

Conduit of Sacrifice (Agni) (Fire)

Cost: Free

Duration: Instant

Subject: One Character

Clash: None

Range: Infinite

Action: Reflexive

The flames of Agni are the great Conduit through which the fruit of sacrifice reaches the other Gods.

With his Blessing, once per arc when you perform a major Sacrifice, any character who has benefitted from the Yoga Innate Power due to your actions during that arc also regains a point of Legend, no matter where they may be and whether or not they take part in the Sacrifice themselves.

You Cannot Go Beyond Her (Durga) (Epic Strength)

Cost: Imbue 1 Legend

Duration: One Scene

Subject: One Character

Clash: [Highest Force Attribute] + Legend vs [Highest Force Attribute] + Legend

Range: Long

Action: Simple

Durga is the Supreme Embodiment of the All-Power Shakti. When faced with her might, the strongest find themselves powerless, the wisest find themselves blubbing, and the most charismatic find themselves ashamed to even think they could hold a candle to her. With her blessing, some of that power flows through you as well.

The target of this Boon suffers a + 2 difficulty to all rolls while using a Force Attribute. If he is a SGC that does not use player attributes, he takes the difficulty to any roll that the SG decides is being used to do something forcefully, such as punching someone, or intimidating a witness. The Scion using the Boon benefits from a +2 Enhancement whilst using a Force attribute against the target. This Boon ceases to function if the Target is taken beyond Long Range, and must be activated anew if the Target comes back into Range. This Boon can be used on multiple Trivial Targets within Range for free.

Not All that Glitters (Ganesha) (Prosperity)

Cost: Imbue 1 Legend

Duration: Condition

Subject: One Character

Clash: None

Range: Medium

Action: Simple

Ganesha is famously the remover of obstacles, but he also, perhaps less famously, places them in the paths of those who need to learn a lesson. The God of Wealth, Kubera, once boasted that he had enough grain stored away that even Ganesha could not finish it all. After having handily eaten the God out of house and home (and then eating said house and home

as well) Ganesha was only satisfied by a single handful of rice given to him lovingly by his father. Kubera learnt that day that all his Wealth meant nothing if it did not come with compassion, and some say this is what influenced one of his Mantles to convert to Buddhism and eventually become Vaisravana. Ganesha is silent on whether this was intentional.

With Ganesha's Blessing, this Boon shows its target that wealth is illusory. This Boon inflicts a Condition that comes into effect whenever the target makes use of something that has been bought. From a narrative standpoint, umbrellas seem to fail at keeping people dry, shoes seem to fit terribly and don't make walking any easier, and any food bought at a restaurant is stale and unfulfilling. None of these narrative effects should out and out harm the target, but they should make life very, very uncomfortable. Any action that needs to be rolled suffers from a + 2 Difficulty. This has no effect on items genuinely bought for someone else, nor on things acquired through love friendship or generosity, so a friend's home-cooked meal (or even his treat at the local diner) are unaffected. It also does not affect the use of Birthrights..The Condition can be resolved by making a significant gift of your possessions. While Ganesha would frown heavily on the use of this Boon on anyone not currently being a boastful asshole about their wealth, there is nothing in the Boon itself restricting it from being used that way, though the Resolution is easier the less wealthy the target is.

A Hundred Tasks (Indra) (Epic Dexterity)

Cost: Spend 1 Legend

Duration: Condition

Subject: Self

Clash: None

Range: Self

Action: Simple

Indra is called many things in the Vedas, but few Titles so fully capture the vitality with which he led on the Vedic people as Shatakratu, "He Who Accomplishes A Hundred Tasks". With his Blessing, that steadfastness of purpose passes onto his Scions.

The Scion who uses his Boon gains a Condition. While under its effects she may gain Enhancement 3 on any Mixed Action once per scene. This Condition resolves once it has been invoked (Legend + 1) times.

The Scion may instead choose to resolve this Condition by making a single Mixed Action into a Feat of Scale without having to pay Legend. For that one action she may use her full dice pool for both actions, instead of choosing the lower, and the Feat bonuses may be applied however she wants.

Destroyer of Fear (Kali) (Death)

Cost: Imbue 1 Legend

Duration: Indefinite

Subject: One Character

Clash: None

Range: Medium

Action: Simple

Kali is known to her devotees as Maha Bhaya Vinashini, the Great Destroyer of Fear. Supplicants flock to her that her blessings may make them fearless and capable of contending with whatever life throws their way; with her blessing, you can do the same.

The Target of this Boon cannot feel fear, no matter the circumstance, unless the source is a Being of higher tier than the Scion using this Boon. You can also use this Boon on all Trivial targets in Range for free. This gives + 2 Enhancement to relevant rolls. For example, firefighters may work more efficiently without the subconscious fear of fire, or a disgruntled employee can be persuaded to slap his boss with no fear of the consequences. This can also add a + 2 Complication on rolls to convince the target to be careful, such as trying to convince a teenager that maybe he shouldn't try to break into the old abandoned house on the end of the street on a dare.

Child of the Pleiades (Karttikeya) (Stars)

Cost: Imbue or Spend 1 Legend

Duration: 1 Scene

Subject: Self

Clash: None

Range: Self

Action: Simple

When the embryo that would grow into the God of War was first conceived, many beings tried to carry it to term... Agni and Ganga both failed, neither his flame nor her waters capable of withstanding Shiva's seed. It was finally the Kritika, the Goddesses of the Pleiades star cluster, that brought the child to the World, and Karttikeya bears their name as their son. So too, when those with his blessing look upon the night sky, they see not distant mysteries but their grandmothers' collective love.

So long as you are outside and under the stars, this Boon gives you + 1 Enhancement to Defense. You can also spend 1 Legend instead of imbuing it in order to use this Boon anywhere so long as the stars are out, even if you are deep underground or otherwise unable to see them. At the end of the scene where you use this Boon, heal a single Injury Condition.

Arms of the Mother (Lakshmi) (Earth)

Cost: Free or Imbue 1 Legend

Duration: Permanent or 1 Scene

Subject: Self

Clash: None

Range: Self

Action: Simple

Perhaps Lakshmi's most famous Incarnation, Queen Sita was born from the Womb of Prithvi, the Earth Primordial herself. Found by her mortal parents while they were ceremonially tilling a field and named Sita ("Furrow") after her birthplace, Queen Sita evidenced the deep endurance and abiding patience of her origins. When the husband that

had so callously exiled her sought to take her back, she refused his advances and instead returned to her Mother, the Primordial Prithvi taking her back into her bosom.

With her Blessing, Scions with this Boon find that the arms of the Earth always open for them. As a passive effect this Boon enhances the Innate Power of the Earth Purview. The Scion is never in any danger from being buried alive... she will not suffocate, and the earth itself sustains her life force so that she will not starve. Should she Imbue 1 Legend, she instead sinks into the Earth at will, and can re-emerge at any other point in the Field out to Long Range on any subsequent round. Once per session, the trip through Prithvi's loving embrace also allows the Scion to resolve a single Injury Condition.

Not Even Leaves (Parvati) (Epic Stamina)

Cost: Imbue 1 Legend

Duration: Indefinite

Subject: Self

Clash: Stamina + Legend vs. Composure + Legend

Range: Self

Action: Simple

Parvati earned for herself the name Aparna ("Not even leaves") when she ceased partaking of even the small bits of leaves that she had been eating during her performance of austerities to impress Shiva. When he went to see this woman, he found that her spiritual pursuits had only enhanced her beauty, not diminished it.

Scions with Epic Stamina are naturally immune to Complications from deprivation, but with Parvati's blessing whenever they would have suffered from a Complication that gets negated they additionally can choose to improve the Attitude of anyone who sees them by one point. This does not stack with other magical Attitude boosts.

Slip of the Tongue (Sarasvati) (Artistry)

Cost: Imbue or Spend 1 Legend

Duration: Condition

Subject: One Character

Clash: None

Range: Medium

Action: Simple

The mighty Titan Kumbhakarna bowed before the Primordial Father of all beings, Brahma. His austere devotion was about to be rewarded. From their thrones, the Gods looked down, terrified of how much worse Ravana's brother would be if he had a Boon from one of the Trimurti, none more so than Indra, for he knew in his heart of hearts, what Kumbhakarna would ask "Indraasan" "Indra's Throne" and by the might of Brahma he would have it. He raced to the one person who might avert disaster : the Father's wife, Sarasvati. Sarasvati sat upon Kumbhakarna's tongue, and when the time came for the Titan to ask a Boon, she twisted his words, and he said "NIdraasan" "the Sleeping Posture" and this Brahma granted. Kumbhakarna would henceforth sleep his days away, Indra's Throne only his in dreams.

With her Blessing, Scions with this Boon can twist any form of expression that they hold power over. This inflicts a Condition on the target. The next time the target goes up to perform (which in the case of oratory, writing or other such disciplines can be the next time they speak or write at all) they will be forced to instead perform whatever piece the Scion decides. This only works for one performance, and must match the initial performance type. You can make a singer perform “The Devil Went Down to Georgia” instead of “O Mio Babbino Caro” but she cannot be made to launch into Anthony’s speech from Julius Caesar, or start break dancing. This Condition can be resolved by performing the Scion’s chosen piece. If the Legend is imbued, the target knows that he is not doing what he intends to, and can stop the performance, though he will still automatically start performing the Scion’s piece the very next time he tries. If the Legend is instead Spent, the target has no idea that he is doing anything other than what he intended, and will only realize after the performance is over.

The Pillar Emerges (Shiva) (Fertility)

Cost: Imbue or Spend 1 Legend

Duration: One Scene

Subject: Everyone in Range

Clash: None

Range: Long

Action: Reflexive

Shiva is well-known as the Destroyer, but perhaps just as famous is his role as the Cosmic Lingam that sustains and empowers the universe. With his Blessing, Scions can call upon a portion of this mighty pillar.

This Boon enhances the Fertility Innate Power. A Scion using the Fertility Innate Power while under the effects of this Boon embodies a portion of the majesty that is Shiva’s Lingam. All affected characters gain an Enhancement of + 3 that they can choose to apply to any one Resistance Roll they make, including defense rolls during combat, during the rest of the session.

The Scion can also choose to Spend the point of Legend Imbued in this Boon. The next time the Scion uses the Fertility Innate Power, the plants and flowers that grow out around her are infused with Shiva’s vitality. By using these plants in any way they see fit (such as by grounding them into a paste to apply to wounds, or just ritually anointing them onto the target) the Scion can resolve a single non-maimed Injury Condition per scene. The plants have enough power in them to heal the Scion’s (Legend + 1) Injury Conditions.

Hoofbeats of Prosody (Surya) (Journeys)

Cost: Imbue 1 Legend

Duration: One Scene

Subject: Everyone in Range

Clash: None

Range: Long

Action: Complex

The seven horses of Surya are the personifications of the seven great metres of Sanskrit Prosody. Their every hoofbeat reveals Vedic truths to those who listen, as they make their daily journey across the Heavens. When Hanuman sought to learn from Surya, he was told that Surya could not stop on his journey just to deliver instruction, so Hanuman grew till he was the size of the sky, in order to receive his teachings. He learnt that the Sun's journey everyday is itself a lesson, parcelled out in the movement of his steeds.

With this Boon, Scions can likewise impart instruction on the go. When the Scion activates this Boon, he must have a clear message in mind, that cannot be longer than a single stanza of poetry. He then begins his journey, using whatever means of travel he prefers, provided he is the one in charge of movement (this power cannot be used from public transport, but can be used whilst walking or running). So long as he moves without interruption (Relic vehicles or other Journeys Boons may help in achieving this, or he could just choose to ignore traffic rules entirely) everyone out to long range from him immediately has the message pop up in their head as a form of divine revelation. This Boon cannot be mistaken for a stray thought, and most trivial targets are likely to follow whatever advice or instructions the Scion relays, but it must be the same for everyone. Anyone rolling to follow the message gains a single + 2 Enhancement on one roll.

Bridge Across the Ocean (Varuna) (Water)

Cost: Imbue 1 Legend

Duration: Indefinite

Subject: Legend x 3 Characters

Clash: None

Range: Long

Action: Simple

When Rama stood at the edge of the Ocean, he called upon Varuna to grant him passage to Lanka. When the Sea-Lord refused to grant him an audience, Rama threatened to dry up the ocean with an Astra... at which point Varuna appeared and explained that he could not part the seas and thus go against the natural order. Instead, he promised that if Rama built a bridge over the sea, Varuna would ensure that it floated, and would be safe from the dangers of the waves. This was done, and Rama set off for Lanka.

With his blessing, Scions using this Boon can likewise grant Varuna's protection to people and objects. The target of this Boon immediately becomes buoyant, and floats up to the surface of any water body they are in. In addition, water based creatures and predators will ignore them entirely, unless they are Legendary in their own right, and find that while water currents do move them as normal, they are never harmed by natural currents, even in the midst of a storm. This Boon can be used on multiple trivial people in Range for free. It can also be used on objects, with most small objects being Trivial. However, at SG discretion, particularly large or heavy objects, like a boulder or a boat, count against the Legend x 3 subject limit.

The Enchantress (Vishnu) (Deception)

Cost: Spend 1 Legend

Duration: One Scene (but see text)

Subject: Self

Clash: None

Range: Self

Action: Simple

Vishnu has had many Incarnations... some like the Turtle Kurma and the Boar Varaha were manifestations for a single task, and others like Rama and Krishna lived out entire lifetimes accomplishing many Deeds. But of all his Incarnations, only one has Vishnu taken more than once, indeed multiple times... Mohini, the Enchantress, whom Vishnu becomes whenever he needs to seduce and beguile with a flair that even his natural Talents cannot accomplish. So too can Scions with his blessing call upon their own alter egos to accomplish feats that they would normally find beyond their reach.

Upon gaining this Boon, the Scion creates her own alter-ego, a mini-Mantle that she takes on when she needs to become hyper-specialized to take out a threat. The alter-ego is not immediately recognizable as the Scion but is recognizably the same person every time, so anyone who knows the Scion's alter-ego will know who it is. The Scion chooses two Callings he already possesses (This can include Callings gained through Birthrights). While in the alter-ego she possesses Legend/2 additional Knack slots that can only be used for Knacks of those two Callings. This Boon may only be used once per session, and lasts either until the end of the current scene or the next one, depending on when the SG feels is more appropriate. You may reassign what Knacks go into these slots every time the Boon is used.

Foreign Jurisdiction (Yamaraja) (Order)

Cost: Imbue 1 Legend

Duration: One Scene

Subject: The Laws of the Land

Clash: None

Range: Long

Action: Simple

Yama is the busiest God; Death Deity that he is for multiple Pantheons, he needs must keep the rules, codes and expectations of a number of different civilizations in mind when making his judgements, and while he has Chitragupta and an entire department of Heaven to help him, sometimes even he gets the laws mixed up. With his blessing though, Scions can use this to their advantage.

When the Scion uses this Boon, she chooses to replace any or all of the existing laws of the surrounding area with those of any other society in which she has spent time as a member, though she does not have to legally belong to the society as a citizen... having been there on a student or work Visa counts, but tourism doesn't. For the purpose of all Order Boons and the Innate Power, these are the new laws of the land for the rest of the scene. The Scion must supplant laws with others that actually exist... she cannot define new laws from scratch, but laws of esoteric locations such as Terra Incognitae are fair game, provided she has been a member there.