise: +4 necromancy
Shearing Shears: +2 fleecing	Tree, Cedar: +2 binding spirits	Violet Amethyst: +4 ascendancy over masses
Shield: +5 protection	+5 any effect with Mentem and Herbam requisites	+7 versus drunkenness
Ship Sail: +4 affect winds	Tree, Chestnut: +3 justice	Wand/Staff: +2 repel things
+7 sailing	+4 honesty	+3 project bolt or other missile
Sickle: +2 harvesting	Tree, Cherry: +4 bloodshed	+4 control things at a distance
Silver: +1 Terram	Tree, Cypress: +3 necromancy	+4 destroy things at a distance
+1 wisdom	+3 spirits	Waterskin: +5 create liquid within
+2 Intellego	Tree, Dead: +3 affect living wood	Whip: +4 control human or animal body
+3 protect spirits	+4 affect dead wood	+5 induce fear in animals
+5 lycanthropes in general	Tree, Dogwood: +5 pixies	Wood (dead): +3 affect living wood
+10 harm lycanthropes	Tree, Elder: +1 Vim	+4 affect dead wood
Snake Tongue: +6 lying	+4 malicious magic	Yellow Sandalwood: +3 binding people
+3 deception	Tree, Elm: +2 death and decay	Yoke: +4 control wearer
Snip: +2 shape metal	Tree, Fig: +3 gambling	+5 enhance strength of wearer
Spade: +2 move earth	+3 sex magic	
+4 move or destroy earth	Tree, Fir: +1 malicious faeries	
Star Ruby: +5 conjure/control occult entities	+3 darkness	
Sulphur: +2 preserving or decaying	Tree, Hawthorn: +3 wards	
+2 sowing discord	Tree, Hazel: +1 good judgement	
+3 binding tongues	+3 divination	
+4 demons	Tree, Hickory: +2 majesty	
Sword: +3 block single attack	+4 Ignem	
+4 harm human and animal bodies	Tree, Holly: +2 inflict pain	
Tablet: +1 affect writing	+2 inflict wounds	
+2 command spirits	Tree, Hornbeam: +6 strength	
Thunderbolt: +2 Auram	+6 Vim on hostile magic	
+3 lightning	Tree, Lemon: +5 hearing	
+4 protection from demons	Tree, Lilac: +2 travel	
Tin: +1 law	Tree, Linden (Lime): +1 good fortune	
+3 weakness	+2 protection against weapons	
Tongs: +2 controlling metal	Tree, Oak: +7 protection from storms	
Topaz: +4 leadership	Tree, Orange: +5 Sight	
+4 strength, courage, pride	Tree, Palm: +3 animating wood	
	Tree, Pine: +1 friendly faeries	

*An Intelligence + Infernal or Divine Lore roll against an Ease Factor of 12 is required to make such an amulet, or an Ease Factor of 6 if the character has the Craft Amulets Supernatural Ability (see *Realms of Power: The Divine*, page 137).