

# **ALONE, WE STAND TOGETHER**

*Bear blessing; 1 Style; blooded of the Bear only*

All Blooded of the Bear involved must spend one Style Point if they want the benefit of this Blessing. When making a competitive Strength roll (working together), the losers do not lose half their wagers, rounded up.

The total number of Blooded of the Bear who may participate in this Blessing is equal to the Devotion of the Bear performing the Blessing.

# BEAR'S HOSPITALITY

*Bear blessing; 1 Style*

Marking the door with your own Blood, you gain a number of bonus dice in any risks equal to your Devotion divided by two (round up) as long as you remain in your own home.

This Blessing lasts until dawn the next day.

# BEAR CRUSHES SERPENT

*Bear blessing; 5 Style*

Spend five Style Points after you have rolled dice in a Wisdom risk. Cancel your opponent's wagers in this Wisdom risk. Success and failure of the risk is unaffected, but only you can keep your wagers.

# CIRCLE OF PROTECTION

*Bear blessing; 1 Style*

The ven must draw a circle on the ground with her own Blood. Drawing a circle takes one action. The circle must be drawn on a solid surface that will hold a full circle of the ven's Blood. If the circle loses integrity, the magic of the circle is broken. The ven must also know the true names of all persons inside the circle. All three names. Once the circle is drawn, nothing may enter it. The circle can only be broken by a person inside and the ven who drew it. The circle lasts until dawn the next day.

# HEARTHWARD

*Bear blessing; 1 Style*

When a ven writes sacred words on a door with her own Blood, no one may secretly enter. The ward warns the ven who used this ritual if anyone tries to enter the house without the owner's permission. As soon as any stranger of the house enters, the ven knows someone has violated the home and knows the intruder's true name. All three names. Once the ward is broken, it must be re-drawn.

# I BROUGHT THE BEAR

*Bear blessing; 1 Style*

You may spend two wagers in a row in one Strength-based contested risk.

# MOTHER'S CHILDREN

*Bear blessing; 1 Style*

Boil a pot of soup with a personal item hanging over the hearth. This Blessing allows any Blooded of the Bear to find another. This Blessing must be performed at sunrise, for that's when lost children may be found.

If performed properly, a single spoonful of the soup gives the ven the general distance and direction of a missing family member. The subject cannot be a friend. They must be born under the shadow of the Bear.

# NO FOOL

*Bear blessing; 1 Style*

The Burghe once said, “You cannot be fooled without your own consent.” Spend a Style Point and you can cancel the effects of a surprise (you roll no dice). But only for you, no one else.



# ONLY MY FEAR CAN DEFEAT ME

*Bear blessing; 1 Style*

You may not use this Blessing if Courage is your weakness. Spend a Style Point before making a Strength risk. No ven may tag any of your Aspects or Injuries for that risk.

# THE COLDEST HEART

*Elk blessing; 1 Style*

When another ven gains dice in a contested risk with you from a Romance or Art Aspect, you may spend a Style Point to cancel those dice.

# ELK OUTWITS THE WOLF

*Elk blessing; 5 Style*

Spend five Style Points after you have rolled dice in a Prowess risk. Cancel your opponent's wagers in this Prowess risk. Success and failure of the risk is unaffected, but only you can keep your wagers.

# **EVEN THE MOON HAS A DARK SIDE**

*Elk blessing; 1 Style*

Spend a Style Point and target a ven. You must be able to name the ven's Aspect (although you do not need to know the invoke, tag or compel). That ven cannot use the invoke for that Aspect until dawn the next day. The Aspect can still be tagged and compelled, but not invoked.

# SHADOW BLOOD

*Elk blessing; 1 Style*

Spend a Style Point to make any other ven a Contact. This grants the same benefits as a normal Contact, including Season action benefits.

If used during an adventure, the Blessing lasts until sunrise. If used during Season actions, the Blessing lasts until the end of the Season.

# NEVER AGAIN

*Elk blessing; 1 Style*

You cannot use this Blessing if Strength is your weakness.

If you lose a risk against another ven and that ven used an Aspect to gain dice, you can spend a Style Point and know either the tag or compel of that Aspect.

# NO SECRET IS SAFE FROM ME

*Elk blessing; 1 Style*

When it comes time to make wagers in any contested risk, spend a Style Point. You may look at your opponent's wagers before you make your own. Your opponent may not change his wagers after you've looked at them. You do not have to show your own wagers. You also cannot reveal your opponent's wagers to other ven.

# THE VOW

*Elk blessing; 1 Style; Blooded of the Elk only*

Spend a Style Point and make a promise to another ven. That ven must now swear to keep the same promise. The same promise. Identical. Word for word.

If either ven breaks his promise, he loses all Style Points.



# I HAVE NEVER BEEN DEFEATED

*Elk blessing; 1 Style*

Spend a Style Point. You may spend two wagers in a row in a contested Cunning risk.

# MOVING THE PAWN

*Elk blessing; 1 Style*

Spend a Style Point and give another ven a Free Aspect. The Aspect must be associated with a specific task that has an end-state.

The Aspect has an invoke worth a number of dice equal to 1 plus half your Cunning, a tag that gives an enemy two bonus dice when your target isn't performing actions directly related to the assigned task, and a compel allowing anyone to spend a Style Point to force the target back on the path of performing your task.

The Aspect remains a number of Seasons equal to your Devotion, losing one die per Season. When the Aspect loses its last die, it is gone.

This Blessing can never be used on the same target twice.

# BEAST'S TONGUE

*Falcon blessing; 1 Style*

When invoking this Blessing, the ven drops Blood on the tongue of any animal. For the rest of the day (until the following dawn), he may communicate with that animal. The ven must convince the animal to drink some of her Blood. Any creature without a tongue cannot be the target of this ritual.

# THE CLOAK DECEIVEOUS

*Falcon blessing; 1 Style*

This blessing requires a cloak and a Style Point. You may disguise yourself in a general way: a soldier, guard, innkeeper, etc. The blessing causes any to look upon the blessed as if he naturally belonged to the scene. That is, if you are disguised as a guard in a castle, the other guards will look at you as if you are supposed to be there, doing what you are supposed to be doing. This only lasts until the disguised ven takes off the cloak or tells a lie. Once you tell a lie, the disguise is over.

# THE FALCON KNOWS NO FEAR

*Falcon blessing; 5 Style*

Spend five Style Points. You may replace Courage with any other Virtue for the next risk. You may not replace your weakness with Courage.

# I AM THE ROAD

*Falcon blessing; 1 Style*

During Season actions, you may spend a Style Point to Quell Trouble in a number of Regions equal to your Courage. You may not perform the action in any noble's lands but your own, regardless of title or contacts or any other factors. Your lands alone.

# THE IRONWOOD BOW

*Falcon blessing; 1 Style*

An old Blessing trusted only with the most esteemed Falcons. The Devoted goes forth into the world seeking a tree that has been struck by lightning. He retrieves a limb from that tree — a limb that has not touched the ground. Blood mingles with the wood producing a bow that hums in his hands and sings in his ears. Arrows from this bow may cause Injury to spectres and the user can also use Maneuvers with the bow.

# THE NAME OF THE STORM

*Falcon blessing; 1 Style; Blood of the Falcon only*

Spend a Style Point and whisper the Storm's true name. You are immune to the effects of the elements for one night. Anyone with you (a number of ven equal to your Courage) are also protected. Wind, rain, frigid cold, burning heat, whatever.



# MY COURAGE IS ENOUGH

*Falcon blessing; 3 Style*

Spend three Style Points when another ven tries to cancel your wagers with a Blessing. You may keep your wagers as usual.

# **PAIN IS TODAY, HONOR IS FOREVER**

*Falcon blessing; 1 Style*

Spend a Style Point. You may cancel a tag against any of your Injuries as long as the Injury's rank is lower than your Courage.

# THE SACRED TOOL

*Falcon blessing; 1 Style*

You cannot use this Blessing if Prowess is your weakness.

Spend a Style Point. When using a bow, you may add your Courage and Prowess together as your Virtue in the risk.

# THE BEFUDDLING KISS

*Fox blessing; 1 Style*

When activated, this Blessing causes the subject to become confused and bewildered with an overwhelming tide of emotions. The subject gains the Aspect “Befuddled.” The effects last until the next sunrise.

**Aspect:** Befuddled

**Tag:** Your opponent gains dice in any contested risk requiring your concentration or attention to details. The number of dice equals the Beauty of the Fox who kissed you.

**Compel:** You seem confused, not able to communicate coherently, distracted by something... beautiful.

# THE BLACK KISS

*Fox blessing; 1 Style; Blooded of the Fox only*

Your lips must be Bloody (your own Blood or another's) and you must know the true name of the target. Public, secret, family. Whisper his name, looking at him. The target ven must be in sight. You do not need to touch him to deliver the kiss, but... see the description below.

Roll Beauty + Devotion (+ appropriate Aspects) whispering the target's name. If you succeed, he receives an Injury 1, plus wagers. If you actually kiss him add your Beauty to the Injury rank.

# THE ENCHANTING KISS

*Fox blessing; 1 Style*

When activated, the ven can make the target feel the pangs of any emotion she deems fit—except love. It can be anger, jealousy, nervousness, or even heart-break, but none can cause a heart to feel untrue love... not even Talia herself.

This Kiss creates an Aspect that may be both tagged and compelled. “Jealousy,” “heart-break,” “envy,” “greed,” or any other appropriate emotion. The effects of this Kiss last until the next sunrise.

# FOX TRICKS THE ELK

*Fox blessing; 5 Style*

Spend five Style Points. Cancel all wagers in a Cunning risk made against you. Success and failure of the risk is unaffected, but both the victor and the defeated have no wagers.

# A FOX'S EYES

*Fox blessing; 1 Style*

Spend a Style Point when you become Inspired (see Art). You know one tag or compel from the artist's Aspects.



# THE GOODNIGHT KISS

*Fox blessing; 1 Style*

This Kiss sets the recipient to sleep until the next dawn. Nothing will wake him except a touch from the ven who originally kissed him.

# THE INVISIBLE TONGUE

*Fox blessing; 1 Style*

Spend a Style Point. You may communicate silently to others with subtle body gestures and lilted accents in your voice. The person you are speaking to does not need to know the Invisible Tongue to understand your meaning.

# THE MOST SUBTLE WEAPON

*Fox blessing; 1 Style*

You cannot use this Blessing if Wisdom is your weakness.

Spend a Style Point in the trembling moment. Your lover can no longer spend Style unless you give him permission to do so. But he may now spend Style to add dice to any roll. One for one. He may not spend more Style than you have Beauty.

This Blessing remains active for one Season. If unused by the end of the Season, it expires. When “delivered,” the Blessing’s effect remains until the end of the Season.

# PASSION IS TAMED WITH A KISS

*Fox blessing; 1 Style*

With a single kiss—a true kiss—the Fox can tame even the wildest ven.

A real kiss. Not just a touch. And with that, you give another ven the ability to deny a number of Aspect tags and/or compels equal to your Beauty. This Blessing only lasts until sunrise the next day.

# THE HEART'S RIDDLE REVEALED

*Fox blessing; 1 Style*

The ven can contemplate upon a person he knows or has knowledge of (the target cannot be a complete stranger). When the moment is over, the ven knows that person's motives exactly and his next immediate action. The ven may be in another town; distance is not an issue.

# I BEAR WISDOM'S PRICE

*Serpent blessing; 1 Style*

You may spend one Style Point, instead of a Season action, to learn a Sorcery Ritual.

You may only do this once per Season.

# A MOMENT OF INSIGHT

*Serpent blessing; 1 Style*

Spend a Style Point before spent a wager in a Wisdom-based risk. You may use two Wisdom wagers in a row.

# I'VE FORGOTTEN MORE THAN YOU'LL EVER KNOW

*Serpent blessing; 1 Style*

Spend a Style Point if you lose a Wisdom risk. You may either spend your wager first or make your opponent spend his, regardless of what the other fool wants.



## SERPENT'S KISS

*Serpent blessing; 1 Style; Blooded of the Serpent only*

If the Serpent discovers he has been poisoned, he may spend a Style Point to negate the poison. This Blessing may only be used once per Season.

# SERPENT KNOWS THE FOX

*Serpent blessing; 5 Style*

Spend five Style Points after you have rolled dice in a Beauty risk. Cancel your opponent's wagers in this Beauty risk. Success and failure of the risk is unaffected, but only you can keep your wagers.

# THE SERPENT'S GLARE

*Serpent blessing; 1 Style*

Spend a Style Point when making an intimidation-based risk. Under normal circumstances, this would be a Beauty risk. After all, you are trying to inspire emotion in another ven. But in this circumstance, for the purposes of creating that overwhelming sense of foreboding, you may use Wisdom instead.

# THE SOFTEST SPOT

*Serpent blessing; 1 Style*

Spend one Style Point as you observe your target. On your next risk against that target, you know exactly where the weakness of an object or person lies. Even the weakness of an argument. You gain free wagers equal to your Wisdom on your next risk against that target.

You can reveal this weakness to another, but the person you are communicating to does not gain complete understanding. Another ven can only gain half the your Wisdom in wagers.

# WISDOM'S CLARITY

*Serpent blessing; 1 Style*

You cannot use this Blessing if Cunning is your weakness.

When another ven answers a question, spend a Style Point and invoke this Blessing. You can sense the truth or falsehood of the ven's statement. You cannot see through illusions or glamours, but you do know when someone is trying to lie to you. No risk involved.

# THE BEAUTY OF VIOLENCE

*Wolf blessing; 1 Style*

You cannot use this Blessing if Beauty is your weakness.

When you convert wagers to Style Points in a Prowess risk, you convert them one wager per one Style (rather than two wagers per Style).

# I AM THE WEAPON

*Wolf blessing; 1 Style*

Spend a Style Point to call any defensive Maneuver while unarmed. You must know the defensive Maneuver. You can't call Maneuvers you don't know. Bad form.

# THE INVISIBLE CANNOT BE TOUCHED

*Wolf blessing; 1 Style*

If you have the Sword in your hand, you can spend a Style Point and cancel three ranks from any Injury inflicted against you.



# THE SACRIFICE STRIKE

*Wolf blessing; 1 Style*

Spend a Style Point and pick one opponent during the Gather Dice phase, before the Strike Bid, before any secret bids are made. Before you attack, you may deduct dice from your own pool to force your opponent to deduct dice from his pool, one for one.

# THE SUBTLE HAND

*Wolf blessing; 1 Style*

You have gained enough skill with a weapon that you may employ one in each hand. Spend a Style Point. You gain two free wagers for any Prowess risk.

# TEETH AND CLAWS

*Wolf blessing; 1 Style*

During Prowess risks, you may spend two wagers in a row. This Gift also allows you to use two Maneuvers in a row.

# TOOL OR WEAPON

*Wolf blessing; 1 Style*

Like other ven, you can spend Style Points to give the current scene an Aspect that others can tag. However, when you spend Style to give the scene a tag, you designate who may use it. You can designate a number of ven equal to your Prowess.

# **YOUR FEAR IS MY ALLY**

*Wolf blessing; 1 Style*

During the strike bid, spend a Style Point. You may look at one opponent's strike bid before you bid dice yourself.

# WOLF DOWNS THE ELK

*Wolf blessing; 5 Style*

Spend five Style Points after you have rolled dice in a Cunning risk. Cancel your opponent's wagers in this Cunning risk. Success and failure of the risk are unaffected, but only you can keep your wagers.

# CHAMBERS OF THE HEART

*Fox blessing; 1 Style*

You may have a number of active Romances equal to half your Beauty (rounded up).