



Gen Con 2016 Artefact Rewards

Players in the *Witch Hunter: Revelations* Campaign may select *one* (1) of the following Tier I Relics to add to their characters' arsenal against evil! (*Check one!*)

Character Name: _____

Player Name: _____

ALMADEL

Requirements: Basic Kaballah

This portable altar constructed of wax, with each corner set with the Seal of Solomon. Between these seals are engraved words of mercy and piety in the Hebrew tongue. Instructions for the construction of this relic, and for its complete use, are found in the Lemegeton, a Hermetic tome of instruction attributed to Solomon.

Due to the nature of the Almadel, and the knowledge inherent to Kabbalah, Kabbalists may use this relic as a Rite with Mastery 6 and Time of 1 hour / 10 minutes to gain the attention of a minor angel to divine knowledge. One must take care to only ask questions that are "just and lawful." Make a D3 Charm (Persuade) roll, with a die bonus equal to your True Faith Score, and a die penalty equal to your Damnation Score to convince the angel of your worthiness and the merit of the query. You may instead make a Charm (Deceive) roll, with no bonus or penalty related to True Faith or Damnation. If you do so, gain a point of Damnation.

HAND OF FATIMA (HOLY)

Requirements: None

An Arabian symbol, it is uncommon to see this Talisman in use outside of Muslim communities. Its power of warding against creatures of the Invisible World is indisputable, however, and as a result more pragmatic Witch Hunters have been known to make use of this emblem. When worn, the wearer gains a +1 armor bonus against attacks from Undead or Demons and this armor is effective even against supernatural attacks that would otherwise ignore physical armor.

LUCKY CHARM

Requirements: None

Whatever the source, belief has a tangible impact upon the human condition. Especially among the Orders of Solomon. When chosen as the champion of mankind, confidence in the power of an object has a manifest benefit when put to use. This could be anything; a lucky hat, a knucklebone of a saint, your grandfather's bible, etc. Choose one Profession or Interaction skill, the lucky charm grants a +1d Bonus to that skill while you have that object in your possession or, better yet, when use it for the task.

MEDICINE BAG (HOLY)

Requirements: None

Common to many tribes of Natives, a small sacred bundle, or a bandolier bag is an item of great personal significance. In the hands of a Native Witch Hunter, it is also an item of protection against the Invisible World. When worn, this relic gives the user a +2d bonus to his or her Resolve skill rolls.

SPLINTER OF THE TRUE CROSS (HOLY)

Requirements: True Faith 1, Christian

Much like the many claimed nails of the True Cross, there are far more pieces of the cross than could ever have been a part of the original. Regardless, the power of faith and certainty cannot be underestimated. Whenever the bearer rolls True Faith (see WH2E, page 140) he may call upon the power of this Relic to gain bonus dice. The Relic provides 3 bonus dice that may be used all at once, or parsed out in smaller portions. Once the Relic provides a total of +3d, it is powerless. 3 Uses: