



## I say thee nay! (Guardian ●●●●)

**Dice pool:** Stamina + Integrity

**Cost:** 3 Legend + 1 Willpower

**Reference:** Ragnarok p.34

**Description:** The Scion using this Boon commits to the unwavering defense of a mortal, a helpless supernatural being or a specific location.



## Virility/MulieBrity (Health ●●●)

**Dice pool:** Stamina + Medicine

**Cost:** 3 Legend

**Reference:** Ragnarok p.34

**Description:** By touching a male or female, the Scion guarantees that the next act of sexual intercourse does result in offspring.



## Fury of War (War ●●●)

**Dice pool:** Stamina + Fortitude

**Cost:** 3 Legend + 1 Willpower

**Reference:** Ragnarok p.35

**Description:** The Scion can summon up a bloodlust and battle rage within her to shame the legendary berserkers.



## Frost Immunity (Frost •)

**Dice pool:** None

**Cost:** None

**Reference:** Ragnarok p.35

**Description:** The cold of winter has no effect on the Scion.



## Uller's Stride (Frost ••)

**Dice pool:** None

**Cost:** 1 Legend

**Reference:** Ragnarok p.36

**Description:** Like the God of Skis who gives this Boon its name, the Scion can speed his travel by gliding on a thin layer of snow.



## Hrimthurssar's Touch (Frost •••)

**Dice pool:** None

**Cost:** 1 Willpower + 1 Legend

**Reference:** Ragnarok p.36

**Description:** By calling upon the cold of Ymir, the Scion suffuses her hands with deathly cold.



## Frozen Panoply (Frost ••••)

**Dice pool:** Varies

**Cost:** 1 Legend per creation

**Reference:** Ragnarok p.37

**Description:** The Scion summons cold air around his hands and conjures objects made of ice.



## Winter's Mercy (Frost •••••)

**Dice pool:** None

**Cost:** 1 Legend per recipient

**Reference:** Ragnarok p.37

**Description:** This Boon extends the effect of Frost Immunity to other beings.



## Chill the Blood (Frost ••••• •)

**Dice pool:** Perception + Marksmanship

**Cost:** 1 Legend

**Reference:** Ragnarok p.37

**Description:** Having internalized the power of frost, the Scion learns to internalize it in other people... against their will, setting them shivering with a chill no fire can warm.



## Blizzard Call (Frost ••••• ••)

**Dice pool:** Stamina + Craft

**Cost:** 1 Willpower + 3 Legend

**Reference:** Ragnarok p.37

**Description:** Winter's power responds to the Scion's commands.



## Frozen Heart (Frost ••••• •••)

**Dice pool:** Manipulation + Empathy

**Cost:** 4 Legend

**Reference:** Ragnarok p.38

**Description:** Once a Scion passes mastery of physical cold, he can send that chill seeping into souls to freeze and quell passions.



## Flash Freeze (Frost ••••• ••••)

**Dice pool:** Stamina + Survival

**Cost:** 5 Legend

**Reference:** Ragnarok p.38

**Description:** The Scion's command of frost enables her to freeze a single item or creature in an instant.



## Ymir's Hand (Frost ••••• •••••)

**Dice pool:** Dexterity + Craft

**Cost:** 15 Legend

**Reference:** Ragnarok p.38

**Description:** Scion can inflict glacial cold over an area whose radius in miles equals his Legend rating.



## The Subtle Knife (Illusion •)

**Dice pool:** Manipulation + Larceny

**Cost:** 1 Legend per item

**Reference:** Ragnarok p.39

**Description:** The Scion concentrates on an item that he touches or carries, and the item becomes unobtrusive even to a concentrated search.



## Stolen Face (Illusion ••)

**Dice pool:** Manipulation + Presence

**Cost:** 1 Willpower + 1 Legend

**Reference:** Ragnarok p.39

**Description:** Tricksters in myth often take on someone else's appearance, generally to further a special plot or to bring humiliation to a rival.



## Fool's Gold (Illusion •••)

**Dice pool:** Manipulation + Art

**Cost:** 2 Legend per item

**Reference:** Ragnarok p.40

**Description:** Beyond simply concealing items, tricksters occasionally make worthless leaves, rocks or sticks seem valuable



## Dreamcraft (Illusion ••••)

**Dice pool:** Wits + Art

**Cost:** 2 Legend per subject

**Reference:** Ragnarok p.40

**Description:** A demigod can craft hallucinations that do not correlate with anything real.



## Loaned Identity (Illusion •••••)

**Dice pool:** Manipulation + Presence

**Cost:** 5 Legend

**Reference:** Ragnarok p.41

**Description:** the Scion can disguise a person or a significant object as something else.



## Fantastic Vista (Illusion ••••• •)

**Dice pool:** Manipulation + Survival

**Cost:** 1 Willpower + 3 Legend

**Reference:** Ragnarok p.41

**Description:** The illusionist's powers of deception allow her to conceal entire landscapes.



## Hidden Name (Illusion ••••• ••)

**Dice pool:** Wits + Stealth

**Cost:** 1 Willpower + 4 Legend

**Reference:** Ragnarok p.42

**Description:** This Boon helps a trickster lie low and avoid detection.



## Dreamworld (Illusion ••••• •••)

**Dice pool:** Varies

**Cost:** 1 Willpower + 5 Legend per participant

**Reference:** Ragnarok p.42

**Description:** This Boon extends Dreamcraft (Illusion ••••)



## False Pretenses (Illusion ••••• ••••)

**Dice pool:** Wits + Presence

**Cost:** 5 Legend per scene

**Reference:** Ragnarok p.43

**Description:** The Scion casts away his own appearance and assumes the likeness of some other creature or object, as with Stolen Face.



## The Best Trick (Illusion ••••• •••••)

**Dice pool:** Manipulation + Craft

**Cost:** 15 Legend

**Reference:** Ragnarok p.43

**Description:** The greatest trick, for an illusionist, is to make an illusion that is indistinguishable from reality.



## Peaceful Meeting (Magic •)

**Dice pool:** Charisma + Command

**Cost:** 1 Legend

**Reference:** Ragnarok p.44

**Description:** It keeps meetings with strangers from erupting in violence.



## Traitor's Toast (Magic •)

**Dice pool:** Wits + Art

**Cost:** 1 Legend, 1 lethal health level

**Reference:** Ragnarok p.44

**Description:** A Scion uses it if she suspects poison in her drink.



## Illwind Curse (Magic ••)

**Dice pool:** Manipulation + Medicine

**Cost:** 1 Legend

**Reference:** Ragnarok p.44

**Description:** It renders its victim both unpleasant to be around and impossible to take seriously.



## Blood Mead (Magic •••)

**Dice pool:** Intelligence + Craft (Brewing/Cooking)

**Cost:** 1 Legend

**Reference:** Ragnarok p.45

**Description:** One sip of this magical mead can turn any man into a wise counselor or an eloquent skald.



## Avoid a Fate (Magic ••••• •)

**Dice pool:** Manipulation + Occult

**Cost:** 3 Legend + 1 Willpower

**Reference:** Ragnarok p.45

**Description:** Until the next full moon, the person becomes immune to that particular Fate.



## Beast Shape (Magic ••••• •)

**Dice pool:** Manipulation + Animal Ken

**Cost:** 3 Legend

**Reference:** Ragnarok p.45

**Description:** Using this spell, a Scion can use Magic to assume the form of a normal animal.

