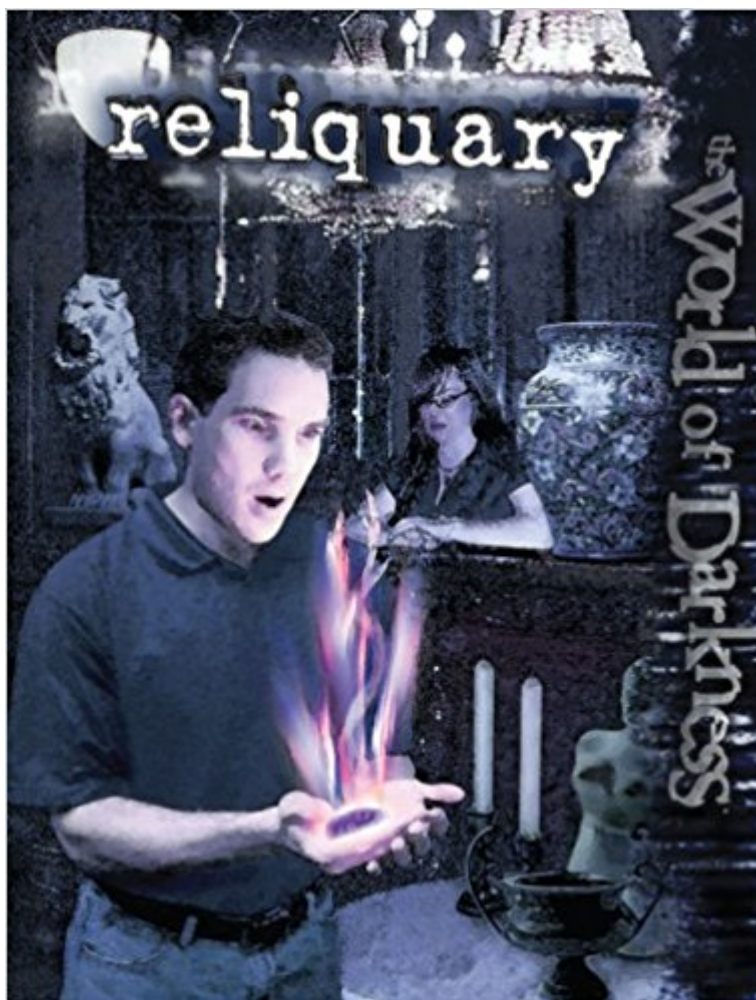


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# Reliquary (World Of Darkness)



## Synopsis

Is the Power worth the price? There are things in the world that no laws account for â “ things that bestow blessings no man remembers or curses for slights long past. But the things, they do not forget. They wait for the right hand to fall upon them, the right eyes to see their glory, the right heart to recognize their power. A gameplay expansion book for the World of Darknessâ„¢ â • A detailed exploration of the relics â • unique magical items usable in any World of Darkness chronicle â • and how to incorporate them into your game. â • Includes ready-to-use relics, from the perplexing to the uber-powerful, ready to be included in any World of Darkness chronicle. Each comes complete with detailed background and storytelling hints. â • Offers several variations of toolkit for creating customized relics and cursed items that can be used by any World of Darkness character. â • Details dozens of new Powers for modifying the ready-to-use relics or building your own. â • Contains new Merits related to researching, creating or using relics in the World of Darkness.

## Book Information

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Average Customer Review: 4.3 out of 5 starsÂ Â See all reviewsÂ (3 customer reviews)

Best Sellers Rank: #414,415 in Books (See Top 100 in Books) #50 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

## Customer Reviews

This book basically details how to design artifacts, both thematically and systematically, and how to design story arc or chronicles around artifacts. The book also gives a suite of powers to use in putting an artifact together, merits, and some ready-made artifacts. What this book lacks in is the artwork. Both the cover and interior art are substandard and are not very inspiring. That being said, the book is very useful for its subject matter.

This book focuses on relics, or special items, and using them in WoD roleplaying. There are Merits,

tips for using unique items as chronicle elements, sample curses and blessings for items, item descriptors, and a slew of cool sample items complete with story suggestions and related game effects. Unless you're a Storyteller wanting to focus an entire chronicle on finding, obtaining, and maintaining an artifact, item, or relic of some kind, this book is by no means necessary. That said, some of the material here is cool enough that you might want to make just such a chronicle. While you're at it, you might also check out "The Nature of Things - The Secret Life of Inanimate Objects" by Lyall Watson; it's sort of a Fortean look at the resonance and power of items. The ghost-in-the-machine aspect of that book repeatedly came to mind when I reached the curses section of Reliquary. Great inspiration for this sort of chronicle.

A lexicon of unique items as well as rules for creation make for some great reading and wonderfully enhanced game play.

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