



**Fetish Card:**  
***Tear of Renewal***

Gnosis: 6  
Effect: Spend 1 Gnosis and activate to receive 3 Gnosis (up to max only). Good for seven uses before fetish becomes useless.

ST 1: \_\_\_\_\_ ST 2: \_\_\_\_\_



**Fetish Card:**  
***Sands of Sleep***

Gnosis: 3  
Effect: Activate and scatter to put those in area asleep unless 1WP is spent (still get Lethargic) Those in frenzy calm down.

ST 1: \_\_\_\_\_ ST 2: \_\_\_\_\_



**Fetish Card: *Loon's Refund***

Gnosis: 8  
Effect: Activate and insert in any ATM machine to acquire \$500 cash. Once per session, else simple test (failure = fetish is destroyed).

ST 1: \_\_\_\_\_ ST 2: \_\_\_\_\_

**Fetish Card: *Rat Tooth Necklace***

Gnosis: 4  
Effect: Activate to gain temporary Nimble, Cunning and Impatient.



ST 1: \_\_\_\_\_ ST 2: \_\_\_\_\_

**Fetish Card:**  
***Kinship Doll***

Gnosis: 8  
Effect: Activate & speak the name of a kinfolk - the location and condition of said kin is revealed to the garou.



ST 1: \_\_\_\_\_ ST 2: \_\_\_\_\_

**Fetish Card:**  
***Stone of Wealth***

Gnosis: 8  
Effect: Activate to gain resources (not the background) needed at the time. Not always money.



ST 1: \_\_\_\_\_ ST 2: \_\_\_\_\_

**Fetish Card:**  
***Monkey Puzzle***

Gnosis: 6  
Effect: Activate to appear to be a normal human, regardless of form. Supernaturals can do static mental vs. 6 traits to see through it.



ST 1: \_\_\_\_\_ ST 2: \_\_\_\_\_

**Fetish Card: *Blanket of Peaceful Dreams***

Gnosis: 7  
Effect: Creatures attempting to invade user's dreams must make a static Gnosis challenge against it or fail. Also soothes nightmares.



ST 1: \_\_\_\_\_ ST 2: \_\_\_\_\_