Ye Booke of Talismanry

Being an Accounting of Wards and Charms Complete with Wondersome Devotion

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Here ye be Forewarned

That None may traffic with Powers Dark and Abyssal

without ye garnish a Staine

upon Spirit and Soul Immortal.

Here ye be Forewarned

That Waking those Lost and Wretched Things

which ought to lie Undisturbed

Locked in the Sleep of Aeons

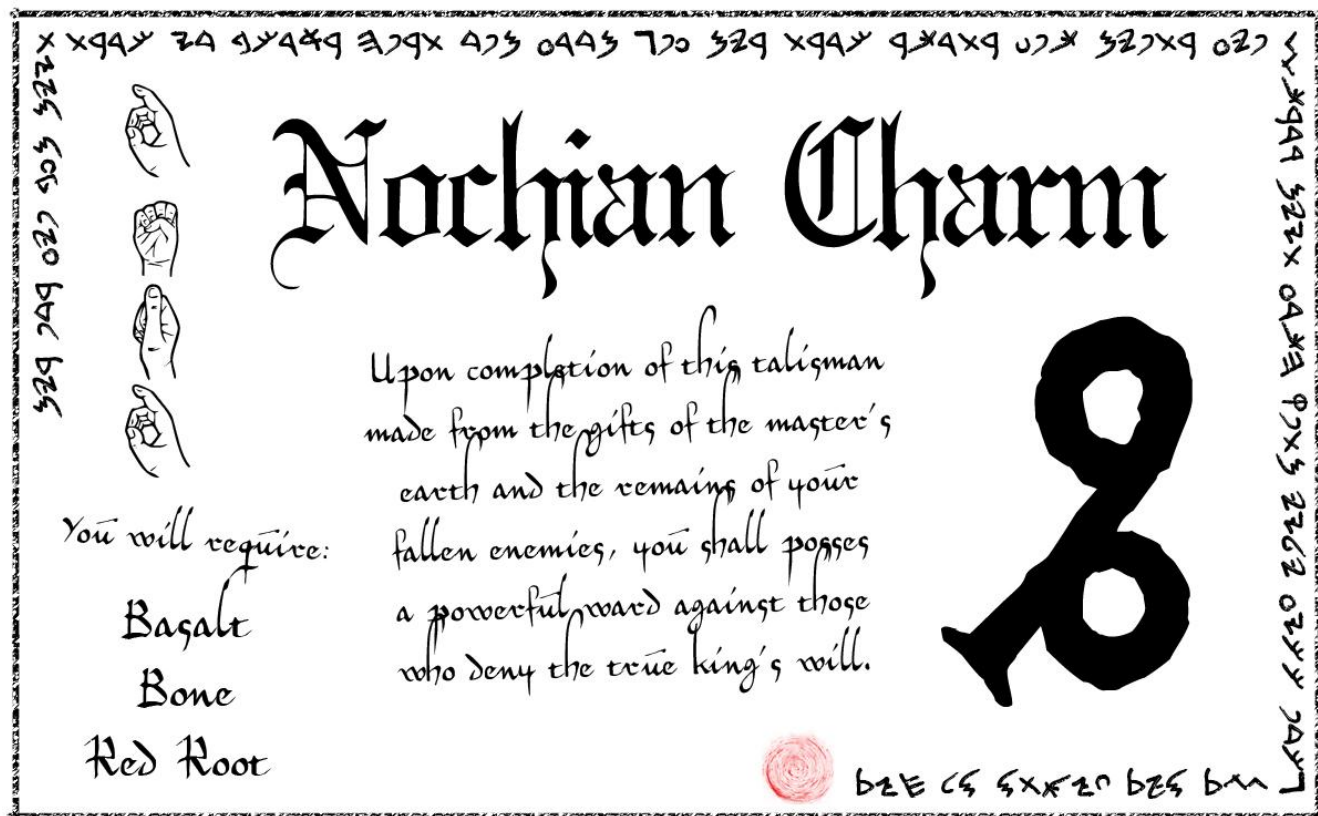Shall carry a Price which Ye must Pay.

Here ye be Forewarned

That the Kenning can Damn ye

as Readily

as the Practice.

RANK 1 TALISMANS

Nochian Charm

Rank 1 Talisman

Components:

Between events combine:

- Basalt
- Bone
- Red Root

All component tags must be placed into a plastic card holder sleeve with the item tag. You must have a necklace or bracelet of some kind to represent the Nochian Charm. If at all possible, the representation should be spooky, and the closer its appearance to its components the better.

Effect:

You may use a Nochian Charm once per Reset for every point of Maximum Sanity you have. If you use a Nochian Charm you may touch a packet to a target and call "Diagnose Dead." A character may carry a number of Talismans equal to their Maximum Sanity plus the number of Dark Truths the character knows. A character may only carry 1 of any given Talisman at a time.

Nochian Fetish

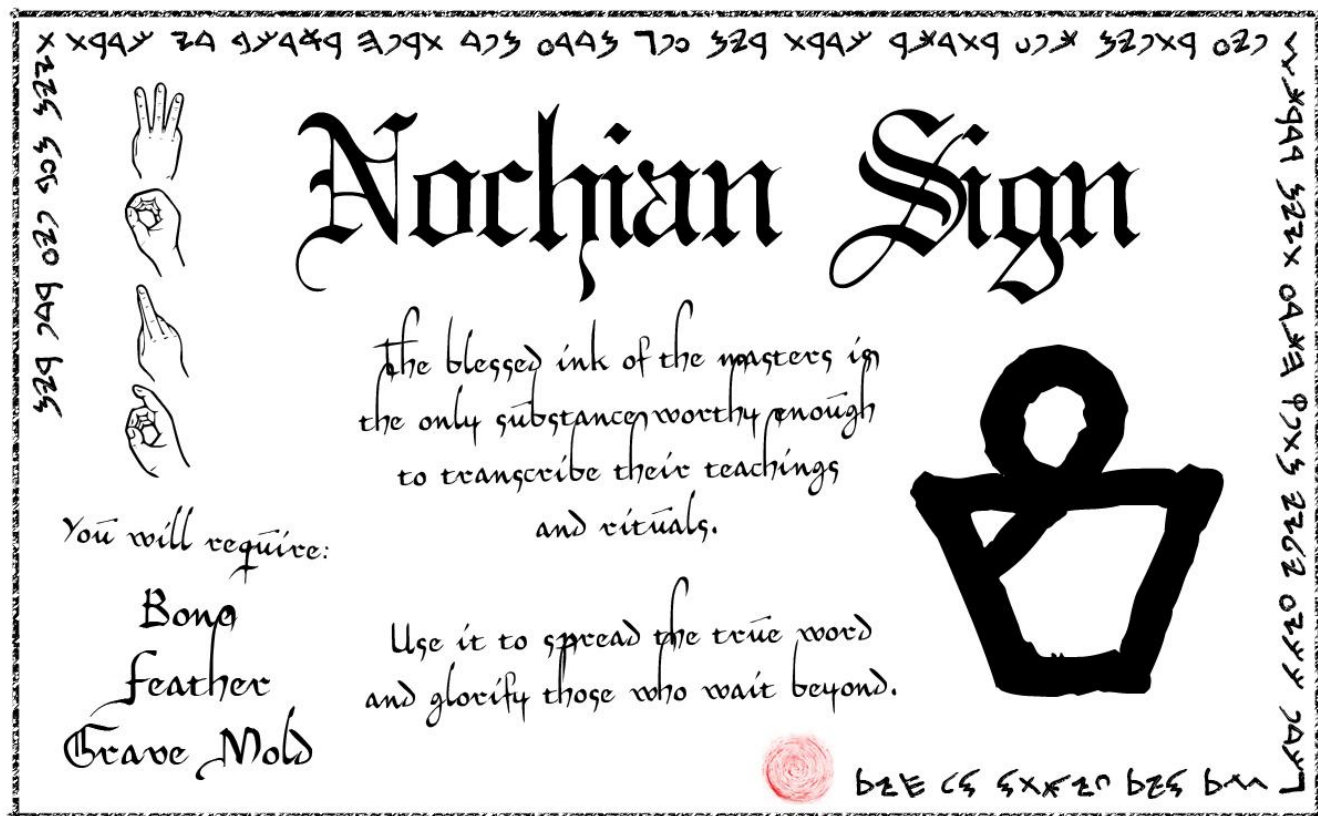**Rank 1 Talisman**

Components:

Between events combine:

- Bloodstone
- Feather
- Tuning Fork

All component tags must be placed into a plastic card holder sleeve with the item tag. You must have a talisman of some kind to represent the Nochian Fetish. If at all possible, the representation should be spooky, and the closer its appearance to its components the better.

Effect:

You may use a Nochian Fetish once per Reset for every point of Maximum Sanity you have. If you use a Nochian Fetish you may throw a packet at a target and call "Repel to Undead." A character may carry a number of Talismans equal to their Maximum Sanity plus the number of Dark Truths the character knows. A character may only carry 1 of any given Talisman at a time.

Nochian Sign

Rank 1 Talisman

Components:

Between events combine:

- Bone
- Feather
- Grave Mold

All component tags must be placed into a plastic card holder sleeve with the item tag. You must have a talisman of some kind to represent the Nochian Sign. If at all possible, the representation should be spooky, and the closer its appearance to its components the better.

Effect:

You may use a Nochian Sign once per Reset. If you use a Nochian Sign you may point the Sign at a target and call "By My Gesture, Repel to Undead." A character may carry a number of Talismans equal to their Maximum Sanity plus the number of Dark Truths the character knows. A character may only carry 1 of any given Talisman at a time.

Sign of the Watching Eye
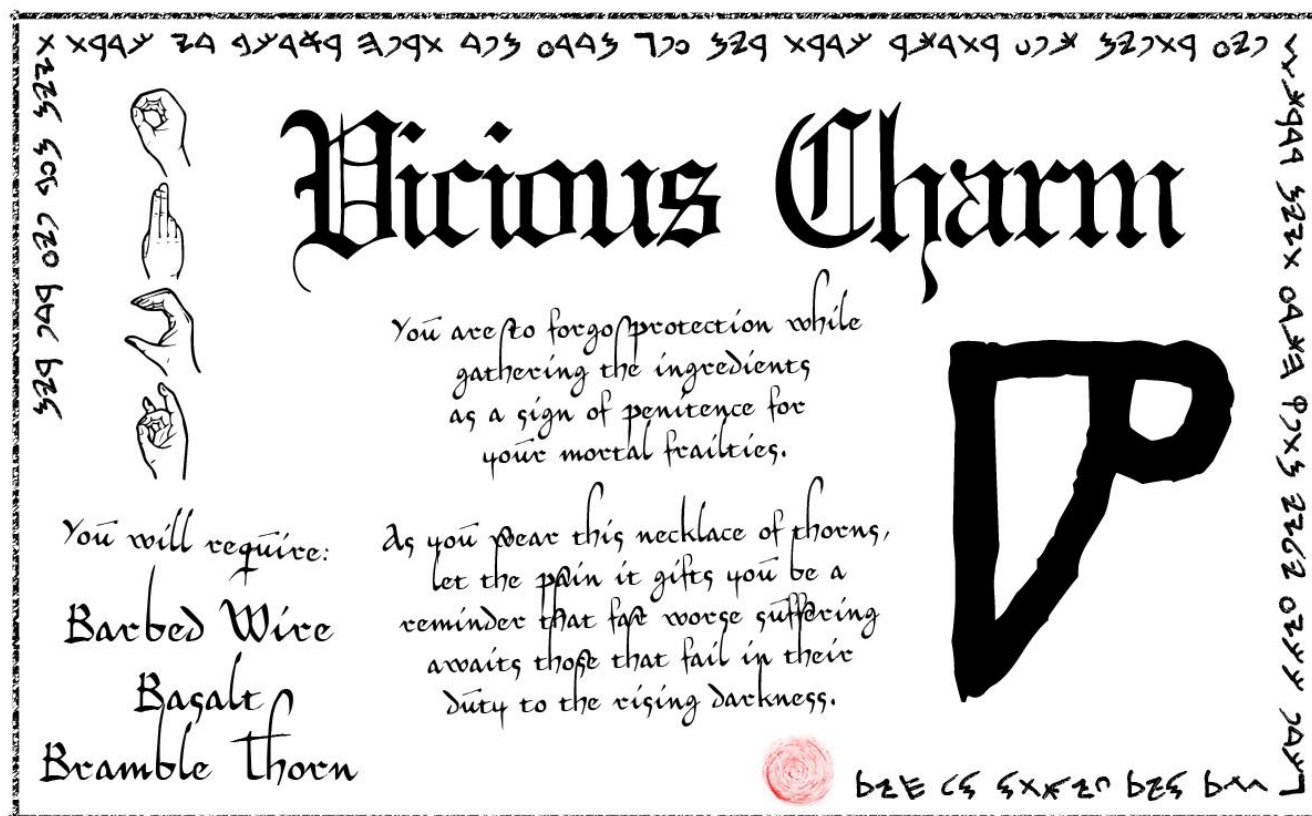
Rank 1 Talisman

Components:

Between events combine:

- Bone
- Iron Filings
- Sea Salt

All component tags must be placed into a plastic card holder sleeve with the item tag. You must have a talisman of some kind to represent the Sign of the Watching Eye. If at all possible, the representation should be spooky, and the closer its appearance to its components the better.

Effect:

You may use a Sign of the Watching Eye once per Reset. If you use a Sign of the Watching Eye you may touch a packet to a target and call "Diagnose Tainted." A character may carry a number of Talismans equal to their Maximum Sanity plus the number of Dark Truths the character knows. A character may only carry 1 of any given Talisman at a time.

Vicious Charm

Rank 1 Talisman

Components:

Between events combine:

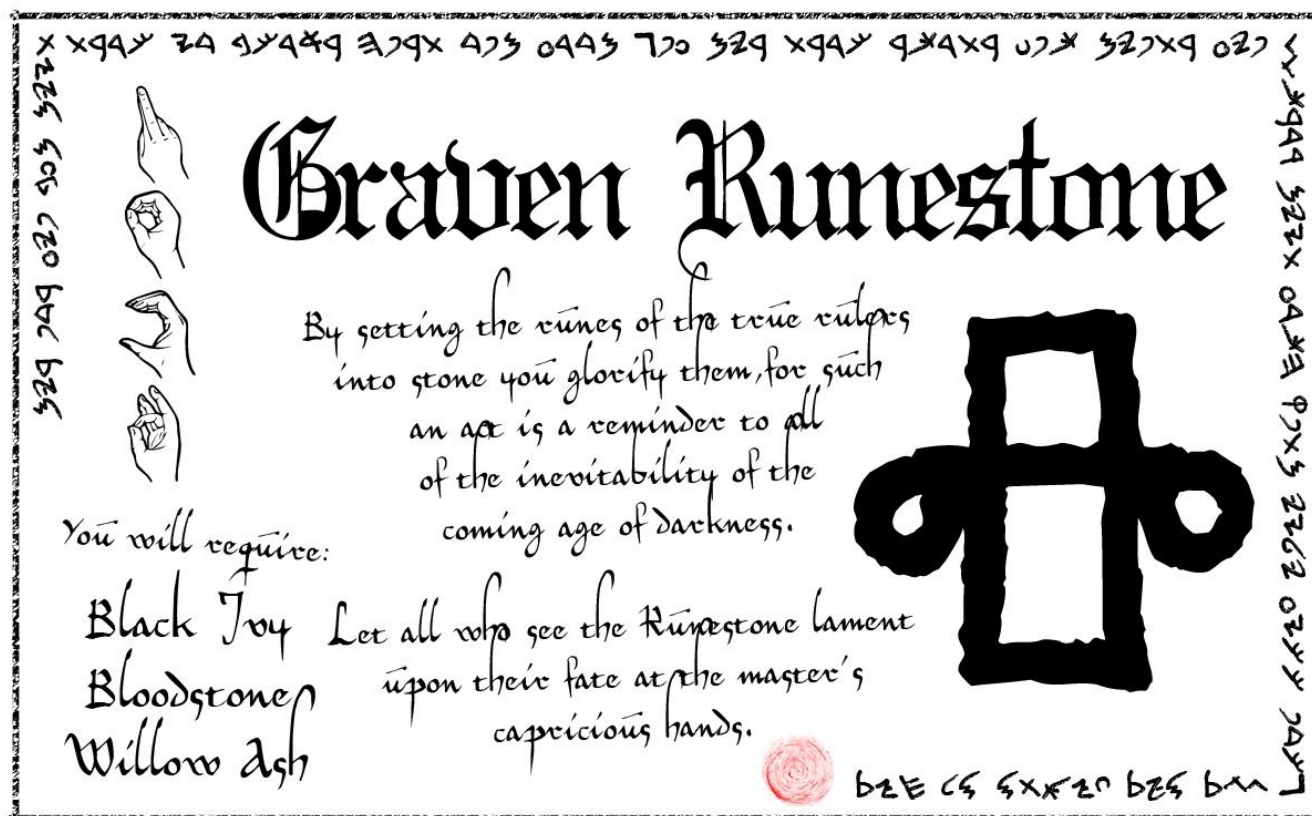- Barbed Wire
- Basalt
- Bramble Thorn

All component tags must be placed into a plastic card holder sleeve with the item tag. You must have a talisman of some kind to represent the Vicious Charm. If at all possible, the representation should be spooky, and the closer its appearance to its components the better (in this case, a necklace with a wire and thorn-wrapped black stone).

Effect:

You may use a Vicious Charm once per Reset. If you use a Vicious Charm you may touch a packet to a target and call "Stabilize by Eldritch and Agony to Self." A character may carry a number of Talismans equal to their Maximum Sanity plus the number of Dark Truths the character knows. A character may only carry 1 of any given Talisman at a time.

RANK 2 TALISMANS

Graven Runestone

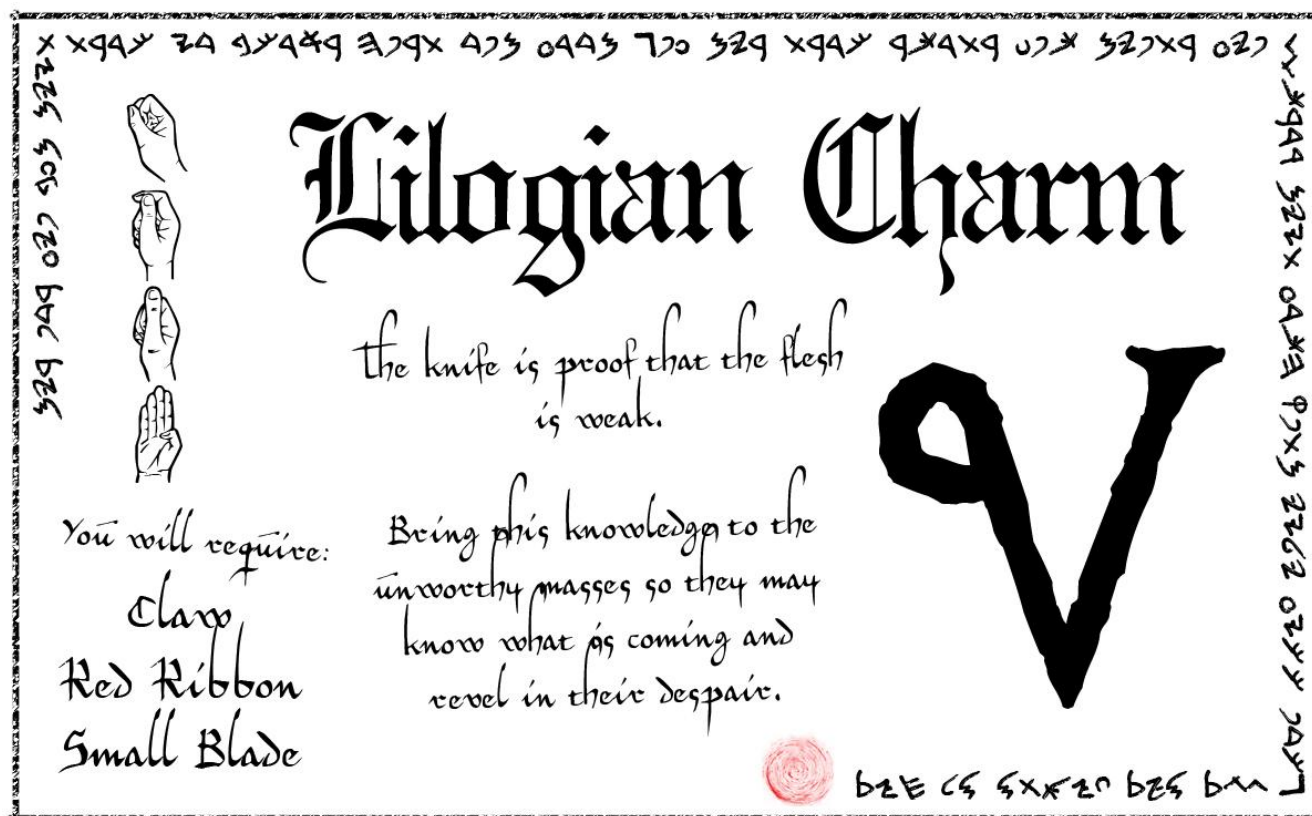**Rank 2 Talisman**

Components:

Between events combine:

- Black Ivy
- Bloodstone
- Willow Ash

All component tags must be placed into a plastic card holder sleeve with the item tag. You must have a talisman of some kind to represent the Graven Runestone. If at all possible, the representation should be spooky, and the closer its appearance to its components the better.

Effect:

You may use a Graven Runestone twice per Session. If you use a Graven Runestone you may hold the representation above your head and call "By My Voice, Expose Undead by Eldritch." A character may carry a number of Talismans equal to their Maximum Sanity plus the number of Dark Truths the character knows. A character may only carry 1 of any given Talisman at a time.

Lilogian Charm

Rank 2 Talisman

Components:

Between events combine:

- Claw
- Red Ribbon
- Small Blade

All component tags must be placed into a plastic card holder sleeve with the item tag. You must have a talisman of some kind to represent the Lilogian Charm. If at all possible, the representation should be spooky, and the closer its appearance to its components the better.

Effect:

You may use a Lilogian Charm twice per Session. If you use a Lilogian Charm you may touch a packet to a target and call "Cure Paralyze by Eldritch." A character may carry a number of Talismans equal to their Maximum Sanity plus the number of Dark Truths the character knows. A character may only carry 1 of any given Talisman at a time.

Spitethrall Charm
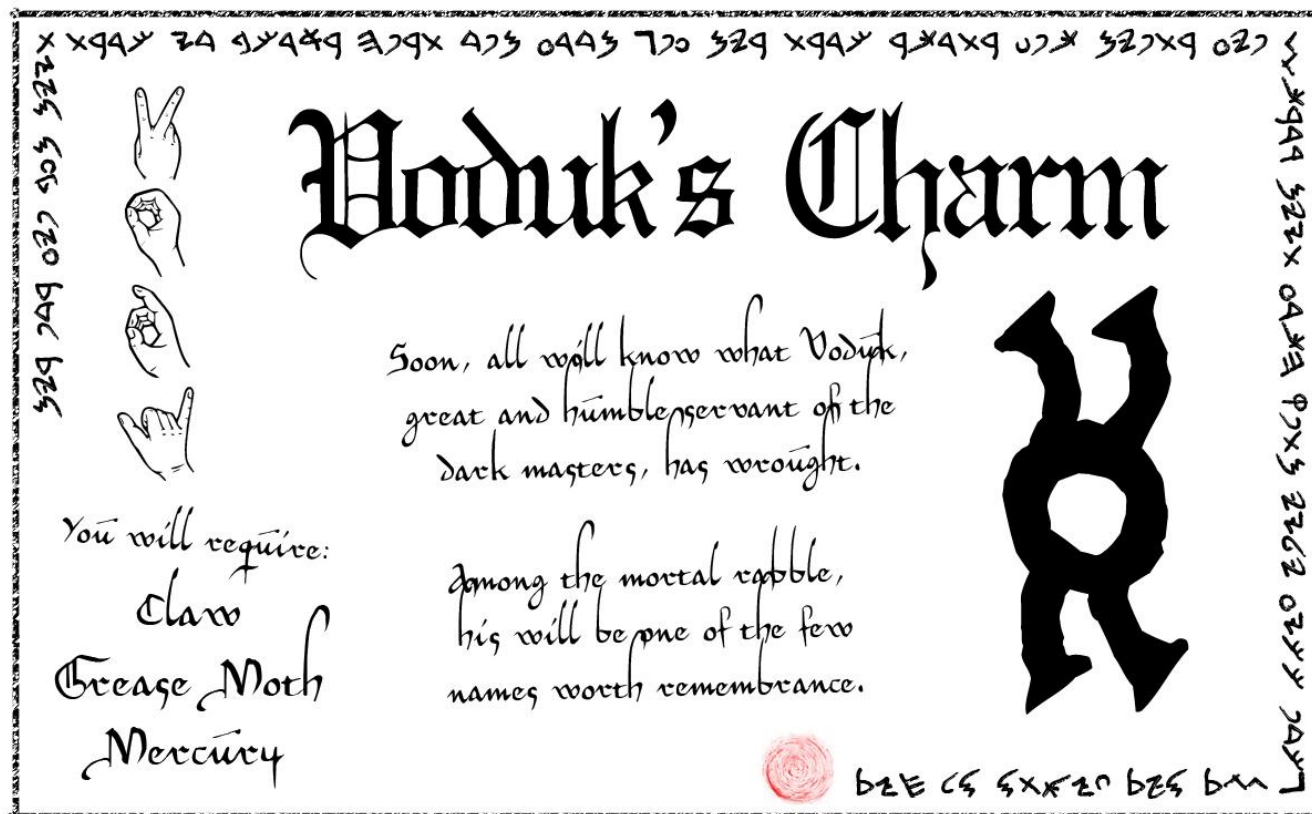
Rank 2 Talisman

Components:

Between events combine:

- Barbed Wire
- Poppy
- Yellow Bile

All component tags must be placed into a plastic card holder sleeve with the item tag. You must have a talisman of some kind to represent the Spitethrall Charm. If at all possible, the representation should be spooky, and the closer its appearance to its components the better.

Effect:

You may use a Spitethrall Charm 3 times per Session. If you use a Spitethrall Charm you may touch a packet to yourself (and yourself only) and call "Heal 1 by Eldritch and Agony to Self." A character may carry a number of Talismans equal to their Maximum Sanity plus the number of Dark Truths the character knows. A character may only carry 1 of any given Talisman at a time.

Voduk's Charm

Rank 2 Talisman

Components:

Between events combine:

- Claw
- Grease Moth
- Mercury

All component tags must be placed into a plastic card holder sleeve with the item tag. You must have a talisman of some kind to represent Voduk's Charm. If at all possible, the representation should be spooky, and the closer its appearance to its components the better.

Effect:

You may use Voduk's Charm twice per Session. If you use Voduk's Charm you may hold the representation above your head and call "Purge Root by Eldritch." A character may carry a number of Talismans equal to their Maximum Sanity plus the number of Dark Truths the character knows. A character may only carry 1 of any given Talisman at a time.

Blessed are those who hear the decrees of the true king.

Keep the idol close at all times.

Listen to it's wisdom and eschew all others, for outsiders speak nothing but foolishness and lies.

You will require:
Bloodstone
Shadowed Embers
Warlock's Blood

Whispering Idol

Rank 2 Talisman

Components:

Between events combine:

- Bloodstone
- Shadowed Embers
- Warlock's Blood*

All component tags must be placed into a plastic card holder sleeve with the item tag. You must have an idol (even a small one) of some kind to represent the Vicious Charm. If at all possible, the representation should be spooky, and the closer its appearance to its components the better.

Effect:

You may use a Whispering Idol once per Reset. If you use a Whispering Idol *you must roleplay conversing with the idol for 5 minutes* and then call "Grant 1 X to Self," where X is Air, Earth, Fire, or Water.   This effect expires at Reset. A character may only benefit from such an idol once per Reset, regardless of how many idols they may have. *If you are searched and you are carrying the idol, you must hand over the idol first and you may not ask the searcher to "describe their search."*

*See Staff if you are trying to craft this item. A component tag with your blood will be created.

RANK 3 TALISMANS
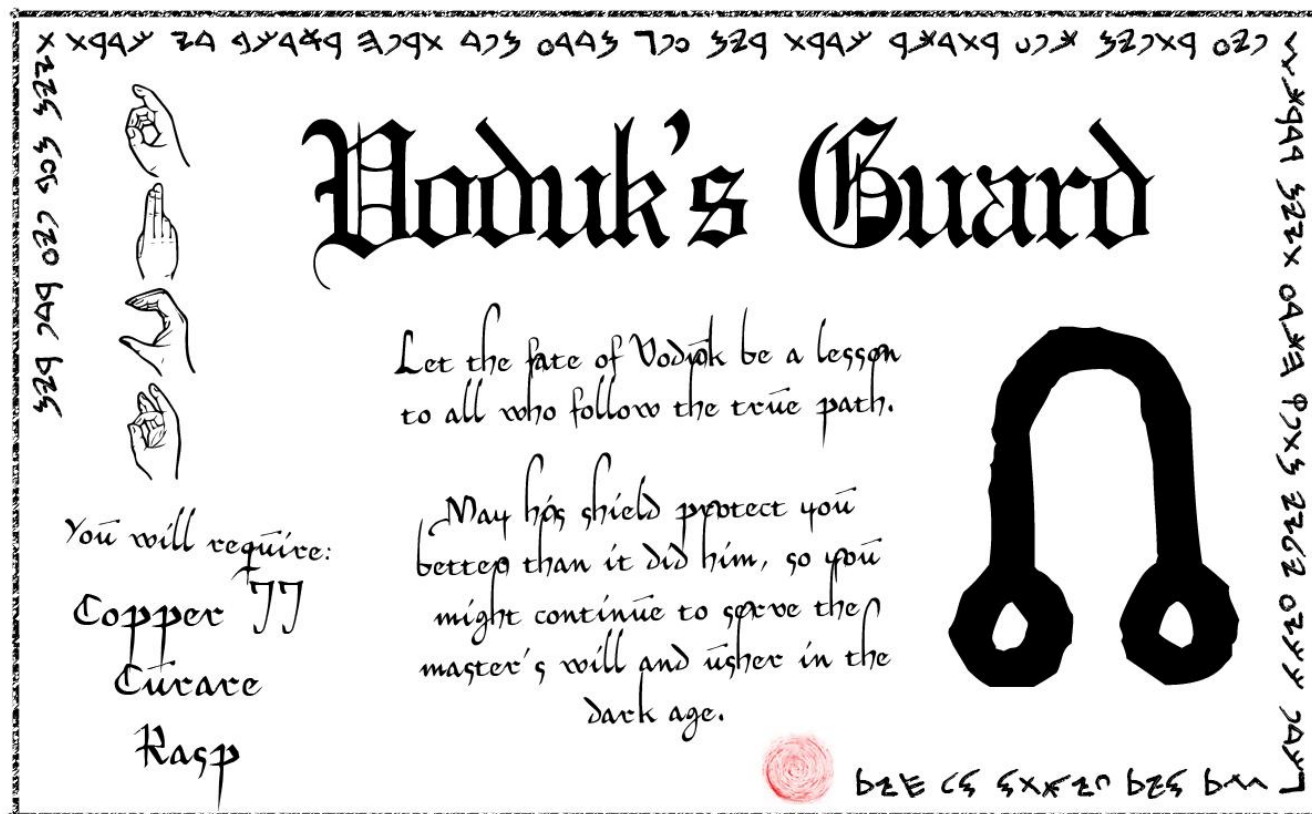
Voduk's Guard

Rank 3 Talisman

Components:

Between events combine:

- Copper II
- Curare
- Rasp

All component tags must be placed into a plastic card holder sleeve with the item tag. You must have a talisman of some kind to represent Voduk's Guard. If at all possible, the representation should be spooky, and the closer its appearance to its components the better.

Effect:

You may use Voduk's Guard once per Reset. If you are wearing Voduk's Guard you may call "Purge Paralyze by Eldritch and Waste 1 Sanity to Self." A character may carry a number of Talismans equal to their Maximum Sanity plus the number of Dark Truths the character knows. A character may only carry 1 of any given Talisman at a time.