

**Item - Amazon's Labrys**Approved Dedicated **Melee Weapon:****Bonus traits: 4 Damage: 2 Aggravated****Trait Cost - 3 / Gnosis - 6****Spirit Affinity: Guilt, Pain, Ancestor Spirits**

When activated, the user gains the Gift: Spirit of the Fray for the combat. Normal costs for use of the Gift must be spent. This axe howls like a banshee when used in combat against male foes.

Owned by

ST #1

ST #2

**Item - Fang Dagger**Approved Dedicated **Trait Cost - 3 / Gnosis - 6****Spirit Affinity: War, Wolf or Snake****Bonus traits: 3, Neg. trait: Short, Ability trait: Speed**

After a the user wielding this fetish has struck an opponent, they may then activate the dagger. If successful, the damage inflicted is doubled (to no more than 4 levels in one blow).

Owned by

ST #1

ST #2

**Item - Phoebe's Veil**Approved Dedicated **Trait Cost - 4 / Gnosis - 7****Spirit Affinity: Illusion, Shadow, Hiding, Chameleon**

When the fetish is activated, the wearer becomes invisible to both mundane creatures and spirits. This magic works against all senses save touch (use the Gift: Blissful Ignorance for details). The user may touch things without becoming visible on a Static Mental challenge vs. 7 traits.

Owned by

ST #1

ST #2

**Item - Monkey Puzzle**Approved Dedicated **Trait Cost - 4 / Gnosis - 6****Spirit Affinity: Ghost, Illusion, Trickster**

When activated, it causes all humans viewing the Garou to believe him to be a normal human, regardless of current form. Kindred, Mages, and humans with Numina may perform a Mental Challenge vs. 6 traits to see through the Puzzle's effects if there is reason for such people to suspect something amiss. Stays active for one scene.

Owned by

ST #1

ST #2

**Item - Lash of the Furies**Approved Dedicated **Melee Weapon:****Bonus traits: 4 Damage: 3 Aggravated****Trait Cost - - / Gnosis - 8****Spirit Affinity: Guilt, Pain, Ancestor Spirits**

These ancient barbed cat of nine-tails are legendary, as only 5 exist in the world. Wounds from the lash leave permanent scars. Sprits inside the lash ferret out the target's guilty secrets on a successful hit, and relay this information to the user.

Owned by

ST #1

ST #2

**Item - Spirit Tracer**Approved Dedicated **Trait Cost - 2 / Gnosis - 5****Spirit Affinity: Hunting, Predator-spirits**

When the wielder concentrates on a specific spirit, the ingot pulls in the direction of the spirit until the Garou puts the fetish away.

Owned by

ST #1

ST #2

**Item - Sanctuary Chime**Approved Dedicated **Trait Cost - 3 / Gnosis - 6****Spirit Affinity: Protection, Guardian, Turtle**

When activated all spirits, unless specifically invited to do so, may not Materialize within 100 feet of the spot where the chime hangs free in the open air.

Owned by

ST #1

ST #2

**Item - Spirit Whistle**Approved Dedicated **Trait Cost - 4 / Gnosis - 8****Spirit Affinity: Madness, Discord, Screech Owl**

When activated, it emits a wailing scream causing immense pain to all spirits within the wielder's line of sight. Any spirit present when the activated Fetish is blown must win a Static Mental Challenge vs. 8 traits or flee from the source for the rest of the scene.

Owned by

ST #1

ST #2