

Yukikaze

Akikaze (Relic 5)

- Purview: Sky
- Motif: *"Strike the evildoer like lightning, but strike him only."*
- Enhancement: +1 general; +2 against especially heinous criminals/evildoers
- Capsule: Akikaze ("Autumn Gale") is an Edo-era [Tanegashima-style](#) matchlock rifle. Hachiman had the weapon, one of several presented to him during the Sengoku period, modified into a powerful weapon for his grandson and Chosen, Russell Kobayashi. Susano-O fitted it with a new barrel and trigger mystically crafted from one of his own thunderbolts, channeling the power of the storm into each round. (This has also resulted in the weapon retaining the *noise* of the storm. Even suppressed, the weapon is **loud**.) Akikaze is also enchanted to take a form more convenient and familiar for Russell (which is why, when he wields the weapon, it usually appears as "Keisuke 'Casey' Kobayashi's" [Army-issue .45](#)).
- Tags:
 - Pistol: Aggravated, Concealable, Firearm, Loud, Piercing, Ranged
 - Rifle: Aggravated, Firearm, Long Range, Loud, Piercing
- Knack: In addition to its original form, Akikaze can assume the form of the Army-issue 1911 carried by Hachiman while he was incarnated as Casey Kobayashi. Changing its form takes a Simple Action.
- Knack: Akikaze will never leave Russell empty during a fight; the pistol has effectively infinite ammunition while in combat. (Mechanically, this Knack defers all Out of Ammo checks until the end of combat.)
- Flaws:
 - (1-dot) Russell must utter a brief prayer to ensure his unlimited ammunition in combat. The prayer need not be long or eloquent, but it must be heartfelt.
 - (3-dot) Akikaze's kami is a virtuous one whose focus is on punishing those who've committed heinous crimes. Consequently, Russell suffers +2 Difficulty to all rolls for 1 scene if Akikaze has been used against non-evildoers or non-combatants.

Blessed Rifle of Odin (Relic 4; for BluishPurple)

- Purview: War
- Motif: *"A war can turn on a single bullet."*
- Enhancement: +1 general
- Capsule: This sleek rifle was crafted by the same dwarves who fashioned Gungnir for Odin, and has had similar enchantments laid upon it.
- Tags: Firearm, Lethal, Long Range, Piercing

- Knack: The user may imbue Legend, instead of spending it, to invoke the War Boon: Herald of Victory as a four-success stunt.
- Flaw:
 - (3-dot) The Blessed Rifle is effectively descended from Gungnir, and shares the latter's ties to the Doom of the Aesir. Each time the user wields the weapon, the Storyguide adds one point to the Tension Pool.

CuChulainn Special (Relic 3)

- Purview: N/A (alternately: Epic Dexterity)
- Motif: N/A (alternately: *"I only need one shot."*)
- Enhancement: +2 general (alternately: +1 general)
- Capsule: This finely-crafted .44 magnum revolver is a spiritual "descendant" of the storied Gae Bolg. Its rounds are enchanted with the spear's same painful barbs, leaving grievous wounds that require magical healing.
- Tags: Aggravated, Brutal, Concealable, Firearm, Messy, Piercing, Ranged
- Flaw:
 - (3-dot): Because of its metaphysical associations with the original Gae Bolg, every time the CuChulainn Special is used in combat, the Storyguide adds one point to the Tension Pool.

Door Indradhanush (Relic 5)

- Purview: Sky
- Motif: *"The storm is my bow, and the lightning my arrows."*
- Enhancement: +2 general
- Capsule: Door Indradhanush ("Distant Rainbow") is a spiritual descendant of Indra's rainbow. A gorgeously-crafted longbow of gold and redwood, the weapon is strung with a strand of rainbow light, one carefully gleaned from Indra's bow itself, and was granted to his daughter Amrita Khatri upon her Visitation.
- Tags: Arcing, Lethal, Long Range, Loud, Ranged, Two-Handed
- Knack: Door Indradhanush creates its own arrows when nocked: splinters of multichromatic light that hit like bullets. These generate a thunderclap-like effect when fired, resulting in the Loud tag. Thusly, Amrita never need worry about ammunition.
- Knack: If she possesses it, Amrita may use the Sky Boon: Bolt From the Blue through Door Indradhanush. This allows her to circumvent the penalties regarding cover.
- Flaws:
 - (3-dot) Because of Door Indradhanush's metaphysical connection to Indra's rainbow, its usage is particularly magnetic to enemies of the Devas. Each time Amrita uses Bolt From the Blue through it, the Storyguide adds two points to the Tension Pool.

Feathered tunic (Relic 5)

- Purviews: Fire, Passion
- Motif: *"A leader needs a commanding presence."*

- Enhancements: +2 to rolls involving leadership, negotiation, and/or oratory
- Capsule: This tunic was fashioned from Quetzalcoatli's cast-off feathers, and dyed in iridescent colors provided by Xochiquetzal, for his son Martin del Rio. The colors are continually shifting along the BIV part of the ROY-G-BIV color spectrum, always maintaining an iridescent sheen.
- Knack: The tunic may assume the form of any kind of upper-body garment Martin wishes. (He usually wears it as a button-down shirt or suit coat.)
- Flaws:
 - (2-dot): Martin suffers +1 Difficulty for one scene if he uses the shirt to work against the best interests of the oppressed or downtrodden.

Frozen droplet necklace (Relic 5)

- Purview: Frost, Water
- Motif: *"The wave and the snow are my sword and shield."*
- Enhancements: +1 when using the Frost and Water purviews in a combative fashion
- Capsule: This necklace is six ice-blue jewel-like droplets of pure Takamagahara water, forever suspended in solid form, strung on a thin golden chain. Benzaiten gave the necklace to her granddaughter and Chosen Sakuya Donnelly upon her Visitation.
- Knack: When using Frost or Water attack marvels, Sakuya may imbue Legend rather than spending it.
- Flaws:
 - (3-dot) Every time Sakuya uses the necklace, the Storyguide adds one point to the Tension Pool.

Golden Servant of Hephaestus (Relic 4)

- Purview: Forge
- Motif: *"The right tool for the right job."*
- Enhancement: +2 when working on an intricate crafting/repair job
- Capsule: In Hephaestus' Olympian workshop, he is assisted and attended to by servants, women fashioned from gold and with the light of intelligence in their eyes. The versions he gives to his Scions are far less anthropomorphic, being golden discs that "unpack" into ambulatory robotic workshops and toolboxes. Yet, these are prized by his children for their versatility and utility. (The fact that they often have "personalities" like the astromech droids from *Star Wars*, and communicate with their owners in a similar fashion, doesn't hurt either.) The Golden Servant Hephaestus bestowed upon his son Cooper "Coop" Atley has since been nicknamed "Sparky" after an inexplicable arc-welding accident involving a Scion of Sun Wukong.
- Knack: The Golden Servant can mimic the Creator Knack: Unlimited Quartermaster.
- Knack: When not in use, the Golden Servant can "collapse" into the more portable form of a discus-sized golden disc. Doing so is a Complex Action.
- Flaw:
 - (2-dot) Once per season, Coop must make a sacrifice of something constructed with the relic to his divine parent.

Hayatebana (Relic 5)

- Purview: Sky
- Motif: *"The storm is my blade, and strikes at my whim."*
- Enhancement: +2 general
- Capsule: Hayatebana ("Hurricane-Blossom") is a tachi forged from one of Takemikazuchi's lightning bolts by Susano-O. It was originally intended for Takemikazuchi's son Ryuuzaki Kenichi, but after his death was granted to his granddaughter and Chosen Ryuuzaki Mari. As a result, the blade has a permanent electric-blue glow and is always a-crackle with static electricity, even when in a scabbard. (This results in the blade inflicting especially grievous wounds, but messy ones.) Mari usually carries the blade wrapped in a blanket when not in combat.
- Tags: Aggravated, Melee, Two-Handed, Versatile
- Flaws:
 - (3-dot) Hayatebana's kami is proud and disinclined to engage "unworthy opponents." Consequently, Mari suffers +2 Difficulty to all uses of the relic for one scene after this happens (for the sake of simplicity, titanspawn and supernatural opponents count as worthy opponents.)

Olympic Muscle (Relic 5)

- Purview: Journeys
- Motif: *"I have the right of way."*
- Enhancement: +2 general
- Capsule: This lovingly-maintained and -modified black 1965 Ford Shelby Mustang fairly radiates with divine power. The car (amusingly nicknamed "Vajra" by Hermes' daughter Lydia Choudhury) was given to her at the end of her Visitation.
- Knack: "Vajra" is enchanted to never run out of fuel.
- Knack: "Vajra" may change its appearance for one scene. The fact that it's a two-door sports car remains constant, but make, model, and color can be changed at Lydia's discretion and direction.
- Flaws:
 - (1-dot) The car's appearance-changing capability requires Lydia to verbally specify the make, model, and color of the vehicle she wishes it to resemble, and then say, "In the name of Hermes!"
 - (2-dot) Once per story arc, Hermes requires a favor (i.e., the Paying Tribute condition).

Orichalcum Card (Relic 4)

- Purview: Prosperity
- Motif: *"My money's good anywhere."*
- Enhancement: +1 when trying to bribe or seduce with conspicuous displays of wealth
- Capsule: This is a thin, surprisingly heavy gold debit card, trimmed in black and emblazoned with the iconography of the prosperity deity empowering it. The term "Orichalcum Card" is generic; most pantheons have similar things with more emblematic

names. What they all represent, however, is the same: affluence enough to satisfy the most opulent mortal fantasies. (Of course, beings of Legend dream a little bit bigger...)

- Knack: The Orichalcum Card can produce material wealth appropriate to the cardholder's current location. This functions in both mundane and mythic locales; it works as well to draw precious stones or gold ingots from the ground as it does to draw cash from an ATM. (A cross between the two can happen: an ATM suddenly spewing diamonds is quite a spectacle... and a demonstration of why divinely-backed banks reinforce their cash machines). If relevant, the cardholder's player should work with the Storyguide to determine an appropriate "upper limit" for the card's purchases, although it should be implicit that the Orichalcum Card can finance even opulent mortal lifestyles with ease.
- Knack: The Orichalcum Card can itself be used for payment in the mythic realms. It does so by magically "crediting" the other party, adding the agreed-upon payment to their account, or whatever form of wealth retention/storage they use. This makes the card capable of, say, paying Charon for a trip across the Styx, or bribing their way out of the Buddhist Underworlds. Depending on the cardholder's actions when using the card in such a manner, the Storyguide may incur a Momentum cost (for example, paying Charon would cost one Momentum, while bribing your way out of Diyu would cost three or more. Carousing in an allied pantheon's Terra Incognita probably won't cost any Momentum... though it may incur other costs).
- Note: the card's abilities ONLY work with material wealth. More esoteric -- or ambulatory -- forms of payment must be acquired another way.
- Flaw:
 - (3-dot) Even the most generous gods of wealth like to be thanked for their largesse. The cardholder must utter a brief prayer of thanks with each transaction. In addition, the patron requires periodic demonstrations of the cardholder's worthiness; once per story arc, they must quest on their patron's behalf.

Yuuyamigiri (Relic 5)

- Purview: Epic Dexterity
- Motif: *"Shoot with your mind, and you'll always hit your mark."*
- Enhancement: +2 general
- Capsule: Yuuyamigiri ("Twilight-Cutter") is an HK45C Tactical .45 pistol in gunmetal gray, with its name etched in kanji on either side of the slide. This deceptively powerful weapon was forged from Tsukiyomi's once-favorite sword, as a suitable weapon for his son Tsukiyono Keisuke. In fact (and unbeknownst to Keisuke), it was the one he slew Uke-mochi with, a fact that may well cause awkwardness should it be discovered.
- Tags: Concealable, Firearm, Lethal, Piercing, Ranged
- Knack: Yuuyamigiri is enchanted to leave no awkward evidence behind. The spent brass and bullets always disintegrate five minutes after being fired.
- Knack: Yuuyamigiri is magically silenced; mortal ears cannot hear the report of its firing. Legendary beings may initiate a Clash of Wills to detect it.
- Flaws:
 - (3-dot) Yuuyamigiri's ties to one of the fundamental myths of the Kami, however unknown those ties may be to Keisuke, make the weapon and its bearer

especially noticeable to the pantheon's foes. Every time he wields the weapon in combat, the Storyguide adds one point to the Tension Pool.

MalicWanderer

Cat's Eye Amulet (Relic 3)

- Purviews: Beasts (Cats) and Fortune
- Motif: "The cat's own luck is shared with those who show them kindness."
- A silver amulet in the shape of a cat's head, with tiger's eye gems in the eye sockets.
- Knack: If the wearer knows the Fortune boon "Nine Lives" they may activate it as a Reflexive action to avoid an imminent attack or consequence.
- Flaw: Once per Arc, the bearer must repay the cats' luck they've borrowed. This will often manifest in the form of a favor to Bast or another cat deity, but could be as "simple" as helping out a local cat with some mischief or another they've gotten themselves into (don't expect that to be any easier, you have no idea the extent of trouble a cat can get into.) Regardless, gain the Paying Tribute condition.

The Eternal Keeper

Blade of Gae Bolga (•• Relic)

Enhancement: 2 General

Tags: Lethal, Melee, Thrown, Brutal, Concealable

Knack: Once per Session/Scene When the wielder uses the Blade of Gae Bolga to perform an attack and successfully performs the Inflict Injury stunt, they may spend 1 momentum to activate this knack. The Gae Bolga will expand it's barbs and become stuck in the victim and has to be removed with either an extended action of Reason + Medicine roll with a Complex Difficulty of 6, or ripped out with a Strength + Athletics roll of 3 as a reflexive action, however, if removed in this latter way it deals an additional Lethal Injury if applicable.

Flaw: Scion must imbue Relic with a dot of Legend; access this dot as normal while in possession of Relic, but without it lose access to that dot and all its benefits.

Caladbolg (•••• Relic)

Enhancement:

Tags: Lethal, Melee, Piercing, Versatile, Unconcealable, Two-handed

Knack: Character may spend 1 point of Legend to perform a Feat of Scale involving an attack with this weapon with the tags Long Range and Shockwave.

Gram (••• Relic)

Enhancement: +1 General, Additional +2 against Creatures or objects related to Dragons

Tags: Lethal, Melee, Piercing, Versatile, Unconcealable, Two-handed

Knack: When wielding this weapon character counts as 1 point of Scale greater than they actually are.

Flaw: Whenever this weapon is drawn, add 1 to the Tension Pool

Divine Flashlight (•••)

Purview: Sun

Knack: Can blind people as with Sun, but rather than spending Legend you spend Momentum

Haren

Hell's Lucky Money ●●●

A red envelope that can be filled with even large amounts of money as a wallet that is given out for use by Yamaraja.

- Purview: Fortune, Prosperity
- Motif: Everything and one has their price.
- Knack: Any money put into the envelope is multiplied by 4 and takes on a form of currency that can be used no matter where the user may wander.
- Knack: By taking money out of the envelope and throwing it at a target with Manipulation+Culture, it becomes functionally a weapon with Aggravated and Thrown tags. The damage the target takes is from epic misfortune striking them over and over. As money is the ammunition for this, an SG can call for an Out of Ammo check of Cunning+Culture as a 1 point Flaw.
- Flaw: Remove a Knack or Purview's ability to be used for each scene in which the envelope's weapon Knack is used without the user fulfilling either the virtue of Duty, Sincerity, or Yin. The moment a user fulfills the virtue, even if not using the envelope at the moment, it is restored to full functionality.

Somersault Cloud ●●●●●

Appears to be a terribly colourful cloud where the colours shift through a bright spectrum as it moves, almost stylized and crisp in lines as if torn from an illustration of a cloud.

- Enhancement: +3 Flight maneuverability and speed
- Purview: Journeys
- Motif: Swiftiness and Freedom of the Open Sky
- Knack: The wearer imbues a point of Legend to activate the cloud for a scene. For the duration, she can fly — she can take reflexive move actions vertically as well as horizontally, and for a point of Momentum she can move two range bands instead of one with a single move. She can't rush or disengage while flying. She can also glide safely down from great heights at no Legend cost, by simply riding the cloud down (within the limitations of its Flaw) and letting them slow her descent.
- Flaw: The cloud's use is a gift from Monkey and the user gains the Paying Tribute Condition once per arc. As well, the cloud normally lives among its kin and must be whistled down to the user which requires a turn for it to arrive.

YOLF

Girish (●●●●● Relic)

Shiva is the lord of the mountain, who reigns placidly over its peak as the teacher of yogis and the husband of his household. But this title holds another meaning, of his authority to destroy it as sovereign and supreme unmaker, and the divine weapon he shall wield to do so. At this end of the current Yuga, when Shiva begins his terrible dance, this shastra will point him to the top of Mount Meru where he will stand astride its hilt to conduct the blade, his steps unraveling the axis of the cosmos.

The Girish takes the shape of a long and wide blade whose double curved edge comes to a sharp point, red as sunset-painted clouds. Its bronze grip continues in a gap on the lower end of the blade, designed to exert greater leverage when wielding it.

Tags: Aggravated, Lethal, Melee, Pushing, Two-Handed, Reach

Knack: The Scion may imbue the weapon with a Legend point for the scene, performing Feats of Scale when attacking or wielding it for acts of destruction.

Knack: The Scion has +1 Scale for acts of destruction against the environment.

Knack: By grasping the hilt of the sword and pointing it forward while parallel to the ground with a Simple action, the sword pulls the wielder and points her in the direction of the closest Axis Mundi. If then the Scion spends a Legend point, she and her allies receive an Enhancement 1 to avoid or overcome any obstacles on the way there, as long as they make consistent headway.

Flaw: The weapon carries a built-in Volatile Complication, as follows.

Volatile (rank 2 Complication): Whenever you benefit from the knacks of this weapon, its power surges dangerously to your surroundings and bystanders. **Result:** Using this weapon causes grievous collateral damage proportional to your Scale at the time. This can change the features of a Field in a way that hampers the wielder, submit allies to Complications at the Storyguide's discretion, or other fitting consequences. Trivial foes can be swept up in these, but their major effect must *always* be negative or undesirable to the character and band.

Flaw: The sword carries a built-in Flashy Complication, as follows.

Flashy (rank 2 Complication): Whenever you use the knacks of this weapon, the effects are obvious and attention-catching in some way appropriate to the action. **Result:** Using this weapon obviates mundane stealth of any kind and requires a Clash of Wills to maintain magical stealth (even potentially against yourself). In general, all eyes and ears are on you.

Illiadic Spear (••• Relic)

Purview: War

Motif: *A swift end to strife*

Enhancement: 1 General

These collapsible weapons are based on the archetypal ash haft and bronze-tipped spears of the Trojan War, though made of lightweight materials tempered by modern processes. While extremely efficient tools of war, they are blessed by either Ares or Athena with the same expectations: that a war such as their namesake's does not happen again.

Tags: Lethal, Reach, Piercing

Flaw: If the Scion is challenged to a duel intended to resolve a conflict and dispense with battles of greater scale, she must accept without fail, even should it be to the death. Both participants are also ensured to understand, instinctively, that they must honor the other side as mutually stipulated by the terms of the fight. Failure to do so for whatever reason will bring down the wrath of the gods of Olympus upon whoever causes the breaking of this accord, as well as the Scion and her Band by extension.

Bag of the Winds (••••• Relic)

This dark bag of tanned animal skin from some unspecified animal, secured with tightly wound strings, was made by Set's own hands. In it he captured all the wild winds and unforeseen weather of Egypt, to hand to a rambunctious child he would come to have.

Purviews: Chaos, Sky

Motif: *You cannot force the storm to behave.*

Knack: By spending a point of Legend, the Scion may untie the bag and loosen the pent-up winds of the desert, subjecting everyone around to their unbridled mischief. For the rest of the scene, the Field the character is standing on becomes subjected to a rating 2 Complication that applies to any movement actions, and the field counts as Dangerous Terrain for the purpose of the basic Move action. Anyone who fails to buy off the Complication is knocked prone by the tempestuous winds or suffers some similar setback, with neither the Scion nor her bandmates being exempt from this.

Sorcerous Sword Index (••••• Relic)

Purview: One purview, see Unique Knack. (+2 Dots)

Motif: *A blade for every occasion.*

Enhancement: 1 Situational, see Unique Knack. (+1 Dot)

Tags: Variable, see Unique Knack.

Once, a warring age spread across mythic China like wildfire, where deadly magical swords were made and exchanged by strife, leaving naught but devastation in their wake. A lone warrior, humbled and hardened by experience, took it upon himself to gather these weapons until he could leave them where they would do no more harm to the world. With the aid of sages, he sealed them away in a sorcerous scroll, and at the end of his quest and after many trials, bequeathed it to the vaults of Heaven with the blessings of the gods, where it rests today.

Unique Knack (+5 Dots): By paying two points of Momentum, the carrier of the Sorcerous Sword Index may draw any of the many mythical weapons within to serve her. Each such sword has a list of Tags and a situational Enhancement 1 suited to its purpose, and grants access to a single Purview related to the same. Distribute also two Relic rating's worth of points between additional Enhancement or weapon Tags. These benefits are chosen by the Player, but must be approved by the Storyguide. Only one sword can be used at any given time, and once drawn it only remains outside the scroll until the end of the Scene, unless replaced by drawing a different one.

Flaw (-3 Dots): In order to withdraw a weapon from the Sorcerous Sword Index, a wielder must take a Simple action that cannot be included in a Mixed Action, and whenever he does so, the

Storyguide adds three points to the Tension pool, as the power in the scrolls draws ill wills and bad luck.

The Superior Suit (••• Relic)

A set composed of a deep violet two-piece business suit with eminently elegant and simple lines. Made of magically woven cloth sewn together with skills brought from the Four Cities of the Tuatha dé Dannan, it combines the appearance of an ordinary but striking set of clothes with the protection of a reinforced vest and empowering enchantments.

Purview (+2): Epic Stamina

Motif: *True strength endures immaculate.*

Tags (+1): Innocuous, Soft (2)

Knack (+1): Once per Arc, when the wearer of the suit would be Taken Out or killed, the charm of resurrection engraved on the inside of the clothes activates, instantly resolving the Taken Out condition and bringing them back to life.

Flaw (-1): By its association with the abandoned and doomed cities of the Tuatha, the relic is jinxed. Every time its Purview, Motif or Knack are used, the Storyguide adds one point to the Tension Pool.

Limited Reagent

Án Greis (••• Relic)

Purviews: Epic Stamina (2), Sun (2)

Motif: *Show everyone what you can do and never back down.*

A sleek and form-fitting suit of armor, almost futuristic in design. Bright white ceramic with metals of gold and red and orange like the sun, with black shadowy polymer used for contrast and flexibility. It was forged by Brigid's own hand using cutting-edge material science and tempered with divine skill. Brigid called it Án Greis, the bright protection.

Tags: Hard ×2 (3)

Knack (1): The armor is wrapped up in an innocuous pendant. It requires an action to activate, by speaking the a special gaelic phrase ("as toídi"); it flashes into being upon its wearer. Don't worry about clothes gear, it's all taken care of. Another action and speaking a return-phrase ("teimligid") and everything's reversed.

Flaw (2+3): Whenever this relic is activated, it applies the Flashy Complication (as follows). Each scene the armor is used in combat without the wearer fulfilling the Prowess Virtue, the Complication's rank increases by 1. It resets back to rank 2 once Prowess is fulfilled while using it.

Flashy (2c): The donning of this armor is obvious and attention-catching. **Result:** Mundane stealth of any kind and requires a Clash of Wills to maintain magical stealth (even potentially against yourself). In general, all eyes and ears are on you. When given an equal choice of targets, enemies are more likely to choose you to attack over others.

Maimakterion

Moira relics

Suicidal Marking ●●●●●

As a youth Moira O'Brighid was raised in full expectation of divinity, but with full teen rebellion she turned her eyes to other pantheons and practices her fellow Tuatha hold is substantial disdain. With tales of Odin's eye and Tyr's hand driving her first and foremost, she first lay upon her mother's sacred forge fire, then sat at the bottom of her sacred well, lastly she coated herself in liquid nitrogen from a chemical plant operated by one of her siblings. Each time she approached death much too closely for even a Scion to come away unmarked, but also came away with love and respect from the elements themselves.

- Purview: Fire, Water, Ice
- Motif: I have borne the fury, now it is your turn.
- Flaw: Traditional Tuatha view these scars as unearned and a disgusting perversion of divine magics to boot. Tuatha scions bearing scars of this type suffer a -2 attitude to other Tuatha, though other pantheons might consider the scarring in a more positive light and gain a +1 adjustment to attitude at SG discretion.

The Bear Trap ●●●●

Alone and unarmed the child of the forge faced ghosts and crazed survivalist prophets with only the need to support her distant friends pushing her onward. It is considered sound tactical acumen to turn the enemy's traps against them, so Moira did just that. Tearing up a bear trap that almost claimed her foot, she fused a lead obol confiscated from a profane cultist into the pressure plate of the trap and lengthened the chain, creating a cruel and ... snappy meteor hammer. Now it brings decay to the living and nothingness to the dead.

- Purview: Death
- Motif: A trap to hold me vulnerable to the dead now holds the dead vulnerable to me.
- [Reach][Aggravated (rotting/necrosis)][Messy]
- Knack: The weapon can interact with the dead, including immaterial undead, normally.

- Knack: On a successful hit the wielder may make a 2 success stunt to trigger the trap closing, if they do they lose the ability to target other enemies as the trap latches on and inflicts a 3s complication against the struck foe's attempts to leave the weapon's reach.

Zodiac's Killer ●

This blade is a mortal, if masterwork, jian, it has some history as an officer's weapon back before the boxer rebellion, but by the time it's legend truly began it was a display piece in some minotaur slaver's front office. When faced with the scion of Poseidon known only as Zodiac, at the pinnacle of Akhenaten's plot to trigger the Abrahamic rapture, Moira O'Brighid had simply not the time to wear the knife fighter down with her unearthly endurance, nor the speed to match him and end him aggressively. Needing something faster than her standby bear trap to face the lightning fast demigod, and being overwhelmed when trapped at close range with his incredible knife skills, she drew the jian she had previously only carried as a war trophy. With cunning and skill and luck, and the glorious Enech granted her by her strict adherence to her geasa, she impaled him on the blade, but discovered that he would simply not fall. Struck a mighty blow and hurtling through the air, she gripped the water of the lake they fought in and on, one end of a streamer anchoring the sword to her, and the other gripping its hilt and thrashing wildly. As the force of the blow sent her rocketing into the distance, the blade shifted sideways enough that yanking it free cut Zodiac through the waist completely. So a hero of Brigid slew a demigod of Poseidon and earned her own second visitation.

- [Melee][Lethal][Versatile]
- Knack: Alone the sword is excellent mortal steel, but it cannot have taken part in the rise and death of demigods unchanged, it pairs well with the Water purview, though it does not grant it. When used in conjunction with a Water attack marvel, the scion may choose to use the Water to wield the sword in unpredictable ways instead of attacking directly. Should a scion do so, they describe how they manipulate the sword using water control and assign up to two extra tags to the sword rather than creating a new set of tags for a scene, the SG may change the dice pool required to wield the sword in this state if they judge it appropriate.

Negative cost tags may be added this way, but they are not counted toward the final total if they are used.

For example, wielding the sword with a tentacle of water was Moira once did adds the [Reach] tag and might require a mental stat + close combat to make attacks, while having the blade call to water in the target's body might keep the attacking stat combination the same, but add the [Aggravated] and [Messy] tags as you dehydrate your foes with each cut.

Gratitude ●●●

Growing up Moira knew one other scion, a child of Lugh that came into and out of her life at just the right time to be a fourteen year old girl's infatuation during one of her most confused years. Elas was a great man, or at least his deeds and prowess were great, the state of his Enech was not so fine. He turned away his enemy when they asked a night of clemency and rest in his

lodgings despite being in the middle of the third day of battle against his allies. A reasonable tactical position, but one his father could not accept along side the boy's geas of hospitality. Condemned to a new geas against having a true 'home' and to always live day to day on the charity of others he found a home for a season among the priests of Brigid who were busily raising Moira and the two bonded deeply. When he moved on as his geasa demanded before he could truly settle in, he left something behind for his 'little sister'. She wore the golden coin, stamped with Lugh's visage, the rest of her mortal days until it became a sacred object to a number of women she saved from minotaurs, and ultimately her own cult.

- Purview: Sun
- Knack: When the Scion uses the innate Sun power to shed light for more than a scene of rest, those who bask in the light for that duration recover from injury as though a day had passed. This power can never accelerate healing with less than a day remaining, nor cause more than one day of benefit per day spent healing naturally.
- Special ownership condition: the scion need not wear this relic to benefit from it, as long as it is enshrined and attended by a devout member of the scion's cult, the scion benefits as though the relic were in their possession and can hear the prayers of their faithful near the coin slightly more clearly.

Disgust ●

Late in demigoddess life and growing further revolted by her own appearance, having made her own scarring so pronounced the weak of will would often flinch from her even in battle, Moira developed a sort of disdain for physical intimacy. At her apotheosis it was suddenly clear to her that her duty would include the begetting of scions. Ultimately she turned to artifice, as she always had before, and as she would ever after. The relic is a fresh and not neatly removed ovary, which rests in a jar over the recipient's marital bed.

- Knack: When gifted to an infertile woman, this relic cures her. She must retain the relic through her first pregnancy, but thereafter she is cured even if the relic passes on to new hands. The cost to this is that the firstborn child of the beneficiary is a born scion of Moira.

Parisa relics

Shard of Mithra's Wrath

Vial of liquid night

Lead Obol

Impossible tasks

Fire Rat's Cloak

Buddha's Begging Bowl

Jeweled Branch of Hourai

Dragon's Jewel

Swallow's Stone Cowrie Shell

Red Stone of Aja

General relics

Earrings of Passage

Black Jade Sun

Sleipnirsbrød Pooka ●●●●●

With the advent of the modern age cooperation between pantheons became more and more important, and more and more a fact of life. One of Odin's great successes is the Sleipnirsbrød bloodlines, on the surface an international thoroughbred horse breeder, but below that a stud stable devoted to crossbreeding Sleipnir and it's descendants with other supernatural creatures. The parts of the world that pay any attention to the cover story at all know the Pooka as a gimmicky advertising stunt, with a horse breeder partnering with BMW to make a bike in their

own branding. The truth is that the joining of Sleipnir's line with that of spirits famed for animating statues and cantering away has produced a family of spirit horses that animate stranger things. A Sleipnirsbrød Pooka sits inert for hours or centuries with equal patience, never allowing its host machine to rust or wear or fail, it always starts immediately for any scion who speaks the command word, animating the cycle and revving its engine in excitement. Most Pooka are a very distinctive four wheels in a row design, not unlike a rollerblade, produced by BMW to evoke the Sleipnirsbrød name, but scions who have forge deities as parents or guides have successfully rehomed the spirit of the vehicle in less eye catching shells, though this seems to draw some mild offence from Odin on behalf of his steed it has yet to result in more than a snort of derision.

- Motif: Further, Faster, Forever.
- Purviews: Journeys
- Enhancement: +3 to all speed related rolls, as well as endurance as relates to long travel times.
- Knack: The Pooka awakes immediately when a creature of legend speak's its command word, if the speaker is its owner or has the owner's blessing it thrums to life and barely stops itself launching to full speed long enough for a rider to hop on. If the speaker does not have the owner's blessing to ride the spirit does not wait, it has reached the end of the street before it is even fully awake, and won't rest or hold still until it feels safe from the usurper. The Pooka always wakes fuelled and maintained, though actual damage conditions still require repair.
- Flaw: Command word. Each Pooka has its own word, until it is spoken the bike won't move above a relaxed inner city traffic jam crawl.
- Flaw: The Pooka exists to run, as far and as fast as it can. While it tires and needs rest when woken too long, it also resents being left to sleep and grow stiff. If a week passes without awakening the spirit for at least a scene long high speed jaunt, and a long distance endurance ride, crossing 500km per legend of its owner, each year the bike becomes uncooperative until such a journey is completed as per paying tribute.

Carnival

Weapons

Utility

Vehicles

EmbreFrosste

Áes Dána License (Relic ••-••••)

Purview: Pick any one Purview that aligns with any of your character's specialties. At three dots, pick two, at four dots, pick three.

Motif: *"This is what real skill looks like... right?"*

The Áes Dána were once the only professions with formalized schools and tests, and being certified often carried with it divine expressions of their superior skill for Scions of the Tuatha. With this license, a Scion has been certified by the gods for exemplary skill in their trade of choice, and channels divine power into that skill as appropriate.

Flaw: The two dot version of this relic has no flaws. The three and four dot version will only function in a given scene if the Scion clearly announces that they are a licensed practitioner of the craft in question and displays the license to any onlookers. The four dot version loses access to one Purview at the end of every scene in which it was used but the Scion did not also act in accordance with one of their Virtues. The relic regains access to all Purviews once the Scion acts in accordance with one of their Virtues.

Áes Dána Mentor (Guide •••)

The Áes Dána were once the only professions with formalized schools and tests, and being certified often carried with it divine expressions of their superior skill for Scions of the Tuatha. Seeking the guidance of the Áes Dána sets a character on the way towards becoming one themselves, or at least closer to it than they were before.

Asset Skills: Work with the SG to pick those most appropriate for a character's profession.

Guide Stunt (1-3 Successes): Gain Enhancement equal to successes spent to the next roll you make in the current session to demand compensation or respect for your services.

Calling: Choose one

Unique Knack: Whenever you benefit from a Specialty, reduce the level of any Complications by one.

Vesp's Authentic Mythological Bazaar

Creatures

Catt Brollaich Letarthaich (Creature ••••)

These cats (affectionately nicknamed vorpal kittens by Tuatha Scions who read too much Lewis Carol) were first encountered Immram Maele Dúin on his travels, guarding a house of treasures. When one of Mael Duin's foster brothers attempted to steal a necklace from the the horde, the kitten playing in the room jumped *through* the unfortunate man's chest and reduced him to ashes. Maele Dúin was able to talk the feline down and saw the necklace returned to its care.

Since then the Tuatha have managed to secure a small number of these guardians, placing them to look over vaults and keeps- or to keep their Scion's (relatively) out of danger.

Archetype: Companion

Qualities: Natural Weapon (Teeth and Claws: Tags Aggravated, Lethal, Messy, Worn), Perfected Soldier

Flairs: Penetrator

Drive: Protect my treasure

Primary Pool (9): Attacking, Cat Athletics, Assessing danger to my treasure, +2 Enhancement to any Combat Action

Secondary Pool (7): Harmless Kitten, Hissing Cat

Desperation Pool: 5

Health: 6

Defense: 5

Initiative: 6

Extras: Whenever she successfully inflicts damage, she may reflexively inspire a nearby ally, giving them a +1 Enhancement toward their next action, A Vigil (Knack), Penetrator (Flair)

Relics

Blades of Muspelheim and Niflheim (Relic •)

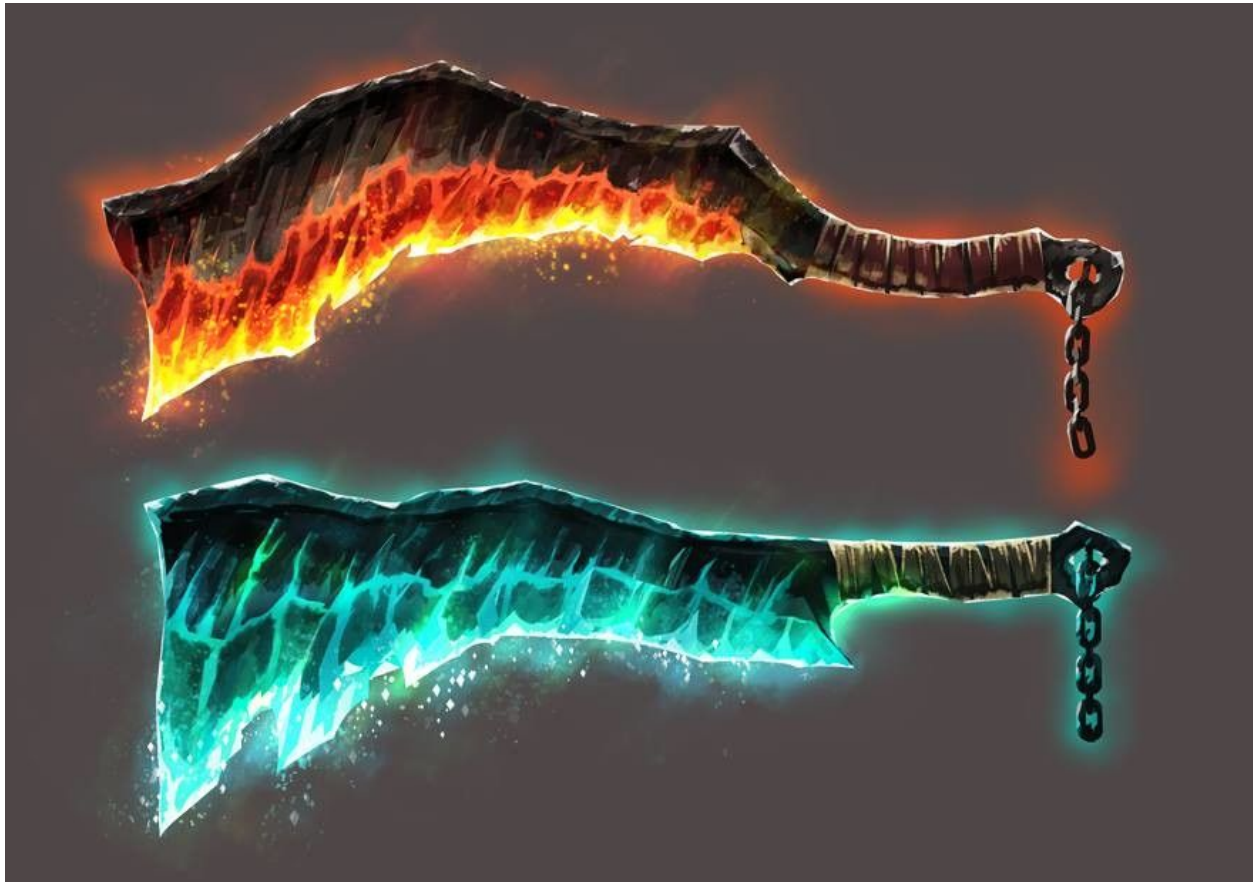
Purviews: Fire, Frost

Motif: *The Primordial Power of Muspelheim and Niflheim*

Tags: Aggravated (2), Brutal (1), Lethal (0), Melee (0), Two Handed (-1), Unconcealable (-1)

The jötnar are a vast and diverse group, to the point one can be hard pressed to tell the difference between them and the Æsir. These swords however speak to the worst of them- oversized crude blades carrying some of the terrible power of realms of fire and ice. How exactly these paired blades were made however is something of a mystery, since Thor killed their original owner and handed them over to a promising Scion.

Flaw: The swords can be wielded individually, removing the two handed tag, however doing so sends the powers within out of balance. Any action done with only one sword, such as attacking or using a Marvel or Boon from the associated Purview, inflicts an Injury Condition.



Collapsible Shield (Relic ••)

Traditionally a bracer, though many have reduced it down into smaller thing such as watches and bracelets, collapsible shields unfold into their full sized versions when needed, improving traveling ease and discretion. They are a hallmark of Theoi Scions, though as with any good idea it has been copied by countless pantheons.

Tags: Shield, Bashing, Melee, Concealable, Worn

Tag: Shield (2)

Weapons with the shield tag are better at defending than attacking. Characters receive a +1 to their Defense when wielding a weapon with the shield tag.

Juuchi Yosamu (十千夜寒, "10,000 Cold Nights") (••)

Enhancement: +3

The demonic sword made by the infamous Muramasa to prove his smithing superiority over his teacher Masamune, the Juuchi Yosamu cuts everything that touches its blade- leaves, wind, even light itself. So fine are the cuts, that any scholar of sword lore will instantly recognize them, and the malice with which they were wrought.

Tags: Brutal, Lethal, Melee, Messy, Piercing

Flaw: Muramasa's blades are famously cursed; each time one is used, it takes an influence action against its wielder using her own traits to urge her to harm or kill everyone present. If the character succumbs to the urge, she earns a point of Momentum.

Dragon's Blood Skin [Origins] (Relic ••)

Armor: Soft (1), Innocuous (2), Resistant [Fire] (2)

Soaked in the blood of a dragon as a child, a nameless victim survived with scaled skin where burns should have been. It covers most of her body, a testament to the injuries she must have endured, and marks her as decidedly supernatural. It has certain benefits though- she's tougher than she has any right to be, and fire has almost no effect on her.

Knack: This relic is bonded to her skin- nothing less than flaying her can remove or damage it.

Flaw: Requires the "Scaled Skin" Persistent Condition.

Scaled Skin (Persistent Condition)

[Name]'s scales cover much of her body, including part of her face and both hand.

Effect: You're scaly. This is rather evident to most people you meet.

Momentum: Every time your scales cause your character trouble, add one Momentum to the pool.

Dragon's Blood Skin [Hero] (Relic •••)

Purview: Epic Stamina

Motif: *The Body of a Dragon*

Armor: Soft (1), Innocuous (2), Resistant [Fire] (2)

Following her Visitation, the scales fell away and assumed the better known mythic form- the impenetrable skin of dragon slayers first claimed by Sigurd.

Knack: This relic is bonded to her skin- nothing less than flaying her can remove or damage it.
Flaw: Gives the Weak Point Persistent Condition

Weak Point (Persistent Condition)

There is a point somewhere on your body that bypasses your mythic defences. Achilles heel, and the heart of Sigrud are the most famed examples of such.

Effect: All Soft armor from the Relic, as well as Epic Stamina Boons and Marvels to prevent and recover from injury do not function if the Story Guide pays 1 Tension for an Antagonist to strike the weak point.

The Gun (Relic ●●)

In America, there is a tale of a gun. The exact make changes story to story- most often, it is some form of old revolver, but there are stories of more modern pistols. It is always a pistol though, the stories all agree there. What else doesn't change is the nature of the weapon: this gun can kill *anything*. Men, monsters... even, it is whispered, gods.

Those whispers are almost certainly false- attempts by pantheons and titans to permanently kill Gods and Titans alike with The Gun have failed. And yet an appropriate apotheosis could potentially push this relic to it's feared heights, causing many to eye its wielder as a threat- or an opportunity.

Tags: Concealable, Firearm, Lethal, Ranged

Knack: This weapon ignores any special requirements to kill a being below the God tier- once their Taken Out condition is filled or they have no more Health levels, they die.

Mars' Parade Boots (Relic ●●)

Purview: War

Motif: *Shiniest boots in the f- ing army.*

Enhancement: +2 when interacting with soldiers

A soldier's boots are his pride. Even those who disdain such things as frivolous waste of time recognize the time and effort to shine a pair of boots to perfection- or the lack of discipline and drive substandard boots show. Naturally, as the god of disciplined warfare, Mars' boots are perfection incarnate, inspiring awe in all soldiers who see them. He lends them out to scions who have particularly impressed him in the direction of sharp, crisp drill, or to fools who need to learn discipline.

Flaw: The boots perfection requires an hour of polishing every day they are worn to maintain- and Mars would have it no other way, as a soldier who is too lazy maintaining his kit is a soldier who will destroy his fellow soldiers. If not maintained, the boots flake and dull, becoming the shabbiest of footwear no soldier would wish to be seen dead in. The boots enhancement becomes a complication, and Mars' wrath at the defiler of his precious boots adds one tension to the Storytellers pool each time they are used. A weeks worth of nightly polishing spent in prayer to Mars is sufficient to quell his wrath, and return these boots to their immaculate glory.

The Vault of Treasures (Relic •••)

Purview: Prosperity

Motif: The Treasury of the Gods

Gods need to store their gear somewhere. The Vault keeps its contents in an extradimensional space, accessed by a token the Scion keep on their person- rings and amulets are common, though some prefer short swords or keys.

Knack: The Scion can store any material good up scale 1 in size in the vault, and retrieve it as a reflexive action.

SIDEBAR: Most of these Vaults are modified by their owners and pantheons, adding flaws and Knacks as appropriate. A famed example added a Knack worth one point to imbue Legend to use the Attack Marvel with the treasure collected within.

The Lúin (Relic •••••)

Enhancement: +1 general (2), +3 versus any political leader such as a king or prince (3)

Tags: Reach, Brutal, Two Handed, Unconcealable, Aggravated, Lethal, Melee, Thrown, Returning

The Lúin is one of the more devastating weapons that the Túatha Dé Danann used against the Fomorians at Cath Maige Tuired. Stolen by the Sons of Tuireann from the King of Persia to fulfill the honor-price extracted by Lugh in return for the murder of Cian. It is an utterly colossal spear, the shaft a heavy load for entire team of oxen, studded with fifty rivets of bronze. In times of battle, the weapon has to be kept in a vat of poison to keep the spear from erupting in an inferno, threatening to consume the wielder and their environment unless it is used. In the hands of a God, each thrust of the spear will kill, even if the blow fails to actually reach the target. Each time it is thrown, the weapon will always kill nine people, one of which will always be a king, a crown-prince, or a raiding chieftain.

However, despite how horrifically devastating the Lúin is in the hands of a God, the Túatha Dé Danann have lost it before. Left abandoned at the battlefield of Cath Maige Tuired, it was claimed and wielded by mortals such as Celtchar son of Uthider and Dubthach Chafer. The weapon is still incredibly powerful in the hand of a Hero, but is less capable of laying low Titans than it is in the hands of a God. Some sort of Fate or inherent feature of the spear makes missing attacks incredibly unlikely, the wielder wounding enemies they failed to even contact.

Knack: When Thrown, the spear gains the Shockwave tag.

Knack: If the wielder of The Lúin misses an attack with the spear, they may spend one point of Legend to reroll the attack.

Flaw: The spears bloodthirst cannot be controlled, burning even its wielder in its hunger for blood. Every turn it is not submerged in poison, it makes an attack against its wielder. This starts at 6 dice, and increases by 2 every turn it is not submerged, to a maximum of 14. (-5)

The Brahmastra (Relic)

Possibly the best known of the Deva's legendary weapons of mass destruction known as the astra, the Brahmastra invokes the creator Primordial Brahma, to unmake what he had wrought. It is, thankfully for the world, one of the most difficult astra to master, requiring the aid of an experienced guru or meditation on Brahma himself, but its fame for destruction is well deserved- the simple act of invoking its powers creates upheavals most pantheons would consider terrifying acts of destruction, and its usage against unworthy targets has broken cities in fire and light, rendering them unfit to live in forever more. Such is the power of Brahma when turned to destruction.

Knack: Grants the Legendary Title **Wielder of the Brahmastra**

Knack: A Hero can only partially draw on the power of the Brahmastra, but that is enough to wreak destruction. They may imbue 1 Legend to cause Upheaval Marvels as a 1s stunt for any action, so long as it physically destroys the area around them.

Flaw: There is absolutely no way to hide one is invoking the dread power of the Brahmastra- the sky darkens, howling winds shatter rocks, and the seas split from its power simply existing in the world. Everyone for miles knows a doom has come.

Flaw: This relic requires one take Preceptor Drona, Brahma, or a similar five dot Guide who could teach it as a birthright.

Knack: Using this Relics true power requires utilizing the Guides deus ex machina, and after the attack immediately resolves it as though the scene had ended. This allows the user to channel the true Brahmastra into a single attack, giving it Scale 6. If the target lacks Legend or the user botches the attack roll, the attack also has Shockwave affecting all targets out to Medium Range with the full power of the attack, then dissipating as per normal Scale rules.

Asi, The Cosmic Sword (Guide••••• and Relic •••••)

Long ago, the Deva approached Brahma, the Creator, to protest against the Titanspawns evil and unjust rule upon the world. Brahma preformed a grand sacrifice, and from the sacrificial fire sprang a terrible being, who rivaled the moon itself as it rises to the stars. Their complexion was that of the blue lotus, their teeth were keen, their stomach lean, and their stature tall. Of exceeding power and energy, their entrance shook the earth, brought turmoil to the oceans, and meteors telling of catastrophe burned across the sky. Trees shattered and compasses lost their way, and winds howled of disaster. All living things quaked with fear at their presence. Seeing the awful agitation of the universe by the being that sprang from the fires, Brahma said this to the assembled Gods:

“The 'being' I have conceived is Asi. For the protection of the world and the destruction of the enemies of the gods, I have created them.”

And then Asi cast their shape aside, assuming the form of a blazing sharp-edged sword, glowing like flames.

Asi is the primordial sword of the Deva, the personification and the primary energy behind all weapons ever created. They were first given to Shiva to war against the Asura, and has since found their way through the hands of countless Scions of the Deva. Always, they act in accordance with their duty of protecting the world by removing that which must be removed. They aren't the best at determining what exactly must be removed- as a sword they are primarily an instrument of destruction- and thus relies on their wielders to fulfill its duties to best effect.

Asi has split several times as their perception of the World has grown, so as to better execute its duties. Ancient memories of slaughtering men and monsters alike are engraved into all of them, and they seek to nurture and protect the of those that would defend the World, and thus fulfill their duty.

Asset Skills: Close Combat, Occult

Guide Stunt (5 successes): Consider the target a titanspawn for the rest of the scene.

Calling: Warrior

Legendary Title: Wielder of the Cosmic Sword

Unique Knack: Asi's power is vast enough that it manifests differently for every wielder. When first gained by its wielder they pick two Purviews from the following list. These are the Purviews granted by Asi. Both must be used via Asi's Motif. Potential Purviews are: Epic Strength, Epic Dexterity, Earth, Fire, Moon, Order, Sky, Sun, Stars, War, or Water

Purviews: See Unique Knack

Motif: The Primordial Sword

Enhancement: +1, +2 vs titanspawn and asura

Tags: Aggravated, Lethal, Melee, Versatile

Knack: Inflicts damage on titanspawn and asura as though they had the Vulnerable (Asi) quality

Flaw: While the Scion has the Paying Tribute or Tempted Fate conditions, Asi will not assume their sword form, denying the benefits of the relic. While under Paying Tribute the Scion still has access to their Purviews, though they are still bound by Asi's motif. Tempted Fate removes access to both as normal.

Flaw: Asi was created with the purpose of destruction of the enemies of the gods and the protection the world. This is a duty they consider most sacred. If its wielder is not acting to further this duty for more than an episode, they gain the Paying Tribute condition towards Asi. If not resolved by the end of the arc, this becomes the Tempted Fate condition. If that is not resolved in a timely manner, Asi may leave their wielder to find one better suited to fulfilling its holy role. Asi is not particularly choosy in how it's wielder acts in the service of its duty however: Preceptor Drona maintained the services of an Asi via his training of pupils.

Pundora's Box

Rhinestone Pendant [Modern] (••)

Purview: [+2] Water

Motif: "The waters of my home."

A simple piece of rock crystal cut similar to a water drop, this necklace hides its history as an original rhinestone deep.

A Low-Key Accessory [Modern] (••)

+1 Enhancement to situations that would be improved by perfectly tailored clothing.

In its default form, this small hair clip is made of polished steel and doesn't draw the eye. However, on activation and putting on, the relic applies its magic to the user to generate eye-catching baubles for the wearer.

Knack [+1]: Accessorizing. The hair clip is capable of creating solid illusions that help assist in appearing proper for the situation, may it be rings or cufflinks or chains. However, these are still illusions and will vanish either on removal of the relic or the false item itself.

Flaw [-1]: Passphrase. The actual phrase required to activate the relic is a murmured thank you to Loki.

Rheingold Ring [Classic] (●●●)

- **Purview [+4]:** Fortune, Chaos
 - **Motif:** "The love of money is the root of all evil."

Description

- **Knack [+2]:** Every nine nights the Rheingold creates six pure gold duplicates of itself. They are unmagical, but they are pure gold. Whenever you exploit the wealth the Rheingold brings you to influence someone, treat their Attitude towards you as one point higher.
- **Knack [+1]:** Indestructible. The Rheingold has been forged by dwarves and if broken, will reshape itself by morning light.
- **Flaw [-4]:** Forged by the clever Dwarves, the Rhinegold has a will of its own. Against those with no right to own it the Rhinegold brings down terrible curses. It turns sons against fathers, father against sons, and brings whole families to ruin. Even in the hands of one with a right to own it, though, it still fights. Every time a rightful owner uses it there is a moment where it can challenge their will and try to influence them.

Völva Wands (●●●●)

Purview: Fortune

Motif: Weaving the strands of fate.

Enchantment: 1 Enhancement to anything involving weaving.

This Relic takes the form of a distaff and spindle, a classic tool for weavers worldwide. However, to an Asatru-born Incarnate of Venus, there is another story interwoven into the shining wood and polished metal, that of the Norns and Moirae, and how both Pantheons weave their fates.

Knack: You can use this relic's motif to perform marvels of other Purviews you have access to.