


MYSTERIES OF THE WORLD

THE SCION COMPANION

SCION
SECOND EDITION

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STEFFIE DE VAAN, ERYKAH FASSETT, MICHAEL GOODWIN,
CHRIS HANDFORTH, MATT HERRON, CARY KINGDOM,
GEOFFREY MCVEY, ALEJANDRO MELCHOR,
ROBERT VANCE, P. A. VAZQUEZ

CREDITS

Developer: Meghan Fitzgerald

Writers: Steffie de Vaan, Erykah Fassett, Michael Goodwin, Chris Handforth, Matt Herron, Cary Kingdom, Geoffrey McVey, Alejandro Melchor, Robert Vance, P. A. Vazquez

Scion Lead Developer: Neall Raemonn Price

Editor: Heather Rigby

Art: Shen Fei, Pat McEvoy, Bryan Syme, William O'Brien, Luciano Komorizono, Andrea Payne, Chris Bivins

Art Director: Mike Chaney

Creative Director: Richard Thomas

IN MEMORIAM

We dedicate this book to Alejandro (Alex) Melchor, a wonderful writer, game designer, collaborator, colleague, and friend whom we will miss dearly. We're proud to have his work live on in these pages. Rest in Peace, Alex.

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INTRODUCTION	6		
What's in This Book?	7		
CHAPTER ONE: THE THOUSAND PATHS OF A SINGLE ROAD	8		
Myth Levels	9		
Reshaping Myth	10		
Genre	10		
Theocentrism	12		
Titanomachy	15		
Evidence	18		
A Matter of Interpretation	21		
CHAPTER TWO: CULTS	22		
New Birthright: Cult	23		
Cult Systems	23		
Foundation	25		
Communal Cults	26		
Sample Cults	26		
Agawaateshin	26		
Children of the Dagda	27		
Cult of Elena Amaral	27		
Storyguiding Cults	28		
Asset and Liability	28		
Unorthodox Cults	28		
Story Hooks	28		
CHAPTER THREE: PANTHEONS	30		
The Loa of Haiti	32		
Principal Members	32		
Legba, Who Opens the Way	32		
The Barons, Who Wait in the Graveyard	32		
Damballa, the Ancestor	33		
Ezili, Who Struggles and Loves	33		
Kalfu, Who Walks at Night	34		
Lasyren, Who Sings in the Sea	35		
Ogou, Who Wields Iron	35		
Cosmology	35		
Titans: None	36		
Primordial: Bondye	36		
Religion: Vodou	36		
Birthrights	37		
Guides	37		
		Relics	37
		Relationships	37
		Nemetondevos of Gaul	38
		Principal Members	38
		Andarta, Goddess of War	39
		Belenos, Keeper of the Wheel	39
		Cernunnos, Horned God of the Wild	40
		Epona, Goddess of Horses	40
		Esos, The Forester	41
		Nantosuelta, Goddess of Hearth and Hive	42
		Nehalennia and Nodens, Twins of Voyages and Healing Journeys	43
		Taranis, God of the Sky and the Storm	44
		Sulis, Goddess of the Healing Springs of Bath	44
		Cosmology	44
		Titans	45
		Primordials: The Materes	45
		Religion: None	45
		Birthrights	46
		Covenant	46
		Creatures	46
		Followers	46
		Guides	46
		Relics	46
		Sanctum	46
		Relationships	46
		Other Pantheons	46
		Signature Purview: Nemeton	47
		New Path: Druid	49
		Heroic Druid Knacks	49
		Immortal Druid Knacks	49
		Heroic Warrior Knack: Trimarkisia	49
		The Yazata of Persia	50
		Principal Members	50
		Anahita of the Waters	50
		Ashi of the Good Reward	51
		Atar, Son of Ahura Mazda	51
		Haoma, The First Priest	52
		Hvare-Khshaeta, Who Is the Radiant Sun	52
		Mangha, Who Is the Moon	53
		Mithra of the Covenants	54
		Rashnu, Who is Justice	54
		Sraosha, Who is Conscience	54
		Tishtrya of the Rain	55
		Vanant the Good	55
		Vata-Vayu, Who Is the Wind	55
		Verethragna, Who Smites All Resistance	56

<i>Zam, Who Is the Earth</i>	57	Principal Members	80
Cosmology	57	<i>Aeva, God of Time and Death</i>	80
<i>Hara Berezaiti</i>	58	<i>Ytar, God of Space and Void</i>	81
<i>Garö–Demánæ</i>	58	<i>Amnis,</i>	
<i>Druj–Demánæ</i>	58	<i>Mother of Rivers and Destroyer of Want</i>	83
<i>Hamistagan</i>	58	<i>Badarus,</i>	
<i>Chinvat Bridge</i>	58	<i>Father of Oceans and Divine Shipwright</i>	84
<i>Titan: Angra Mainyu, Lord of the Daevas</i>	58	<i>Kuros, Messenger on the Winged Throne</i>	84
<i>Primordial: Ahura Mazda, The Wise Lord</i>	59	<i>Demosia,</i>	
Religion: Mazdayasna (Zoroastrianism)	59	<i>Queen of the Night and Keeper of Secrets</i>	84
Birthrights	59	<i>Hesbon, Who Brings the Towers Down</i>	85
<i>Creatures</i>	59	<i>Skaft, the Greatest Inventor</i>	85
<i>Followers</i>	59	<i>Versak, the Judge of All Evil</i>	86
<i>Guides</i>	59	<i>Step Four: Faces of Divinity</i>	86
<i>Relics</i>	60	<i>Scions</i>	87
Relationships	60	<i>Step Five: Cosmology</i>	87
<i>Other Pantheons</i>	60	<i>Titans and Other Beings</i>	87
<i>Greatest Weakness</i>	61	<i>Step Six: Religion</i>	88
Signature Purview: Asha	61	Birthrights	88
Mantles	63	<i>Followers</i>	88
Additional Gods	63	<i>Guides</i>	88
<i>Bragi, God of Music and Poetry</i>	63	<i>Relics</i>	88
<i>Vishvakarman, Divine Architect</i>	64	<i>Step Seven: Birthrights</i>	88
<i>Omoikane,</i>		<i>Step Eight: Relationships</i>	89
<i>Amatsukami of Wisdom and Intelligence</i>	65	<i>Signature Purview: Demiurgy</i>	90
<i>Biboonike, the Winter–Maker</i>	65	<i>Step Nine: Pantheon Path</i>	91
<i>Upuaut, Opener of Ways</i>	66		
<i>Erinle, God of Healing and Hunting</i>	66		
<i>Doumu, Mother of the Big Dipper</i>	67		
<i>Xolotl, God of Outcasts</i>	67		
<i>Hecate, Lady of the Crossroads</i>	68		
<i>Midir, God of Hunting, Games, and Strategy</i>	68		
<i>New Birthright: Covenant</i>	69		
CHAPTER FOUR:		CHAPTER FIVE:	
MAKING YOUR MARK	72	CRAFTING AND RELICS	92
Purview Creation	73	Expanded Crafting	93
<i>Purview Concept</i>	73	<i>Difficulty and Complications</i>	93
<i>Innate Powers</i>	73	<i>Flaws</i>	93
<i>Boons</i>	74	<i>Milestones</i>	93
<i>Specialized Purviews</i>	75	<i>Massive Projects</i>	94
Creating New Pantheons	78	<i>Intervals</i>	94
<i>Step One: Why and How?</i>	78	<i>Inspiration</i>	95
<i>Step Two: How Does It Fit?</i>	79	<i>Makeshift Projects</i>	95
The Teros of Atlantis	80	<i>Repairing and Reforging</i>	95
		<i>Purviews and Callings</i>	96
		<i>Paths</i>	96
		Expanded Relic Design	97
		<i>Motifs</i>	97
		<i>Powers and Flaws</i>	97
		<i>Example Relic Creation</i>	99
		New Example Relics	100

CHAPTER SIX: TRANSLATION GUIDE 102

Updating Your Scion	103
<i>Concept, Pantheons, and Divine Parentage</i>	103
<i>Paths and Skills</i>	103
<i>Attributes</i>	104
<i>Callings, Knacks, and Purviews</i>	104
<i>Birthrights</i>	104

<i>Deeds and Experience</i>	105
Myths and Mechanics	105
<i>Storypath and Dice Pools</i>	105
<i>Different, but Still Epic</i>	105
Changes to the World	107
<i>Titans</i>	107
<i>Fate</i>	107
<i>Hidden in Plain Sight</i>	108
The Benefits of Flexibility	108



INTRODUCTION

Who verily knows and who can here declare it,
whence it was born and whence comes this creation?

The Gods are later than this world's production.
Who knows then whence it first came into being?

He, the first origin of this creation, whether he formed it all or did not form it,

Whose eye controls this world in highest heaven,
he verily knows it, or perhaps he knows not.

— The *Rig Veda*, Mandala 10, Hymn 129

Though knowledge, wisdom, and the sight to see the unseen are many Scions' birthrights, The World holds infinite secrets. Gaze deep into Tezcatlipoca's mirror or the eyes of an avian bringer of omens, and no matter how sagacious you imagine yourself to be, you'll learn something new — or something older than time.

Mysteries of the World is a companion to the main series of **Scion** books. It presents optional rules and new pantheons, expands upon setting elements and systems introduced in **Origin** and **Hero**, and gives Storyguides and players both a leg up in not only understanding **Scion**'s particular brand of the Storypath system, but also fine-tuning it to meet their table's needs. You don't *need* this book to play a game of **Scion**, but if you want to explore The World and its many mysteries in more depth, it's got you covered.

WHAT'S IN THIS BOOK?

- **Chapter One: The Thousand Paths of a Single Road** describes *axes* and *myth levels*: sets of setting dials you can fiddle with to calibrate The World precisely to your liking. It includes adjustments to genre, theocentrism, Titanomachy, and evidence of the supernatural, each on a scale from Iron to Gold, as well as examples of what a World with the axes all set to one myth level might look like for each.
- **Chapter Two: Cults** presents an in-depth look at how Scions go about one of their most important roles in The World — acting as intermediaries between humanity and the Gods. It introduces Cult as a new Birthright with full systems, shows a few examples,

and gives the Storyguide advice on how to use cults in a game.

- **Chapter Three: Pantheons** introduces three new pantheons: the Loa, cousins to the Òrìshà; the Nemetondevos, reincarnated Gods of lost Gaul; and the Yazata, worthy deities of Persia. This chapter also elaborates on how Mantles work and presents one additional God for each of the 10 pantheons in **Scion: Hero**, plus the new Covenant Birthright for tutelary Gods.
- **Chapter Four: Making Your Mark** walks through how to build your own custom Purviews and pantheons, both conceptually and mechanically. It also presents the optional and fictional Atlantean pantheon, the techno-miraculous Teros, as an example of the process to demonstrate how it's done.
- **Chapter Five: Crafting and Relics** greatly expands the crafting rules in **Scion: Origin** and the relic design system from **Scion: Hero**, with additional rules for various types of crafting projects and advice on how to use them. It walks through two full examples of how to use both systems, and then presents one example relic for each of the four new pantheons in this book.
- **Chapter Six: Translation Guide** is a chapter full of advice for players and Storyguides who started with **Scion First Edition** and would like to transfer their characters and stories over to the new edition. It includes character recreation, examples for how to convert the remaining Epic Attributes that aren't Purviews in **Scion: Hero**, and a discussion on how the setting has changed to help Storyguides adjust.



CHAPTER ONE
THE THOUSAND PATHS
OF A SINGLE ROAD

Find the story, Granny Weatherwax always said. She believed that the world was full of story shapes. If you let them, they controlled you. But if you studied them, if you found out about them...you could use them, you could change them.

— Terry Pratchett, *Witches Abroad*

Fate and Deed shape The World, as the power of mortals to tell — and believe in — stories weaves together with the will of the divine. This is also true for any given **Scion** series, in which you describe The World for the players to understand, and ultimately, to impact.

Scion provides a mythic road along which you and your players can travel to tell the characters' epic sagas, but you are free to take players down different paths following your own version of The World, one that feels better suited for the stories you want to tell and the players want to experience. Maybe in *your* World no real difference exists between Titans and Gods; or maybe the pantheon the characters belong to is the only pantheon that is *true*, and every other God is just a different Mantle; or maybe the Gods abandoned The World and only creatures of Legend are left to fulfill their duties.

To help you with the task of reshaping The World, this chapter describes four axes along which you can define the different elements in a **Scion** series. You can dial each axis up and down to define how prominently each of the elements features in your version of The World, to mix and match to your heart's content. These four categories are:

- **Genre:** A label that describes what you can expect from a story, genre is the tropes, archetypes, and story elements shared among that genre's examples. The genre of a **Scion** series describes the kinds of challenges the characters face in the different areas of action; for example, a procedural focuses more on investigation and will thus feature more sneaky informants and unexpected betrayals, while a game that gravitates toward action-adventure features more faceless minions and cliffhangers.
- **Theocentrism:** In a World full of myths, the Storyguide may wish to limit the ways in which one, several, or all the pantheons influence The World, defining the role of any given mythology in the setting. Depending on where you set the dial, while all myths are true, some may be truer than others. This category also contemplates the role of monotheistic religions in humanity's body of myth.
- **Titanomachy:** The conflict between the Titans and the Gods is central to **Scion's** default setting, but Storyguides can create an alternative World from the ramifications of different ways in which the Titans and Gods might interact.
- **Evidence:** By default, the existence of Gods and their Legends is relatively common knowledge, however cautiously it may manifest. A popular way to depict a World in which myth coexists with modernity is to

hide the mythical in society's shadows, where only those fully part of it are aware of its presence. How evident the supernatural is to mortals greatly affects the way Scions interact with The World.

MYTH LEVELS

The dial in each of the axes above can be set to one of five different "settings," or myth levels: Iron, Heroic, Bronze, Silver, and Gold. These levels have no implied meaning of "good" or "bad," and none is "better" than the others; they just define the type of story you tell.

- **Iron:** This is the level that most resembles the real world. When you keep the mythical at its lowest profile possible, you have fewer extraordinary elements to keep track of. This can help you focus on more mortal themes and tell a story that feels more personal for the players, as they already know how most of The World works. Here, the divine is more mysterious and thus feels more wondrous when characters encounter it.
- **Heroic:** At this level, the setting gives players a small sample of the fantastic, and mythic themes become more evident. While mythic reality cannot be denied, the rules of mundane existence restrict it, forcing Legends to manifest through allegory and symbolism; feats of magic and divine power appear as extreme coincidences or rare miracles spoken of for years.
- **Bronze:** At this level, mythic elements can manifest openly or are more central to the series, but large displays of power always carry a price or consequence, with Fatebinding being just one of them.
- **Silver:** The mundane restrictions placed on the mythic in the previous levels are mostly gone, granting you the full array of mythic elements for your story. Any axis set at this level creates a World that is undeniably different from the real world, changing many common assumptions to accommodate for the stuff of Legend. The restrictions you place on the series define the scope of what your game actually includes, rather than what the setting *can* include.
- **Gold:** An axis set to this level includes the most outrageous and extreme elements in its purview, offering you not only the full palette of The World, but the chance to push beyond it. The way the mundane works is an afterthought, and the changes this level brings to the axis may cascade into others, changing the face of the everyday World in open, unequivocal ways.

MYTHOLOGY NOIR: THE IRON SERIES

A consonant Iron series thrives with a grim and gritty tone, because it's almost completely mundane despite the powerful threats and potent conflicts brewing beneath the surface. The divine is hidden under layers and layers of mystery and metaphor, and The World is way past the Gods' heyday. Scions must work hard to discover and earn their place in their pantheon's mythology, and Fate's hold on humanity is weak. Most mortals don't know or care about any faith but their own, and beings of a divine or magical nature pass as everyday humans with ease, unable to bring much of their power to bear within The World. The Titanomachy is a distant memory, which makes the story easier to focus on the characters' personal relationships and heroic journeys.

An Iron series can more easily include hints of horror as creatures of Legend stalk from the shadows, their existence forgotten, or from perfectly mundane sources like a serial killer who draws inspiration for their crimes from misinterpreted or outdated traditions to honor the Gods. A good media inspiration for the consonant Iron series is Neil Gaiman's *American Gods*.

When you set all the axes to the same myth level, The World takes on a particular flavor with elements that play well with each other. Throughout this chapter, you will find a description of each of the five possible consonant series you can use as a base from which you can adjust the different dials to create your own version of The World.

RESHAPING MYTH

Usually, you'll fiddle with The World before the story begins, so the series' unique personality colors every aspect of the game from the start. You can set the four axes independently from each other, but some choices may affect the setting for a different axis. For example, the Iron Titanomachy level, at which Titans have better things to do than war with the Gods, affects a Heroic Theocentrism setting in which said war normally plays a big part in the featured pantheon's motivations. The relationships exist in the details, and part of the fun of changing the myth levels in **Scion** is coming up with all the implications of your choices.

It is possible to adjust the dials mid-series, too, if something in the story drastically changes. For instance, the Titanomachy may begin at the Iron or Heroic level but escalate into Bronze or even Silver once the characters antagonize a Titan enough. An Iron-level Secrecy dial might explode into Heroic or Bronze if the characters rip open

an obvious gate to a Godsrealm or unleash a blatant curse on The World. If your troupe doesn't *want* mid-game dial adjustment to be possible, that's fine too — unleashing a curse can manifest more subtly, or a Titan might find lesser or more insidious ways to exact revenge.

GENRE

A **Scion** series is made up of a multitude of narrative elements, and its genre is not so much about *what* happens in the story but *how* it happens. The characters can foil the plans of a Titanic cult in many ways, but the series' broad genre define which ones are easier to achieve. With an Iron Genre, the series favors resolution in more grounded ways, with characters finding information, influencing people, and generally using their brains. With a Gold Genre, Scions are more likely to materialize directly inside the cult's sanctum and dismantle it with a generous application of brawn and Boons.

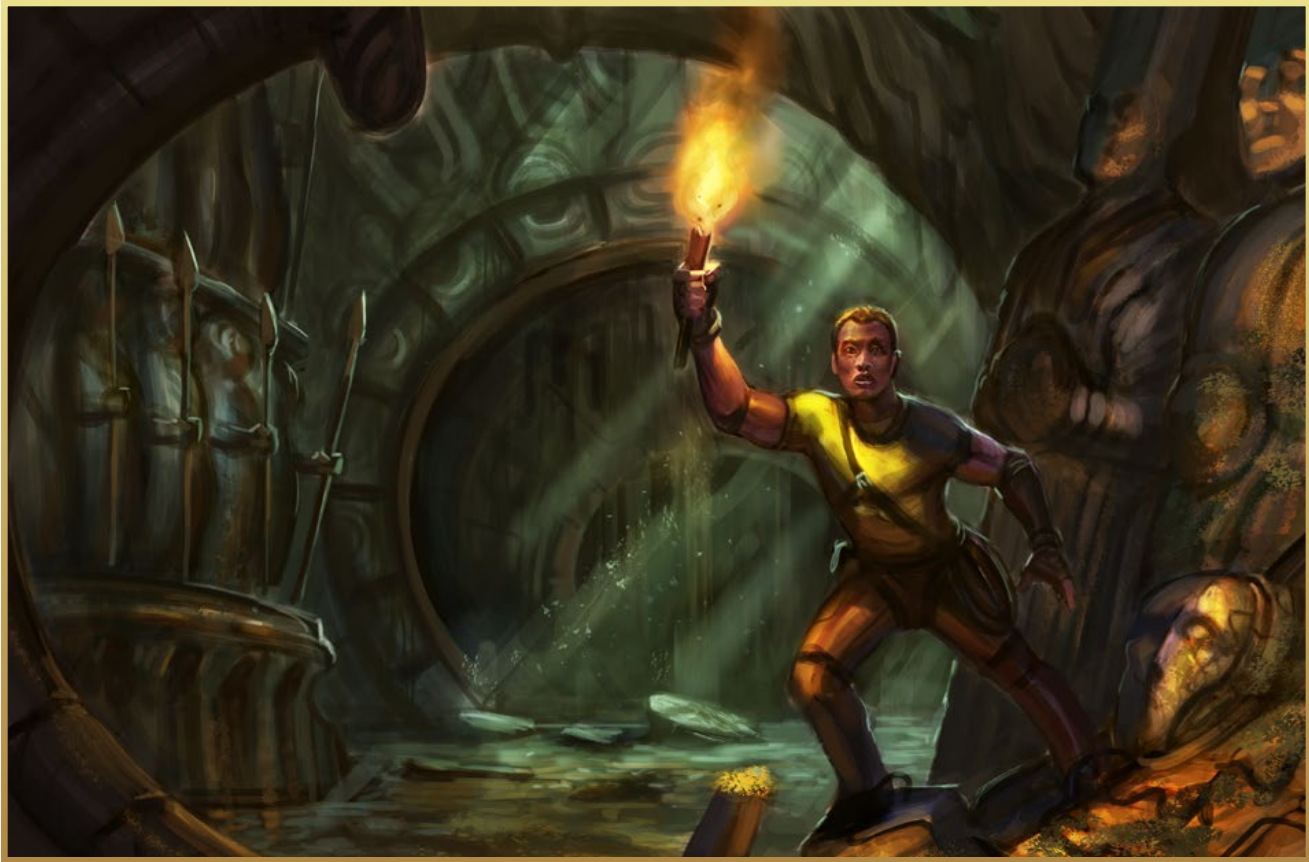
The following tools are available to help portray and support your series' genre:

Areas of Action: The characters' encounters use systems classified under one of three areas depending on the kind of actions the characters undertake: procedural for scenes based on investigating mysteries and the search for information, intrigue for interactions between the players' characters and the Storyguide characters that populate The World (and Terra Incognita), and action-adventure for times when violence and physicality define the outcome. The frequency with which you use one area of action over others is part of what defines the series' Genre.

Supporting Cast: Storyguide Characters help you describe The World to the players and showcase how their characters' actions impact it. The areas in which the most prominent SGCs are more effective, as well as their general concepts and the Qualities they possess, are good indicators of the game's Genre: A Femme Fatale with Center of Gravity as a major player suggests more of an intrigue focus, while a constant stream of Faceless Minion Mooks is the bread and butter of action-adventure, and a Bumbling Hacker sidekick provides helpful information and resources in a procedural.

IRON GENRE

An Iron Genre favors a more down-to-earth approach to drama. The main obstacle in an Iron series is mystery, and curiosity and ingenuity are more valuable for Scions trying to solve it. You can run an Iron series by focusing on the procedural area of action, sprinkled with intrigue both as the motivation behind the mystery and as steps along the investigation. The supporting cast of an Iron series focuses on what they know and where they hide to help the characters along or act against them. Interaction and perception are the core of most scenes, as characters find clues and interrogate people who may have them. Action and combat scenes are still part of your narrative repertoire, but they are bridges between scenes in which characters disentangle the story's secrets rather than a way to resolve them.



In the Iron Genre, actions in the action-adventure area cannot benefit from stunts costing more than three successes, and stunts in intrigue cost one additional success. Stunts in the procedural area are unchanged. Knacks cost an extra Momentum when applied in areas other than procedural; marvels and Boons applied in non-procedural areas require spending a Legend instead of imbuing it, and those that would normally require spending one can't be used at all.

HEROIC GENRE

While still focusing on mysteries and their resolution, the Heroic Genre allows more physicality. Procedural actions are still the main tool for pushing the story forward, but some steps along the way require more muscle. Some classic examples are traveling to exotic locales in search of clues, climbing down an abandoned missile silo, plumbing the depths of ancient ruins, and solving physical puzzles left behind by an ancient architect. The action-adventure area at this level deals more with daring escapes and heart-stopping exploration than actual combat, favoring a chase through a crowded Moroccan market over facing off with gun-toting Mooks. Scenes that *are* all about combat should have a clear narrative goal, such as a final confrontation with a Titanic cult leader who orchestrated the thefts and murders the protagonists were investigating.

In the Heroic Genre, players can use stunts and Knacks freely in all areas of action except combat, which still follows Iron Genre rules; marvels and Boons still work as in Iron.

BRONZE GENRE

The default genre level for **Scion** is Bronze, offering a balanced mix between procedural, intrigue, and action-adventure encounters, tailored for group's composition. The overall structure of a Bronze Genre story follows the characters' investigations and relationships with the cast of SGCs, peppered with moments of exciting action. In the Bronze Genre, action scenes are useful tools not only to provide dramatic resolutions but also to underscore some of the characters' qualities, such as flaunting their divine heritage when overcoming faceless minions, or exploring what they are capable of when defending their ideals and loved ones.

The Bronze Genre follows all the normal rules.

SILVER GENRE

Ramping up in action, the Silver Genre represents a greater risk of bodily harm. Scions in the Silver Genre should already be Heroes so that, armed with the supernatural resources of their heritage, they can face odds that would stop ordinary mortals. In a Silver Genre, action-adventure scenes are grand and thrilling, and sometimes their only purpose is to show off the Scions' flashiest powers. The stakes of procedural and intrigue actions are also higher, or at least more melodramatic, running on emotions high and deep.

In the Silver Genre, when a player purchases an enhanced Stunt in the action-adventure area, increase the Enhancement by +1 when applied to a roll in the procedural

EVERYDAY PROWESS: THE HEROIC SERIES

Characters in a consonant Heroic story live in a World that is decidedly magical, but the magic is hard to find. They meet creatures of Legend who are more or less open about their natures as a matter of course, though such creatures still look completely human and divine powers usually wear a disguise of exceptional skill or absurd luck. The Heroic World is pulpier, and the characters are a bit larger than life, but ordinary mortals mostly don't notice unless they get dragged into things via Fatebinding. They acknowledge faiths other than their own but still don't pay them much mind. Like Denizens, titanspawn are more common, lurking around playing espionage games and scouting out the major players, but the Titanomachy is still cold and many Hero-tier Scions don't realize it's coming except in the occasional vague omen. Good inspirations for the consonant Heroic series are Homer's *Iliad* and *Odyssey*.

or intrigue area. Players have access to a new Stunt in any area that costs five successes to turn their action into a Feat of Scale with Scale 1 that stacks with other Scale sources.

GOLD GENRE

Nothing in the Gold Genre is meant for subtlety. Motivations and personalities are as nuanced and three-dimensional as other genre levels, but they often manifest in grandiose gestures. This is the genre for villains explaining their plans with megalomaniacal laughter, for protagonists outsmarting creatures of Legend with mythic cleverness, and a single Hero taking entire armies head on (tragic last stands optional). While the scope of actions in the Gold Genre is more appropriate for Heroes and Demigods, this level can also portray pre-Visitation characters' journeys toward the Hero tier, with a story full of epic trials to test the Scions' mettle in all areas of action.

In the Gold Genre, players retain access to the new Stunt from the Silver Genre, but in the action-adventure area it costs four successes and grants Scale 2 instead. When purchasing a complicated, enhanced, or difficult Stunt with the successes from a roll in the action-adventure area, the player also gains a free 1s Stunt to apply to any of the other options or the Feat of Scale stunt, if they have enough successes leftover.

THEOCENTRISM

In the default World, every myth is true. However, you might wish to tell a story with a narrower scope. The Theocentrism axis defines just how central a body of myth is to the setting as compared to others. The narrower the setting, the fewer pantheons and mythologies it takes into account.

Theocentrism is a delicate axis, as reshaping The World across its dial puts more weight on the belief system of a particular culture over others. You and your players must discuss how you all want to play out the new myth level, with full awareness that this version of The World is *yours alone*, and that its cultural implications include cultural imperialism, appropriation, and erasure outside that fictional context.

The most prominent elements relevant to Theocentrism are:

Cosmology: The main assumption of the Theocentrism axis is that one pantheon or several pantheons are more important or more present than the others, whether because mortals in the setting only believe in or acknowledge a few, or because the story is only meant to highlight a few. Together with your players, decide which pantheon is at the core of the series and subordinate all others to this choice. Non-dominant pantheons still *exist*, even if their worldviews don't reflect how the players experience The World and its strange places, or they no longer have worshipers, like the Nemetondevos in the default modern setting (p. 38).

The 1000 Godly Masks: Some Gods have more than one Mantle, like the Greek Athena being also the Roman Minerva, and the long and complicated relationship between the Devá and their various Incarnations. Mantles become more important at narrower levels of Theocentrism, as Scions and mortal cults may view Gods of non-dominant pantheons as simply variations of their own Gods wearing culture-specific Mantles.

Monotheism/Henotheism: Monotheism by nature does not recognize the divinity of any deities other than its own, but The World is already consistently contradictory, and monotheism is just another cosmological truth that shares space with every other truth. In the default World, henotheism is much more common, and even monotheistic religions have space for God-like entities that can form pantheons around the primary God. A series where monotheism is the dominant cosmology, regardless of the Theocentrism level, changes The World in different ways than if a polytheistic pantheon is dominant.

Supernatural Presence: It's also possible to use this axis to dial the prominence of divinity at large up and down. Establishing that *every* pantheon is non-dominant in The World makes for an underdog or comeback story for Scions and other supernatural beings. This affects how strong an influence Fate has on mortals and how much characters struggle to access their divine powers.

IRON THEOCENTRISM

Only one divine truth matters, and characters view everything else as an interpretation or expression of it — if anything else even shows up at all. Protagonist Scions all belong to the dominant pantheon, and the series follows that pantheon's themes, as exemplified by its Virtues and the Callings of its most prominent deities. If *no* pantheons or Gods are important, divinity at large is completely down

and out, struggling just to survive in a world where humanity has lost its faith. Godly Incarnations scrape and beg for scraps of influence and Scions are their last-ditch effort to restore their own relevance.

Secondary pantheons simply don't factor in the series, either because their power is heavily diminished, they choose not to embroil themselves in human affairs, or the Storyguide simply doesn't involve them in the story. For example, in an Iron Theocentrism series with a focus on the Æsir, characters in the setting may assume that all dead souls end up in Helheim regardless of culture or beliefs, although Hel may be gracious enough to tailor sections of her realm to resemble the expectations of other cultures' souls. Your game doesn't have to make the statement that Yomi and the Duat don't *exist* — they're just not relevant to this particular story, or they're totally inaccessible and have no influence in The World.

You can also use Iron Theocentrism itself as a major hook for your series: Maybe only one pantheon is dominant because the others were overthrown, banished, or murdered, and the characters may take up a quest to restore them as an endgame goal if they like.

When monotheism is the focus, the reigning “pantheon” has only one *true* God, and everything supernatural with which the characters interact obeys the rules of that God's cosmology. If other “Gods” exist in game terms, as beings a character can be the Scion of, they are demons and devils if they oppose the deity, or angels and saints if they align with it. Scions are saints and prophets embodying the many Callings of the divine, or children of angels, demons, or other archons the cosmology accepts.

The one true God may produce a Scion, but such a character might immediately outweigh other Scions in relevance, and is better left as an SGC or an as-yet unfulfilled prophecy unless all the players are okay with the idea that one of them will garner more attention than the others. This may prove a delicate topic if the dominant pantheon is an existing monotheistic religion, so discuss it with your players and make sure everybody is on the same page. Alternatively, maybe *all* Scions in the game are progeny of the one God, and the Storyguide just doesn't introduce any other kinds of Scions; or maybe the “one true God” turns out to be part of a larger pantheon that they subjugated, consumed, or otherwise replaced. If, in your World, Loki — or even Surtr — managed to survive Ragnarok or trap all the other Æsir in a prison realm, they might present themselves as the only God who matters. When a monotheistic religion is dominant, only the Terra Incognita of that religion are accessible.

In Iron Theocentrism, only the pantheon Path of the dominant cosmology is available to players. If other pantheons show up at all, their Paths are exclusive to SGCs. If a player's character concept is tied to a non-dominant pantheon, they can design their own Society Path without Virtues or a Signature Purview, but they still possess the traits of a Scion of the dominant Gods, whether that makes them rebels, liaisons, traitors, or adopted. They can,

however, take Birthrights from another pantheon, if at least half their total Birthright dots come from the dominant one. If there is no dominant pantheon, the characters are pre-Visitation Scions or Denizens rather than actual Heroes, though they may have Society Paths related to pantheons as above.

HEROIC THEOCENTRISM

The story still focuses on one or several dominant pantheons, but other mythologies' Gods, Scions, and associated creatures of Legend make appearances, though characters may view them through the lens of the dominant cosmology. For example, the Xolotzcuintli dogs that guide the Teōtl dead through Mictlan are assumed to belong to the same mythic species of good boys as Kerberos, who guards Hades, and the Cu Sith of the Tuatha Dé Danann. In the same vein, non-dominant Terra Incognita that are accessible may be presented as aspects or “provinces” of the dominant cosmology, such as the river Cocytus as a tributary of one of Mictlan's nine Apanohuacalhuia. If *no* pantheon dominates, divine elements are present and well-known but weak or diluted, rarely making an appearance unless they have something important to accomplish; it takes frequent public miracles to convince mortals the Gods aren't on their way out for good.

Heroic monotheism includes peripheral or apocryphal myths as part of its core cosmology by default, such as the ifrit of Islam and the Abrahamic Nephilim; mythic personages may be interpreted as Mantles of or transplants from other pantheons (this is, in fact, how Lilith ended up a Liminal figure within Abrahamic myth in our own world despite her roots as a demon in Sumerian mythology). Syncretism is the name of the game when it comes to the dominant religion interacting with others — think “Roman Empire” levels of appropriation and integration, here.

Under Heroic Theocentrism, non-dominant pantheon Paths remain unavailable to players, but those who wish to play a character tied to a non-dominant pantheon can replace the Virtues of the core pantheon Path with those of the non-dominant pantheon, and choose one Purview and one Calling from a Godly patron of the secondary pantheon. Iron rules for Birthrights still apply. If there is no dominant pantheon, characters can be Heroes but with no access to any Signature Purview (making relics with motifs extremely important); they still choose a parent pantheon as normal for its Virtues and divine parentage, though. This level still abides by Iron Birthright rules, and the Difficulty of rolls to increase a Fatebinding's strength goes up by 3.

BRONZE THEOCENTRISM

The story still focuses mainly on the chosen cosmologies, but other pantheons' agents meddle frequently and independently in events. Usually, characters come from the dominant pantheon, but exceptions are possible as long as the divergent players are okay with knowing their pantheons are distinct underdogs, narratively and mechanically speaking. A real-world historical example of this is when the Romans absorbed the Egyptian and Gaulish Gods into

their pantheon and then mostly erased their independent identities altogether.

If no pantheon dominates, the divine still fights an uphill battle, but the tide is turning in its favor and the supernatural bleeds through into The World more often. Mortals actively quest to restore it and Scions more closely resemble the larger-than-life Heroes the default World knows.

The most common way to run with a whole band of characters belonging to one or more secondary pantheons is as part of a resistance that wishes to take Fate back from the core cosmology and, as they defy impossible odds, their Legend grows. For instance, perhaps Scions of the Manitou, the Òrìshà, and the Teōtl band together to take their worshipers back from a dominant Christianity. Terra Incognita, relics, and other elements of secondary pantheons are accessible, but they might be ruined, appropriated, or hard to find.

Bronze-level monotheism doesn't have such a tight hold on the story. While monotheistic tenets and archetypes remain dominant, polytheistic pantheons are known to be their own entities, rather than foreign demons or angels wearing God's masks. Gods are Gods, and although their cults are fringe practices and the entertainment industry appropriates their symbols for cheap thrills, their power is felt, and their Scions can change The World. The relationships between the other pantheons and the one God's host is usually a prominent theme in a Bronze Theocentrism series.

Whether they are protagonists or SGCs, Scions of secondary pantheons in Bronze Theocentrism must always spend at least 1 Legend when using a Boon or performing a marvel, even against trivial targets. Scions of dominant pantheons gain Enhancement 1 to any opposed roll against those from secondary ones and any effects they create, and reduce the level of Complications they impose by one. Birthrights from secondary pantheons have a maximum rating of 4. If there is no dominant pantheon, the characters can't surpass Demigod tier, and *everyone* must always spend Legend on divine powers, *all* Birthrights max out at 4, and no one gains Enhancements or reduces Complications against anyone else. The Difficulty to strengthen Fatebindings is now at +2.

SILVER THEOCENTRISM

The story includes all pantheons at relatively equal strength and prominence, but one or a few get preferential treatment in The World in ways that create interesting story hooks. While functionally, Scions of dominant and non-dominant pantheons don't really differ in power, mortals have higher regard for the former and pay them more attention. Scions from a secondary mythology have a harder time gathering cults, and they often get confused for Scions of Gods from the dominant pantheon with similar Purviews and Callings. Otherworlds and creatures from the secondary pantheons are around, but most mortals are more familiar with the dominant ones and the non-dominant ones might be harder to find or access as a result;

MODERN EPIC: THE BRONZE SERIES

With all the dials set in the middle between two extremes, Heroes and Demigods both shine. Characters are free to exert their divine power with minimum repercussions, other than the natural consequences of their actions. The burgeoning Titanomachy provides clear foes posing a threat that is still cold and distant but looming; even Heroes know which way the wind is blowing. The players have more character options to choose from, and supernatural beings usually don't bother hiding their natures anymore — though they may still face discrimination or hide for their own reasons. Bronze adventures have higher stakes and demand more daring and epic Deeds, even if divinity still struggles a bit to exert its influence. Here, it's possible for even mortals to stumble across Liminalities or the Lairs of giants and gorgons, and Fate takes a stronger hand with them. A good inspiration for the consonant Bronze series is *Clash of the Titans*.

appropriation by dominant pantheons is still common here, though they meet more resistance. A real-world historical example of this is the Romans subsuming Etruscan and Greek Gods into their pantheon but only partially Mantling them so that they retained some distinct identity of their own.

With no dominant pantheons, the Silver level more or less resembles the default World, with just a bit of a barrier between the divine and a full presence in The World.

Monotheism goes full henotheism at the Silver level, as the more open inclusion of other pantheons makes it impossible for most of The World to follow monotheistic dogma to the letter. Many believe the one God was the architect of The World, but that's not incompatible with other mythologies at this level — they might believe one God created all the others as stewards of the different peoples who raised their eyes to the divine, or that all the Gods are completely separate but the one God is the most powerful or important. This is the level at which the Òrìshà and the Yazata operate in the default **Scion** setting, though since they exist in an otherwise Gold Theocentrism World, they sometimes must adapt to other pantheons' viewpoints so they can speak roughly the same divine language. Some of the dominant religion's mythic figures are known to be Mantles of other forces, like the Virgin of Guadalupe revered in Mexico, who is a Mantle of the Teōtl Goddess Tonantzin, who is in turn a manifestation of the Primordial Coatlicue.

In Silver Theocentrism, characters from dominant pantheons always win ties on opposed rolls and Clashes of Wills against those from secondary ones, and gain Enhancement 1 on rolls to command followers (**Scion: Hero**, p. 203). Bronze

Birthright rules apply. With no dominant pantheons, the Difficulty to strengthen Fatebindings is now at +1.

GOLD THEOCENTRISM

Every myth is 100% true, and no pantheon claims dominance over the others except locally. Scions, creatures, and places from any and every pantheon might appear in the game. Monotheism in a Gold Theocentrism chronicle works just the same, its religions' cosmologies existing alongside all the other true myths, with nothing that makes them stand above other pantheons other than the breadth of their following.

The Gold Theocentrism level is the default for **Scion**, placing no limitations on the players' choices and changing no systems. However, the underlying framework of the game's metaphysics and terminology does favor Greco-Roman, Norse, and Hindu cosmologies, which lends a certain amount of subtle theocentrism for those pantheons to the default setting; you can see the tension that creates in pantheons like the Òrishà and Loa, who reject the God/Titan dichotomy and have no Underworld, and the Nemetondevos (p. 38), who have no unifying Overworld.

TITANOMACHY

This axis measures how relevant the war with the Titans is in your game. This is, perhaps, the easiest axis to dial up and down, but since the rekindling of ancient wars with Titans is one of the main assumptions of the default World, changing it impacts what kinds of antagonists you introduce and in what contexts, and how strong they are.

The Titanomachy dial is fairly independent from other axes; a series with a Gold Titanomachy but an Iron Genre is all about the characters investigating and thwarting the conspiracies of Titans' cultists that try to mirror the Titanic Virtues. By contrast, characters in a Gold Genre series with an Iron Titanomachy can punch a Titan in the face, but usually don't have the chance because the Titans and Gods don't fight — if the Titans are even active at all.

Adjust the Titanomachy by fine-tuning the following elements:

The War: The major and most obvious element of the Titanomachy is the actual war with the Titans. Adjusting this axis to its lowest means no war at all; either the Titans coexist with the Gods peacefully, they ignore each other, or the Titans were not just imprisoned long ago but outright destroyed or sent into a deep slumber from which they haven't awakened. Meanwhile, a Gold Titanomachy means the Titans are the force behind every calamity that plagues humanity.

Titanspawn: Even if the Titans don't figure prominently in a series, their spawn are classical antagonists for Scions of all tiers. The presence of titanspawn is a symptom of their progenitors' imprisonment weakening, but it's not necessary for Titans to be active for titanspawn to appear; they can simply have their own motivations, though they should still be linked to something the Gods think is wrong with The World if the Titanomachy is on the hotter side.

Cults: Mortals can and do worship Titans as much as they appeal to Gods, but Titan cults are usually antagonistic toward Gods' Scions and followers. As the Titans' mortal agents, cultists can be a foil for protagonists, hiding in society's shadows and furthering the goals of their malevolent patrons. At hotter levels of conflict, they might not bother with the hiding part.

IRON TITANOMACHY

The Titans are largely irrelevant. Whether they are long dead, irrevocably isolated, or they just want to be left alone, Titans are not at fault for whatever troubles The World and the Gods don't bother messing with them.

Without a common(ish) enemy to band against, the pantheons conflict more with each other, with Fatebinding the only deterrent against taking their disagreements fully into The World. Terra Incognita exist whose sole purpose is as battlefields or other arenas of conflict between the Gods and their minions. Scions caught in the middle, whether because they belong to a mixed band or because their divine parent belongs to multiple pantheons, are often hard-pressed to avoid difficult decisions.

Titanspawn could be the last remnants of the Titans, or just another part of their corresponding mythologies. They may still plague The World, but their motivations and natures are their own; or they may not roam at all, leaving other Scions, Gods, and creatures of Legend the primary foes of the series instead.

Without the Titans, their cults are just fringe fanatics whose efforts are, by definition, fruitless, and the only danger they pose is the ordinary mortal crimes they can commit in their impotent attempts to cause trouble. The Titans' absence could in itself be part of the story, as the Scions explore the Otherworlds to find out what happened to the Gods' ancient foes or deliberately try to restore one or more of them out of necessity—in which case, titanspawn and Titanic cults may well be *allies*, if temporary and questionable ones.

Birthrights that rely on Titanic influence, like Guides or followers, have a maximum rating of 2. Titan-related antagonists are restricted to Mook and Professional archetypes.

HEROIC TITANOMACHY

Titans are around, but their prisons hold so fast they have no hope of ever escaping. While Titans don't directly influence The World by their own antagonistic volition, their *themes* infect humanity, and a wary cold war fought with subtle influence and sporadic espionage is as far as their minions go against the Gods' agents.

Rather than being the Big Bad, the Titans at this level are an inspiration, knowing or unwitting, for a myriad of Lesser Bads. They loom above the narrative as concepts, which might make them more dangerous than something Scions can physically oppose. For instance, characters may face foes with increasingly powerful technology and magical weapons as The World slides into a dangerous arms race. If the protagonists can't stem this tide of progress

gone haywire, Prometheus may smile, but he can't claim credit directly.

This vague presence makes Titans function more like Primordials in the game — more principles than antagonists. Their spawn and followers have Worldly power but not much supernatural power, and the Titans are completely reliant on them to act as proxies. Even without direct Titanic sponsorship, cultists and titanspawn bear some identifying trait derived from the Titan's Purview and Virtues, from a simple insignia to a universal behavioral pattern.

Titanic Birthrights have a maximum rating of 3. Titanic antagonists can now possess villain archetypes, but usually only one such villain shows up in a given series, or Titanic villains' roles in the story serve some other plot rather than directly Titan-related arcs.

BRONZE TITANOMACHY

The Titans are definitely a dormant threat, but the key point is that they are still dormant. They stalk dreams and engage in a persistent cold war with the Gods, but their hope of escape is small; without the intervention of their minions, they could be safely left alone to grumble in



perpetuity. The Titanomachy comprises preventive maintenance rather than proactive measures, and many pantheons don't even consider it a priority (possibly at their eventual peril).

Titanspawn and cultists now have an actual chance of bringing the Titans back if they're lucky and diligent, which colors their actions and plots. Their chances might be slim, but as long as they exist, these Titanic worshipers act like their success is inevitable; the war is cold, but skirmishes break out here and there as the cults get bolder. Titanic Birthrights have a maximum rating of 4. Titanic antagonists can now possess any archetype, but monsters are rare.



An alternative style of Bronze Titanomachy is for Titans to be exactly the same as Gods in every way, disregarding the usual rules for their Virtues and Purviews. They are fully part of their pantheons and, while they're exactly as malevolent and destructive as their individual Legends dictate, they can Mantle and change over time via Fate. Any antagonistic relationships they have with Gods are personal rather than existential or cosmological; "titanspawn" are just another set of Denizens. In the default World, this variation is relatively common — the Òrìshà and Loa exist here, and the Tuatha Dé Danann and their Fomorian cousins are close enough that only they can really tell who's considered a Titan at any given time for the most part. The Shén hover somewhere between Bronze and Silver, definitely hostile toward their gui but willing to accept them as part of the celestial bureaucracy if they behave.

SILVER TITANOMACHY

Silver is the standard Titanomachy for most pantheons in the default World. Titans exist, they are a serious threat, and their bonds are loosening. Some are free to interact with The World, even if most prefer to stay in their Terra Incognita, and the pantheons cannot agree on what form the Titanomachy should take or if it should be fought at all, given their different relationships with their respective mythologies' Titans. The war teeters between cold and hot, ramping up to open conflict that *will* break out if someone doesn't stop it.

UNFOLDING SAGA: THE SILVER SERIES

A consonant Silver series most closely resembles what **Scion** describes as the default World. The Titans rattle their cages, their spawn are restless, and Scions fight them openly with the full use of their divine might, as mortals accept that these things happen and the only supremacy any pantheon has is based on its popularity and fame. Strange places are common in The World and even a mortal might make their way onto an Axis Mundi if they know how. Gods, giants, and other Legendary figures can walk freely among humans, enjoying all the benefits that go with their status. The mechanic down the street might be a nine-foot-tall woman with a single eye in the center of her head, and shrines to Khnum pop up in concert halls on every continent. Conflicts and intrigues are bold and amplified, with high stakes, epic battles, and major tragic betrayals or romances. Investigations result in shocking revelations and fundamental, existential truths. The Silver series is, in short, highly cinematic, in tune with the blockbuster films from the coincidentally nicknamed "silver screen." A good inspiration for the consonant Silver series is Roger Zelazny's *Lord of Light*.

NEW CONDITION: EXPOSED

You've acted too overtly for The World to compensate for your superhuman shenanigans, and now people are paying attention. Depending on how your setting's enforcement and exposure concepts express themselves, the character may simply lose the ability to use certain divine gifts until Exposed resolves or get them dragged into a prison Midrealm where dvergar followers of Tyr sit in judgment.

System: Increase the rank of your secrecy Complication by 1. This increase is cumulative; if you would suffer this Condition again before another instance resolves, you don't gain another instance of Exposed. Instead, the Complication's rank increases again, with no maximum. Additionally, the Storyguide chooses one: The character can't use Boons or Immortal Knacks until this Condition resolves; or the character must give up the use of their Birthrights until this Condition resolves.

Resolve: Perform a number of appropriate Deeds of recompense equal to the total rank of the Complication(s) the character failed to buy off in the scene in which they gained this Condition, or the total Complication rank increase they currently suffer, whichever is higher.

Scions approach the Titanomachy according to their tier, with cultists providing a challenge to pre-Visitation Scions and sometimes Heroes but becoming hardly more than cannon fodder against Demigods. Titanspawn and creatures of Legend appear as any archetype in Hero and Demigod games but aren't much of a threat to full Gods. To bring home the themes of the Silver Titanomachy, you can present a few powerful titanspawn that characters cannot overcome without help from a God or special relic, as a reminder of the unfathomable power that lurks behind the Titans.

From this level on, the Titanomachy axis has no mechanical adjustments.

GOLD TITANOMACHY

At the Gold level, the Titanomachy is open warfare that engulfs even the everyday lives of mortals. Titans, or their most potent spawn, are free, and whether the war against them is fought mostly through less powerful proxies or as massive storms clashing in the sky, hot conflict rages.

Although Titans can create their own Scions at any Titanomachy level, in a Gold Titanomachy such Scions act openly as the Titans' generals, leading armies of titanspawn. These agents provide Titans the same benefits divine Scions grant their parents: a bridge into humanity's ever-changing World, and a way to understand it.

Although the higher Genre levels combine with a Gold Titanomachy to let Scions fight literal dragons and take the war right to the Titans themselves, the Iron and Heroic Genres can benefit just as much from Gold Titanomachy by making every conspiracy, mystery, and strange event a part of the mostly unseen war. Huehuecoyotl can make a living as a street musician to test young Scions, and the arsonist gang leader with the snake tattoo who sends his toughs to cause chaos and destruction can actually be Typhon personified.

The key to a Gold Titanomachy is that the war is *everywhere*, offering no way to escape it save through it. From the moment of a Scion's Visitation — or even before it — they are recruited into battle by default.

EVIDENCE

The Evidence axis represents how much a part of everyday mortal life the mythic is, how openly miracles can be performed, and how much the supernatural prefers to — or must — keep to itself; thus, how *evident* magic and divine phenomena are to humanity.

You can shape the Evidence myth level through the following concepts:

Mystery: Keeping the mystery is more vital the lower the axis is set, because it defines how something as mighty and powerful as divine power stays hidden from the public eye, especially if other axes are set higher. Manifestations of mystery range from a perfectly mundane pact between mythical parties to stay hidden to a Primordial force that resets The World after a magical breach, erasing memories, rebuilding structures, and accounting for the ripples of change. Be clear about the rules of mystery up front, so the players know what their characters can do before reality unravels around them or the Otherworldly secrecy police show up demanding answers.

Enforcement: Closely tied to mystery, this defines what happens to those who infringe upon the rules of secrecy. The World has many ways to protect itself from the disruption of mythic forces: Those forces can police themselves through a series of codes and sub-societal laws, or The World can do it for them, automatically unleashing mystical rebukes on transgressors. Perhaps a willful entity is in charge of enforcing secrecy Worldwide, such as a Titan, a Primordial, a Godly Incarnation, a designated band of Scions, or a whole species of Legendary creatures.

Exposure: This element defines what happens to *others* when secrecy is breached. The consequences of exposing the existence of mythic reality to mortals at lower Evidence levels range from social shunning to physical punishment to magical horrors. You might reveal your true nature to your mortal lover only to watch your own power incinerate her, for instance.

Symbolism and Literalism: At lower Evidence levels, most divine powers show up as allegory and metaphor, subtle hints that divine intervention is at play. Coming across a one-eyed raven tells you Odin might be involved in your current tribulations, while a sampler of eight brands

of sake to bribe a Yakuza boss can mean Susano-O wants to test you. Most Gods don't need to go to these lengths at higher Evidence levels; the evidence that you're in the presence of a higher power isn't a wink and a nod from a mysterious stranger who seems to vanish around a corner but a literal flying monkey-man descending from the sky. In a World with a lower Theocentrism level, supernatural beings from non-dominant pantheons use omens and auguries to avoid the dominant deities' retribution and flex their own diminished power, while the dominant ones can afford to manifest power directly without worry.

IRON EVIDENCE

Secrecy at this level is ironclad. Proof of the existence of divine magic is a well-kept secret and only those who are part of mythic reality are aware of it. Certain default setting elements don't exist here, like deifans, most of the mythic underground, and government departments for supernatural affairs. Even a Scion's Visitation happens via subtle omens and weird coincidences.

Iron Evidence often goes hand in hand with Iron Genre, unless the mechanisms of mystery can cover up major displays of power, like The World creating a parallel Midrealm around Scions who battle openly with titanspawn that dissipates once the battle is over, leaving the mortals unaware of what took place just a step removed from where they're standing.

The World itself is a barrier against revealing mythic reality; unless a Scion or creature of Legend is exceptionally careless, Fate uses convenient happenstance or flat-out magical concealment to blind mortals to their nature, hiding the fox tails on the beautiful lady trying to sell them a timeshare and ensuring no mapmaker can ever accurately record where Hy-Brasil appears.

All rolled powers and actions that blatantly defy mortal capabilities come with a secrecy Complication: 1 for pre-Visitation Scions, 2 for Heroes, and 3 for Demigods and Gods. Failing to buy off the Complication means the character couldn't or didn't keep their power contained well enough; The World doesn't cover up their supernatural shenanigans and the character acquires the Exposed Condition at the end of the scene.

HEROIC EVIDENCE

Fate still goes out of its way to disguise proof of the divine, but its control isn't absolute, and the occasional lightning bolt escapes notice. Still, Scions and creatures of Legend should be careful not to reveal their true natures.

Since secrecy is a little looser, mystery and enforcement are fallible, which opens the way for the supernatural community to largely police itself, entering pacts with each other to mutually protect their existence from mortal eyes. Mortal skepticism helps enforce secrecy, either through mundane means like dismissing rumors and downvoting and discrediting revelations, or more mystical ones like selective amnesia and memory rewrites; but at this level, Fate's magical solutions are smaller scale and can only

affect so many individuals at once. Leaks are inevitable, which creates thriving cults and conspiracies dedicated to revealing proof of the supernatural to The World.

Obviously supernatural powers and actions still suffer a secrecy Complication, but always at base rank 1, and the Exposed Condition only requires one Deed of recompense or an automatically failed roll (chosen by the player) on a social action involving other Scions to resolve.

BRONZE EVIDENCE

Some mortal cults and secret societies know proof of the mythic exists, but it remains a quiet affair and Scions' guides and elders advise them to behave with discretion. Mystery is still maintained, but Fate no longer enforces it directly with mystical curses. Open displays of power make it into the news, but most mortals are ready to find mundane explanations.

However, The World at Bronze Evidence is on the verge of change, as Scions' Deeds and titanspawn depredations become increasingly public thanks to information technology and social media. Bronze Evidence is thus a liminal state, unsustainable long-term because its safeguards are inadequate in the face of a rapidly changing World. It's up to the Scions to either break the silence and move the series toward the Silver level, or fight to protect the status quo as secrecy's enforcers — or even to drive The World back toward the Heroic or Iron level of Evidence through grand mystical plans.

The secrecy Complication can only be imposed on openly supernatural actions through a complicated Stunt (rank 2) that represents deliberately exposing someone's powers to the wrong audience or drawing attention from organizations working to keep proof of the divine under wraps. It always has base rank 1. The Exposure Condition's resolution is limited to one Deed specifically required by the character who imposed the Complication or those who responded to its breach.

SILVER EVIDENCE

This is the Evidence level of **Scion's** default World: Almost everybody is aware of the provably mythical to some degree. The mythic underground thrives, university students study the scientific ramifications of a few well-known magical events, and many organizations employ official — if discreet — Scion advisors, sponsors, or liaisons to the divine. Scions and Godly Incarnations are often celebrities, though their divinity might not be widely revealed, and the evening news is littered with the occasional notable supernatural incident, like that time a bunch of drunk centaurs crashed the local racetrack during an important race or that time some jerk made it snow in Buenos Aires for a week straight just to prove a point to his rival.

Mystery is somewhat flimsy but still exists, as many people either don't believe in the Gods, cling to orthodox monotheism despite all evidence, or shove any proof to which they might have been exposed into the periphery of their awareness, preferring to keep the supernatural out of

THE MYTHICAL WORLD: THE GOLD SERIES

When a story is prefaced with “Once, when the world was new” and the like, whatever follows is a good example of a consonant Gold series, whether it happens in a small hamlet surrounded by ominous woodlands or a quaint neighborhood surrounded by an oppressive urban sprawl.

In such a World, mythic reality holds sway, doing away with the supremacy of consistent logic and laws of physics. Reality can contradict itself as long as it’s mythically resonant; everything positively reeks of Fate. This is high-flying, God-punching, rainbow-surfing spectacle at its finest — your long-term and band Deeds can be as outrageous and epic as you can imagine. Want to march an army of Kami into a Titanic prison realm on the moon, turn the Titan inside out and forge it into a new sword, and then wield it to reclaim the entire moon as a sky-racing ship for you and your band? Go ahead!

On the other hand, The World is under constant siege, and Scions are responsible for fending off titanspawn attacks on mortal cities and unveiling nefarious conspiracies by Titanic cults regularly, limiting how often they can take the fight to the Titans directly — unless they’re willing to risk massive casualties and other disasters while they’re away. With a Titanomachy in full swing at the height of action-adventure and mystical might, feats of epic heroism are all in a day’s work, but dramatic divine politics and relations between pantheons are massively epic too, as Gods who oppose the war try to interfere while Gods who view all Titans as the enemy (and anyone they don’t like as Titans) are prone to trespassing on other pantheons’ turf to earn more glory and victories. This kind of thing often sets off blood feuds and centuries-long grudges that explode at the smallest provocation.

This is **Scion** at its most Legendary; whatever happens is sure to become a whole new body of myths for The World’s future generations. The best inspirations for the Gold series are largely the original myths themselves; any fantasy story that touches on otherworldly places works too.

their lives. Government agencies and departments created to deal with troublesome divine activity are common but usually small and discreet to keep mythic business out of the public eye and disrupt the everyday as little as possible. Plenty of veiled omens and ancient secrets still lie behind The World’s ordinary veneer for characters to spend whole arcs or series finding, deciphering, and protecting or exposing them.

The consequences for exposure are purely social and political in nature. Plenty of Scions flaunt their power openly and gladly, and it only becomes a problem when they reveal a secret someone else didn’t want revealed or attract the wrong attention to a delicate matter. Mortals often go hunting for the deeper mysteries of the divine and many succeed (and become Fatebound for their trouble).

GOLD EVIDENCE

Secrecy is just gone. No mystery is enforced or even considered, and proof of the divine is everywhere, taken as a given. Laying out all the mythic elements in the open creates a mix of urban and epic fantasy, where nobody bats an eye when the sun skips a beat for a few minutes because Helios descended to grab a chimichanga.

Creatures of Legend live in the open, either as fully integrated members of mortal society or in segregated neighborhoods where they combat prejudice and discrimination. Pantheons engaging in Titanomachy can enlist mortal armies as governments decide which Gods to support, and Scions lead organizations ranging from World-spanning business ventures to mercenary companies to sitcom crews, all taking advantage of their divine gifts to skyrocket promising mortals’ careers — and their own

— into the stratosphere. The dividing line between “cult” and any other group a Scion might patronize or command is blurry enough to be nonexistent in many cases, and the mythic “underground” is really just a shadier subset of the Worldwide obsession with the divine. Gods are inundated with constant prayers begging to be chosen as a Scion, while Scions themselves are much more than mere celebrities; it’s not unusual at all to find one ruling a small nation or flat-out claiming a whole island for themselves and making bank renting out its fancy condos to select clientele.

Terra Incognita and the Otherworlds are as known (if not necessarily accessible) to mortals as any other region of The World, and in fact the phrase “Terra Incognita” doesn’t even apply to most of them. In a Gold Evidence game, the assertion in **Scion: Origin** that most of the history and human progress we know doesn’t change overmuch can go out the window, if you want to make sweeping changes based on centuries of open divinity.

Mortals live fully under Fate’s mandate; events in a Gold Evidence series follow the laws of myth and Legend, rather than logic and causality. Symbols and reality are one and the same. All mortals know they should be kind to random old ladies they meet in crossroads, and they know who to call when a giant titanspawn tears up their city — probably because they saw a supernaturally mimetic commercial on TV or billboard on their commute advertising a Scion’s magical help. A Gold Evidence level is an invitation for you and your players to really let loose. Embrace high mythology and get as gonzo as you want.

Mortals gain the Fatebound Condition with an automatic Strength of 2 instead of 1. Scions suffer no inherent consequences for exposing their divine natures to the

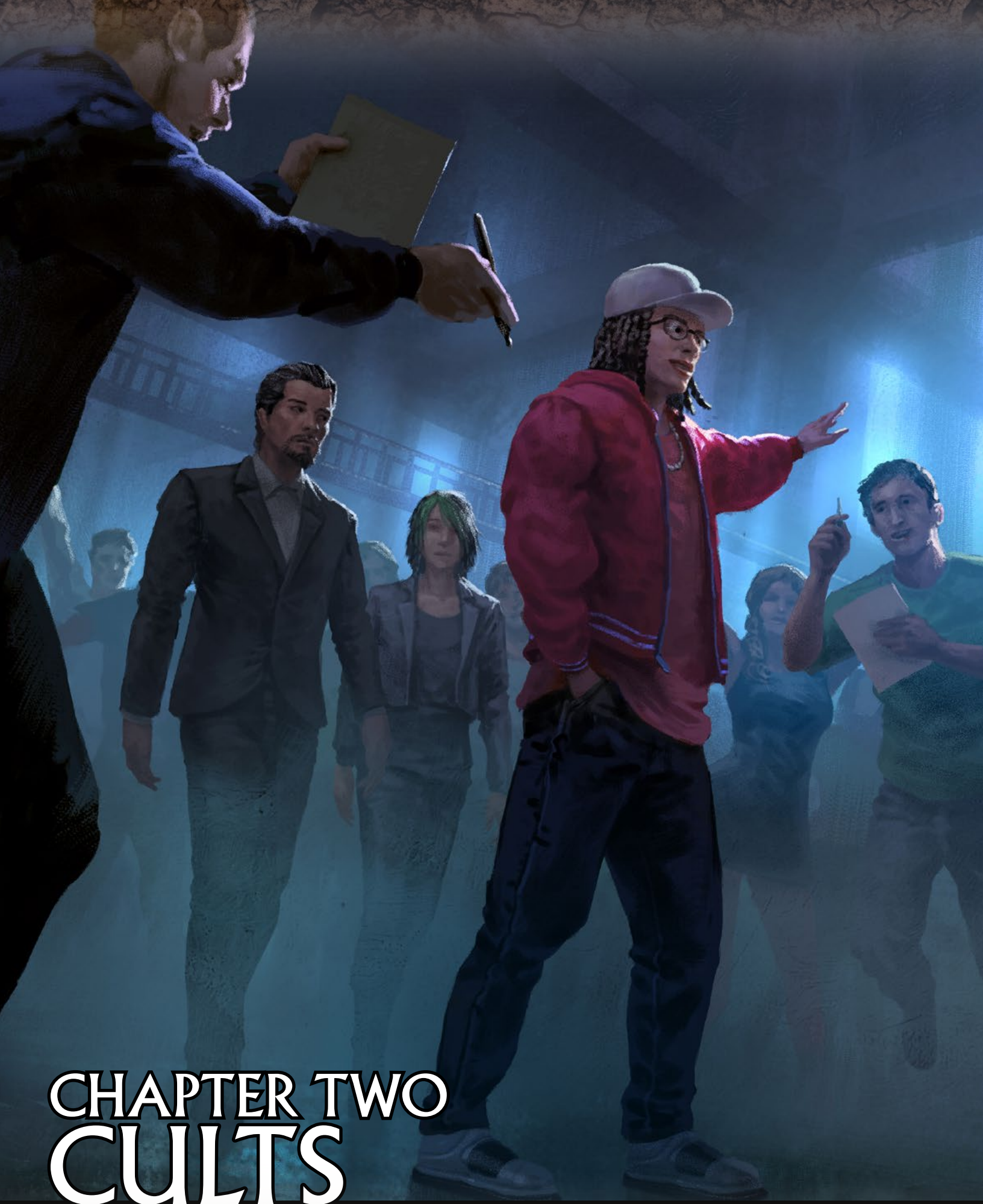
public and in fact usually benefit from doing so unless they hate fawning fans and savvy go-getters clamoring or scheming for their favor — which many do.

A MATTER OF INTERPRETATION

Scion by default is a modern fantasy; the ways in which Gods and Titans reveal themselves to mortals defines Myth, and Myth spills into The World to create magic and miracles. The way you portray these elements, though, can shift a series' lowercase-G genre by giving their origins a different explanation. For example, The World could be defined as a computer simulation in which billions of people are trapped, with the Gods as control software that sometimes

changes certain users' access rights, who then rise until their apotheosis wakes them and turns them into system operators. Alternatively, perhaps Scions are the next step of human evolution, while Gods are psychic ideals who took on life of their own out of humanity's collective psionic potential, even if they've now come far enough to no longer depend on mortals for their existence.

Be respectful when changing the interpretation of The World, though, just as you would when dialing the axes up and down. **Scion** mirrors real faiths followed by real people. Everybody in the group should always remember that the game is a work of fiction, and any reinterpretation of real-world myths has no bearing on the actual mythologies and religions on which **Scion** is based. If someone at the table isn't comfortable with the way you plan to reimagine a God, a pantheon, or the setting itself, scrap it.



CHAPTER TWO CULTS

“And, scoundrels, I did not swear falsely to you. For I swore to make you conspicuous and lifted high over all men. And you shall be conspicuous and lifted high above all men, hanging on the cross.” After this speech of self-defense, all Persia lauded him as a god.

— Pseudo-Callisthenes, *The Life of Alexander of Macedon*

Carving out her own path is hard enough for the daughter of a Hollywood celebrity or famous politician. It's nearly impossible for the child of a God. Gods don't return phone calls or answer letters. Most of them don't even *have* a phone or mailbox — but Scions do. Scions represent sacred radiance and forbidden mystery to mortals, making them impossible to resist, and the draw is mutual. A cult can serve as a practical tool, a well of emotional connections, and an extension of a Scion's divine self.

A Scion adopts or joins a cult for a variety of reasons. Nya, daughter of Zeus, just wants to know what her father expects of her, and the cult's priest can guide her. Kala, Scion of Parvati, knows *exactly* what her mother wants and leads a congregation to bring her message to The World. The Deeds of a Scion of Amaterasu are so lauded by the media she inadvertently draws a following, while a son of Loki deliberately works to create a cult for himself, craving praise and influence. A Scion of Badb dismantles a titanspawn cult and remakes it in her mother's image; they fear her, but serve out of a desire to appease her and the chariot Goddess both. All of these cults share one common characteristic: the bond between the Scion and her followers, expressed through devotion, community, and Fate.

NEW BIRTHRIGHT: CULT

Some people worship their Gods in grand ceremonies held in prestigious lodges just off Trafalgar Square. Other Gods are but whispers in the farthest reaches of The World, with only a handful of cloistered faithful to remember them. Any group that regularly gathers to practice its collective faith and perform acts of worship, respect, or appeasement for a divine entity is a **cult**.

A Scion can serve a cult as an intermediary between the mortal and the divine, or subvert it to her own worship. While the word “cult” calls to mind an organization, some are less overtly structured. Fan groups who hail the Scion as a culture hero and exemplar but don't engage in direct worship may still be considered a cult, for instance. Scions are champions of humanity and prominent societal figures, and as such they often attract mortal adulation as either offshoots of their parents' cults and the larger faith, or individual sects bordering on cults of personality. A Scion's cult and what she does with or for them are the grist that keeps the mill of her Legend going in between Deeds.

CULT SYSTEMS

Cult is a new Birthright that ranges from 1-5 dots and represents a Scion's standing in and influence over her cult,

CREATING A CULT: SUMMARY

- Cult 1 grants a foundation: community (1 Light, 1 Shadow), company (2 Light), or conspiracy (2 Shadow).
- Choose three cult Path Skills.
- Decide on the Scion's responsibilities to the cult.
- Assign Light and Shadow points to connections (1 point each), Followers (2 points each), and/or tags (1 point each).
- Each additional Cult dot increases either Light or Shadow by one.

whether they revere her directly or view her as a divine messenger.

This Birthright functions largely as a Path with a few key differences, enumerated below. You can invoke it for narrative twists as normal. Conceptually and, to an extent, functionally, the Cult Birthright is a combination of Followers and Guide, and Scions turn to it for both purposes.

As usual, you can only invoke the cult for each type of invocation once per session before you risk Suspension or Revocation. However, you can only invoke the Cult Path as a *whole* three total times per session; further invocations, even if used for a different benefit, inflicts Suspended or Revoked as normal.

CULT SKILLS

The Cult Birthright comes with three Path Skills as usual (see **Scion: Origin**, p. 97). These Skills represent the aggregate expertise and abilities of the cult at large, rather than specific characters within it. When a Scion calls on the cult's Path Skills, she might perform the action herself with aid from her cultists, or they might take the action independently but at her direction; she can use these Path Skills for narrative twists occurring somewhere she's not present if she dedicates at least two points of Light or Shadow to Followers (see below).

LIGHT AND SHADOW

A cult is an extension of its chosen deity's Fate, be that a single God, an entire pantheon, or one or more Scions. It reaches into The World to work the will of the Gods and

their champions as intermediaries that protect their divine patrons from Fate's gravity.

Some cults do this openly, while others prefer to operate secretly — qualities represented in the Birthright by **Light** and **Shadow**. A cult may have only one or some of both traits, and the Scion can use them to influence The World, counter another cult's actions, generate allies and resources, and improve the cult's abilities.

Light and Shadow are each rated from 1-5; a cult's foundation (p. 25) determines where they begin. Communities begin with 1 Light and 1 Shadow, companies begin with 2 Light, and conspiracies begin with 2 Shadow.

Each Cult dot after the first grants an additional point of Light or Shadow — your choice. Whenever you increase one of them, choose whether to dedicate the new point to a connection or Followers; see below for details.

CULT RESPONSIBILITIES

Along with choosing a foundation for the cult, decide what sorts of duties your Scion performs for them and what activities she undertakes with them. These vary wildly, but the time and effort she must put in should correspond to the Birthright's dot rating; the bigger or more influential her cult is, the more responsibility she shoulders to maintain it. She may lead them in sacred rites, approve their activities and perform yearly reviews, or provide miracles in return for their service. Failing to perform her duties too often, or refusing to address an obligation from a connection, can lead to Path Suspension or Revocation.

CONNECTIONS

Unlike other Paths, a cult only has two kinds of *connections* (**Scion: Origin**, p.100): contacts and access. The cult itself counts as a group connection for the Scion, though.

You can dedicate Light and Shadow to connections at a cost of one point per connection. For each one, choose whether it's a contact or access connection. These connections *always* come with obligations that fit the character's responsibilities to the cult.

Rolling to leverage a Cult connection uses an appropriate Attribute + Light or Shadow; the action you're leveraging it to take must align with the trait associated with that connection as well as the nature of the cult itself. For instance, leveraging a Shadow contact for a favor could mean asking them to steal something for you or cover up an incident, but you couldn't ask them to get you onto a conference panel or broadcast your message on television (unless they operated an illicit, banned local station). Likewise, you could leverage a community to put you and your band up at a cultist's place on short notice, but you'd need a company to send a private jet or limousine to pick you up, and a conspiracy to give you easy access to the black market. You *can* have, for instance, a company with points of Shadow that comprises members who can sneak you into a restricted area, but those cases are at the Storyguide's discretion.

Invoking a Path to utilize its connections too often results in Path Suspension or Revocation like any other.

FOLLOWERS

You can dedicate points of Light or Shadow to the Followers Birthright (**Scion: Hero**, p. 203) at a cost of *two* points per dot. The combination of points you use to do so dictates the nature of those Followers; a Light 2 company Follower could be a university professor or martial arts sifu, a Shadow 2 Follower could be an assassin or someone who takes in refugees, and a Follower with one of each could sit anywhere in the middle.

You can also invoke your Path to generate *temporary* Followers by rolling one of your Path Skills + Light or Shadow, gaining a new Follower with dots equal to successes rolled (maximum 5) for the scene. Assign tags as normal. This counts as an invocation of the Path's connections for purposes of suspension or revocation.

TAGS

A cult comes with a single tag, which grants a benefit depending on the type of cult it is; the various types are described in **Scion: Hero** (beginning on p. 28). If your cult doesn't fit any of these, you and the Storyguide can work together to create a new tag for it, or adapt an existing one.

You can add more tags to your cult at a cost of one point of Light or Shadow per tag, as long as the cult's nature warrants it. For instance, you could expand your Family Tradition cult to recruit outside the family to give it the Mystery Society tag.

COVEN

Whenever you invoke your Cult Path to gather someone else's secrets using a Shadow connection, gain Enhancement 2 on the connections roll. The cult refuses to divulge secrets about the Scion's origins, parentage, or pantheon, but they might use it as a bargaining chip.

GUILD

You may invoke a Light contact once per episode without counting it toward your maximum safe Path invocations.

FAMILY TRADITION

You may invoke a Shadow access connection once per episode without counting it toward your maximum safe Path invocations.

HISTORIANS

Whenever you invoke your Cult Path to learn about the weaknesses or whereabouts of your pantheon's ancient foes, gain Enhancement 2 on the connections roll. The cult only aids you if you go about defeating such foes in strict traditional fashion; no modernized relics or internet debates, for instance.

MYSTERY SOCIETY

Track invocations and Path Conditions separately for Light and Shadow; the cult is effectively two separate Paths for purposes of use.

RELIQUARIANS

You may invoke an access connection to use a relic you don't own once per episode without counting it toward

your maximum safe Path invocations, as long as the relic's rating is fewer dots than the cult's.

SOCIAL CLUB

You may invoke a Light access connection once per episode without counting it toward your maximum safe Path invocations.

TEMPLE

You may invoke any access connection once per episode without counting it toward your maximum safe Path invocations, as long as what you're accessing is located inside the temple.

COUNTERING A RIVAL CULT

A Scion can invoke her cult Path to block a rival cult's actions by pitting her Light against its Shadow or vice versa, depending on her methods. Her cult may use its influence and resources to drag her rival's dark secrets into the open, or quietly sabotage and undermine their public activities.

Roll (an appropriate Attribute + Light or Shadow) in an opposed roll against the rival's (appropriate Attribute + the opposite Cult trait). The winner devotes all threshold successes to a complicated Stunt that applies its Complication to the next action the rival cult, or its Scion using its aid, tries to take.

FATEBINDING CULTS

Scions Fatebind (**Scion: Hero**, p. 195) cult members often, as they're the mortals she interacts with most frequently — or at least, most regularly. These people know her Deeds, and they're spiritually invested in her Legend.

However, the Scion can also Fatebind the entire cult. Doing so doesn't preclude Fatebound individuals; just treat the individuals separately from the cult at large when invoking, compelling, or resolving role Conditions.

The following are common Fatebound roles for cults:

Apprentice: The Scion teaches the cult her pantheon's values, traditions, and history, or shares her insights into enlightenment and philosophy with them. Companies and conspiracies might also learn practical skills from her that help them fulfill their purpose, which align with the Path Skills.

Balm: The cult keeps the Scion grounded and reminds her whose champion she's supposed to be. Leading them in a ritual or praying to her divine patron in their temple clears her mind.

Worshiper: Particularly devoted cults fall easily into this role, especially when they stray into worshipping her directly rather than her parent or pantheon, whether she basks in their adulation or tries to get them to stop.

Special Resolution: Cult Fatebindings can resolve in their usual ways, or in the following way:

- Someone else — usually a titanspawn, another Scion, or a Denizen — hijacks the cult, subverting its worship and service to themselves or their own patrons. Convert this Fatebinding to a Nemesis or Rival.

CONDITION: TESTED FAITH

The cult is at risk from an external threat or internal schism. You may take this Condition to immediately change a cult's foundation, as the Scion pushes her cult beyond its usual tenets or makes rapid changes without consulting anyone. The Storyguide may also inflict this Condition as the story warrants, if a threat arises on its own.

Effects: The Storyguide defines what threatens the cult's cohesion or existence to spur them to swiftly change gears or look to the Scion for immediate help. Resolving it shouldn't require more than a single scene's worth of effort, but it should carry risk or require a difficult choice.

If you take this Condition to change the cult's foundation, it changes immediately; adjust its Light and Shadow point totals appropriately, and assign new points as you see fit to solve the cult's problem. If the Storyteller imposes it due to events, you may immediately gain a point of Light or Shadow and assign it as above, though it vanishes at the end of the session.

Resolve: Solve the cult's problem to its members' satisfaction, such that its cohesion or existence is no longer threatened.

Like an Imperiled Fatebinding (**Scion: Hero**, p. 198), the Scion has until the end of the current arc to attempt to resolve this Condition. If she doesn't bother to try, the Condition ends without resolving. The cult's rating drops by one dot, and you lose a point of Light or Shadow and its attendant benefits accordingly; choose the one that makes the most sense based on the issue at hand. This can reduce your cult to 0 dots, at which point it dissipates or the members all die, depending on the threat.

If she tries but fails, the Condition persists, and the Path is immediately Suspended (or Revoked, if it was already Suspended).

FOUNDATION

Creating a cult begins with a **foundation**, which comes in three varieties: community, company, and conspiracy. A cult can have only one foundation — if it fits the description for more than one (and many cults do), simply choose the one you like best.

Changing a cult's foundation — for instance, turning a conspiracy into a company — doesn't cost any Experience. If your character takes her time and makes the appropriate infrastructural adjustments incrementally, you can do it without fuss during the downtime between arcs, with Storyguide permission.

If you want to change the cult's foundation immediately mid-arc, you can force it by accepting the **Tested Faith** Condition.

COMMUNITY

Shared faith brings people from all walks of life together in a community. The only characteristic they all share is an emotional need to be close to their Scion. Many communities begin as families or long-standing congregations: The collective descendants of Delphic Oracles or an international offshoot of a local faith from a particular region that sticks together, for instance. Others gather specifically for the faith itself, united in their dedication and living together in a commune or meeting regularly for social events and acts of worship. In a community cult, the Scion is treated as a first among equals or with a kind of familiar reverence, somewhat like a tribe elder or matriarch — even if she's the youngest person there.

If you want your Scion's cultists to come from a wide variety of backgrounds with no particular purpose drawing them together beyond faith itself, pick a community.

Systems: A community Cult starts with 1 Light and 1 Shadow.

COMPANY

A company cult is a true organization that operates through official channels and interacts directly with mortal institutions. It works in the open to further its interests, which are defined by its faith but also by its ideology, material resources, and Worldly influence. A company cult *could* literally be an entrepreneurial enterprise, but could also be a university, a hospital, a militia, etc. It might run a women's self-defense school in Durga's name, purchase land to create reserves where the *sídh*e remain undisturbed, or work with a daughter of Chicomecoatl to convert the city to run entirely on sustainable energy. The company members share the Scion's goals and help her accomplish them; they may or may not worship her, but either way she acts as CEO, president, or other official leader and they look to her for direction.

If you want your Scion's cult to openly aid her divine work through established mortal organizations, pick a company.

Systems: A company cult starts with 2 Light.

CONSPIRACY

A conspiracy cult may have Worldly goals or may simply seek enlightenment. The one thing all conspiracies have in common is that they work from the shadows, for a variety of reasons. They range from criminal organizations to mystery cults, from secret societies to hidden subcultures whose practices aren't for outsiders to see. Some would rather operate openly but can't, hunted by titanspawn or fleeing persecution. A conspiracy cult's religion is a world of secret signs, temples tucked away in corners only accessible by Touchstone, and Scion patrons they may not even see in person more than once a year. Actual worship of Scions is most common among conspiracies, even if only because it's gauche to flaunt a cult of personality in public. In some cases, though, the devotion itself is the reason for the cult's secrecy, whether because the Scion's existence is a secret or because her divine parent would punish her for usurping mortal worship.

If you want your Scion's cult to aid her in secret or illicit activities, hide their identities or faith from others, or operate like a spy network, pick a conspiracy.

Systems: A conspiracy cult starts with 2 Shadow.

COMMUNAL CULTS

Two or more Scions can run a cult together, with each player contributing one or more Experience points to its Birthright dots, although the total rating of a single cult can't exceed 5. Perhaps they share the same divine parent or pantheon, or the band's Deeds themselves attract collective worshipers. All players who contribute Experience points decide together on how to build the cult.

Scions running a communal cult must ensure its purpose and dogma remain coherent, though they can split into different sects. Children of Tyr, Freyr, and Loki might share a cult dedicated to combating the frost giants, for example, with the Scion of Tyr leading its diplomats, the Scion of Freyr training its warriors, and the Scion of Loki leading a cell of spies and saboteurs. Such a cult still has just one foundation, but you can use tags to open up room for each sect's methods.

A shared cult can still only sustain three total invocations per session before its resources and loyalty are at risk, regardless of which Scion they aid, but Suspension and Revocation are tracked separately for each bandmate. If the characters give opposing orders to the cult or invoke them for mutually exclusive things, those characters become Suspended or Revoked immediately.

SAMPLE CULTS

Following is one sample cult for each foundation.

AGAWAATESHIN

Agawaateshin is a death metal band consisting of bass guitar player Makade Young, drummer Shana Hunter, and singer Kishkedee, all Scions of Cheeby-aub-oozoo. Unbeknownst to most of its adoring audience, Agawaateshin serves as both cover and recruitment tool for a cult dedicated to their divine patron; they choose to keep their cult a secret to protect it from outside influence and prying eyes.

The Scions channel Cheeby-aub-oozoo's power through music. A hidden passage that leads to the Underworld hides at the bottom of Lake Manitoba, and the band's yearly performance at a festival in Winnipeg ensures that any dark Manitou lurking under the lake stay where they are.

Cult Rating: 3

Foundation: Conspiracy

Light: 1

Shadow: 3

Tags: Guild, Mystery Society

Cult Skills: Athletics, Culture, Persuasion

Followers 1: Little Bear Lalonde, band manager (Helpful)



CHILDREN OF THE DAGDA

The Children of the Dagda are a group of archaeologists and historians who congregate in the chapel at Trinity College in Dublin. Joe Lunder, son of the Dagda and tenured professor, leads them under his assumed name, Aed Finn. The cult is dedicated to uncovering all historical knowledge of the Irish people and their Gods, and they offer each discovery they make to their patron God and to Ériu in tribute. They also throw the rowdiest faculty parties on campus.

Aed Finn gives monthly lectures on Irish history and the importance of his divine father to the Tuatha Dé Danann, in an act that glorifies the brilliance of the Good God and spreads word of his great Deeds.

Cult Rating: 2

Foundation: Company

Light: 3

Shadow: 0

Tags: Historians, Reliquarians

Cult Skills: Academics, Culture, Occult

Contact: Moira Fitzgerald, Head Librarian (Tag: Knowledgeable)

CULT OF ELENA AMARAL

Elena Amaral, daughter of Xochiquetzal, didn't *mean* to found a cult that worshiped her. The successful model

and fashion designer just loved to throw opulent parties at her villa near Mexico City for her elite clients and wealthy fans. Is it her fault they loved her so much they wanted to keep coming back and bringing her gifts? Of course not.

Elena's cult exalts her as a Goddess on Earth, lauding her name in every magazine and making sure her personal styles become next season's trends. Once a month, they gather at her villa for fine wines, delectable hors d'oeuvres, and a sneak peek at her new designs. They offer prayers and sacrifices in her name, asking for her patronage in their business endeavors or blessings of beauty and success in love. She's afraid now that if she refuses them, she'll be lambasted in the media as a fraud or a haughty ice queen, so she plays her part to the hilt and tries to enjoy the limelight. She's not sure how her mother feels about it, but she has a feeling she'll find out eventually.

Cult Rating: 4

Foundation: Community

Light: 3

Shadow: 2

Tags: Social Club

Cult Skills: Integrity, Leadership, Subterfuge

Access: Exclusive clubs, private jet

Contacts: Pablo Estrada, agent (Tag: Influential); Dorotea Tlalolin, bodyguard (Tag: Dangerous)

STORYGUIDING CULTS

Cultists stumble upon new mysteries and revelations in pursuit of their faith. They draw enemies intent on destroying the Scion or defaming her parent's Legend out of the woodwork. They form the base of a pillar that rises above The World and, by the Scion's Deeds, touches the sublime. The cult is inexorably connected to the Scion's Legend. A cult may maintain the outward image of a Fortune 500 company, a local street gang, or an artists' commune, but worship is its core, and a desire to experience the divine its drive.

As a strong mortal element of a Scion's Legend, a cult is fertile ground for story hooks throughout your series, allowing the same kinds of character arcs that Fatebinding encourages but on a larger scale. The more a player invests in her cult, the more she's asking you to involve them in her Hero's Deeds and growth toward divinity.

ASSET AND LIABILITY

A Scion calls on her cult connections for vital information and resources, thus allowing the band to advance the story. Characters derive diverse benefits from maintaining a cult, not the least of which is name recognition — and sometimes namedropping an influential Scion is all someone needs to get ahead in The World. Don't forget about the more intangible rewards, either; a cult isn't just a collection of traits, but a collection of SGCs, too. Each one of them is a potential relationship for the Scion and the band, Fatebound or otherwise, and therefore a source of drama and interesting roleplay. You certainly don't have to create names and backstories for *all* of them, but having three to five cultists as established characters in addition to any the player specifically designates as a contact or follower makes the cult seem more real in play.

You can also use the cult as bait or clues if the players seem stuck or meander without obvious goals. Perhaps a cultist comes to the Scion with troubling news or a request for help, for instance — use the obligations attached to the cult's connections to pull the character further into the story. Don't be afraid to include them even when the arc doesn't revolve around or require them — if you keep one or several of the cultists around even when the player doesn't invoke a Cult Path or Fatebinding Condition, it'll help serve as a reminder that the cult is there for her to lean on whenever she wants it, and establish her character's relationships with the cultists in more satisfying detail.

Cults can also be an interesting liability for a Scion. Cultists can overreach, misinterpret the Scion's intentions, or harbor grudges and plan to betray her. The cult *becomes* the story, as the Scion investigates why the high priest told adherents to send her locks of their hair. It's harmless now, but what if he calls on them to send fingers next? Cultists can be kidnapped and ransomed, or persuaded or coerced into giving away the Scion's secrets. They might just be inconveniently high-maintenance or draconian, expecting

her presence all the time even when she has other things to focus on. A cult is a responsibility as much as it is a privilege, and sometimes it's awkward or troublesome to have a group of people devoted to your every word and Deed.

UNORTHODOX CULTS

Gods are aloof and distant from The World. The Scion is *right here*. Sometimes, personality cults form around a Scion as her fame and Deeds grow, while cults once dedicated to her divine parent redirect their worship entirely to her as an immediately visible symbol of their faith. An enemy could even manufacture a cult around the Scion to drive a wedge between her and others of her pantheon.

Stories centering on unorthodox cults can be tricky. On the one hand, these people genuinely want to embrace the Scion as a divine figure and place great importance on their faith in her. Many Scions feel obliged to let them — after all, if she might ascend to Godhood herself someday, shouldn't she get used to this? Some enjoy it or even crave it. Some feel responsible for their worshipers' faith and feelings and view tending to them as their job, whether they want it or not.

Many other Scions become uncomfortable with this kind of personal devotion, whether because they feel it's heretical to usurp their parents' place in their followers' lives, or because they just have no wish to be famous or fawned over. Unfortunately, telling people they love her the wrong way or too much is a hard message to deliver, easily misinterpreted as outright rejection, proof that she's played them false, or a veiled challenge to be *more* devoted. As cultists become uncertain or resentful, the player may choose to Fatebind one or all of them as Traitors or Nemeses, trying to force her to accept them or plotting to turn on her when she least expects it.

This kind of story can provide a fascinating exploration of the nature of divinity and faith, and what it means to be a Legend, but it can also be uncomfortable for players who don't want to deal with those questions. If the player buys the Cult Birthright because she wants her Scion to lead her followers in uncomplicated reverence of her pantheon, let her; don't warp the cultists' motivations or focus without the player's full consent.

STORY HOOKS

Below is a list of story hooks involving cults to adapt for your group's series. Enemies range from mortals to titanspawn to accommodate all levels of play, and you can easily switch them around. The monkey wrench suggestions introduce additional threats and twists if you want to stretch the hook into a longer or more dangerous arc.

COME INTO MY PARLOR

A Scion's mystery cult devoted to his divine mother invites him for a grand three-day celebration and ceremony. A few of the cult's inner circle secretly worship an enemy God instead, and plan to sacrifice him to their true divinity at the end of the celebration. The Scion must discover their secret and thwart the threat without alienating those who

have been duped by the traitors this whole time. When the dust clears, the remaining cultists look to him for guidance.

Monkey Wrench: A Scion of the enemy God and her followers show up to perform the sacrifice.

ON SHAKY GROUND

The cult's temple sits on a fault line, and the city orders an evacuation due to recent earthquakes and the ancient building's lack of safety features. The Scion, however, knows the temple serves as lock and key to a powerful titanspawn bound underneath. Can she persuade the city to leave the cult be? Or, does she concede it's too dangerous to remain, and if so, how does she persuade the cult to abandon its founding duty? How does she keep the titanspawn locked up if its prison physically crumbles?

Monkey Wrench: Another earthquake hits, putting the cultists in danger as the building comes down around them. Once she finally convinces them to leave, it turns out the temple is the lock, but *not* actually the key — that's her blood. The titanspawn's minions orchestrated the evacuation to separate her from her followers, as a prelude to attack.

SCION IN SHINING ARMOR

A cultist arranges to have themselves "kidnapped" by a local gang to draw the Scion's attention, with grand scenes of heroic — and possibly romantic — rescues in mind. Unfortunately, the people they hired to do the kidnapping turn out to work for a rival cult, and the cultist is genuinely in danger. The Scion must navigate the clues to the false kidnapping, discover it's false, realize a second, *real* kidnapping is in progress, and then solve *that*.

Monkey Wrench: The cultist doesn't realize this is a real kidnapping, and smugly believes they're in control; they'll find excuses not to go along with the rescue if it's not as they imagined it. The rival cult's leader is a mastermind who kidnapped multiple victims, to set the Scion on the wrong trail.

THE WORLD'S GOT TALENT

An artisanal guild dedicated to the Scion's divine patron asks him to judge their annual guild competition at a beautiful retreat. What should be a fun outing in a relaxing vacation spot turns into a nightmare. The craftspeople are hostile to each other, constantly undercutting and even sabotaging each other's work, and the cult turns out to contain two rival factions that have been trying to oust each other's philosophies for years. Now that the Scion is here, they want him to bring unity to the cult; if he can't or won't, the cultists have vowed to dissolve their whole sect right here and now, and they'll blame him for it.

Monkey Wrench: A shapeshifting Denizen hides in the cult's midst, intending to steal prize artwork to fence later. They didn't count on the Scion's presence, though, and now they're panicking. They accidentally kill a cultist when she catches them mid-theft, and the Denizen isn't sure whether to confess and beg the Scion's — and his parent's — forgiveness, or to run and hope the Scion will never find them.

STRUNG ALONG

A cult contacts the Scion: they have a relic from her pantheon and would like her to come and see them about it. The relic is real, and something the Scion would want. Unfortunately, she isn't the only one the cult contacted. Now, the cult pits a bunch of Heroes from the same pantheon against each other in a series of byzantine quests to prove who's worthiest, and the leader won't reveal where the relic is hidden until someone wins.

Monkey Wrench: One of the competitors has malicious intent or a desperate need for revenge, and wants to use the relic to perform some heinous crime. They're willing to bribe, coerce, and cheat in any way they can, up to and including assassinating their competitors one by one, to make sure they're found worthy.



CHAPTER THREE PANTHEONS

Myths in general have the attributes of objective truth largely because, perhaps, they are stories having a weight of common consent. This does not mean that storytellers cannot make their own additions to a particular myth.

— Kenelm Burridge, *Mambu*

Pantheons are rarely stable, no matter how much some Gods claim to have existed unchanged since the dawn of time. History and divine Deeds can tear down an old pantheon or forge a new one. The pantheons in **Scion: Hero** have lasted longer than many, but they are far from the only ones to exist.

Julius Caesar all but destroyed the **Nemetondevos** of Gaul, leaving their remnants to reincarnate in a weakened state, forced to regain divinity all over again. To most Scions, they're still more a cautionary tale about the fragility of

Gods than a pantheon. The **Loa** of Haiti began as members of the Vodun and Òrìshà pantheons of the Fon and Yorùbá people, who united as allies with other Gods whose followers Europeans enslaved. The **Yazata** of Persia have been the Gods of empires and preserved unbroken traditions of ritual and worship for more than 2000 years. The empires may be gone, but the Gods and their devotees remain.

One broken, one growing, and one persevering: As Heroes consider their own paths to Apotheosis, these three are models of what *could* be.



THE LOA OF HAITI

Nan Ginen m'te ye, se nan Ginen m'prale.
/ I was in Ginen, I will go back to Ginen.

— Traditional Vodou lyric

In the parts of central and western Africa from which their people came, the Vodun of the Fon people of Dahomey and their neighboring pantheon, the Òrìshà of the Yorùbá, are and always have been separate. In Haiti, they mixed, along with those of Angola, Senegal, and Congo — Gods for all those whom the Europeans forced to leave their homes behind. Although they were forbidden from dancing their stories, they never forgot them; ultimately, it was the Vodun who gave shape to the Legends that joined fractured nations of people together by creating the 21 *nanchons*, new alliances of Gods and spirits. Although the Vodun are remembered in *Vodou*, the practice of serving the Gods, they themselves have a simpler name: They are the *lwa*, the Loa.

PRINCIPAL MEMBERS

The Loa multiply to the point where it becomes difficult to tell the difference between Mantles and distinct Gods. Is Kalfu Èshù Elègbará, Legba, or a different God entirely? He's not telling. Figures like Ogou have so many forms that they are effectively small families of Gods all by themselves, with related but different characteristics their devotees recognize. Several Ogous can manifest through the power of Cheval during a religious ritual and interact like brothers at a family reunion. If they meet Ògún there, they treat him as a cousin, not a Mantle.

Although the Loa emerged from the blending of more than a dozen groups, Yorùbá and Fon influences are the most significant, and for the purposes of *Scion*, many of them can be treated as Mantles of the Òrìshà. Unless otherwise specified, their Callings and Purviews match those of the appropriate Òrìshà from *Scion: Hero* (pp. 107-114), with their descriptions noting how their personalities differ from their Yorùbá relatives.

Loa whose character and manifestations are, mechanically speaking, the same as their Òrìshà counterparts include: Azaka (Òrìshà-Oko), Marassa Dosu Dosa (Ìbejì), Ossange (Òsanyin), and Sabata (Sònpònná).

LEGBA, WHO OPENS THE WAY

Aliases: Papa Legba, Papa LaBas, Atibon, Vye

Mantle of Èshù Elègbará

Like Èshù, Legba is the first God to recognize in any ceremony. It's not because he is the oldest or the most respected, but because without him to open a path between the realms of Gods and mortals, they cannot communicate. He is counted among both the Rada and Petro *nanchons*, a Loa who stands between the ways of the past and present possibilities. His Incarnations are humble in appearance: An old rustic farmer with a straw hat on his head, pipe in his mouth, and sack of food over his shoulder is one of his favorites. He totters along with the help of a cane or crutch, attended by a loyal dog. In urban settings, he's the security guard or IT helpdesk worker who's had his job forever but rarely seems to leave the desk where he eats an endless lunch from a paper bag.

Legba's Scions carry out his duties as gatekeeper. They tend to be people who either open communications (such as couriers, translators, and negotiators), or ensure no one crosses into places they shouldn't go (like white-hat hackers, crossing guards, and park rangers). Knowing when to open a door and when to close it is a lesson they all must learn.

THE BARONS, WHO WAIT IN THE GRAVEYARD

Aliases: Baron Cimetière, Baron La Croix, Baron Samedi, others

The many Barons are the most visible of the Gede, the Loa of life, death, and sexuality — those aspects of existence that are messy, unavoidable, sometimes hilarious, and rarely talked about in polite conversation. Fortunately, they don't



TALKING TO THE LOA

Some of the Loa do not speak, or speak only rarely, when communicating through Cheval. Damballa hisses like a snake. Ezili Dantò is mute. They convey their messages through actions, not words. Scions of the Loa and Òrìshà can always understand them; others may require a roll to do so. Incarnations of the Loa can make themselves understood by anyone if they choose to.

care about polite conversation. It's not as though good manners ever made a difference to how things turn out in the end.

Cimetière ("cemetery") and La Croix ("the cross") are more somber Barons, watching over graveyards and protecting the dead buried there. Cimetière guards the dead in general to keep sorcerers from forcing them into the half-life of a *zombi*. La Croix is present in the first and oldest grave of every cemetery, which becomes a shrine through which petitioners offer prayers to the ancestral dead for their aid.

Thanks to trends in pop culture, Baron Samedi is now the white, skull-like face of the Gede. With his handsome body, black and purple tailcoat, top hat, and dark glasses, it's easy to see how he captures the public eye. Where the other Barons take their roles seriously, Samedi laughs at the absurdity of life. Even his name is a pun: He's Samedi ("Saturday") because it sounds like Simityè, the Kreyòl version of *Cimetière*, not because he has anything to do with that day.

He's unapologetically sexual and loves to make prudish people uncomfortable when he meets them. Anyone who approaches Baron Samedi should be ready for a barrage of questions about who they're having sex with these days (No one? Why not?) and whether they think their (or anyone else's they know) dick is as magnificent as his. He has a genuine fondness for children and is happy to ensure their health. Without children, after all, where would the next generation of dead come from?

Scions Chosen by Cimetière or La Croix tend to be morticians, grief counselors, gravediggers, and others who deal directly with death, but always in the context of the dead's relationship to the living. They're there to soothe loss and help others remember the past so they can face the future. Scions of Baron Samedi take a more direct approach, showing that life abounds even in the face of death. Samedi doesn't Choose any particular type of person for this. Living and dying are two things that happen to everyone.

Callings: Judge, Guardian (Cimetière/La Croix) or Lover (Samedi), Sage (Cimetière/La Croix) or Trickster (Samedi)

Purviews: Chaos (Samedi only), Darkness (Cimetière only), Death, Epic Stamina, Fertility (Samedi only), Fortune (La Croix only), Health

DAMBALLA, THE ANCESTOR

Aliases: Danbala Wèdo

When Mawu-Lisa, the Vodun Primordial whose eyes are the sun and moon, created The World, they were carried across it in the mouth of Da, the snake. (Da helped in that

creation by excreting mountains onto the flat landscape. Thank you, Da.) When it was complete, and Mawu-Lisa erected four pillars beneath the surface of the land to support it on the oceans, the snake was tasked with holding up the pillars themselves. There he remains, and to this day, his reflection is visible in the sky as Aido-Wèdo, the rainbow.

In Haiti, Da is Damballa and the connection to their African past, respected as supporter of The World and assistant creator. His Incarnations make no effort to blend in by adopting disguises when they manifest: Look for the one in the crowd who stands out solely through his quiet presence, or the enormous white snake. In human form, he is a soft-spoken old man who walks slowly with a wooden cane. He is fastidious and formal in his appearance, with a white suit, neatly folded pocket square, polished shoes, and an attitude that's distant but not cold. Damballa expects politeness and courtesy, but like a patient grandfather who wants to be a living model for his offspring, he also rewards them.

Because of his dual nature — fertile, creative serpent and society elder — Damballa's Scions are usually people ready to make a revolutionary new World themselves, or those whose age has taught them the wisdom to transform it in subtler ways. The first kind, he Visits when they are still young and full of exuberance for life. Artists searching for beauty, activists struggling to reform corruption, new parents; anyone who sees, or wants to see, all the better possibilities for the future find themselves among his Heroes.

The second kind of Scion Damballa prefers are those who have already worked to win a place in their community, earned its members' respect, and want to see their people thrive. They include school principals, church elders, and local politicians, but also anyone who works quietly behind the scenes to keep everything running smoothly. Those who lead by example and know the value of advice gently offered are his favorites.

Callings: Creator, Leader, Sage

Purviews: Beasts (Snakes), Earth, Fertility, Order, Sky, Water

EZILI, WHO STRUGGLES AND LOVES

Aliases: Ezili Dantò, Ezili Freda

Mantle of Òshun

Ezili encompasses a range of traditional women's experiences among the Loa. As Ezili Dantò, she is the struggling mother who protects her environment and her

home, as fierce in her anger as in her love for her children. Ezili Freda is the flirtatious dreamer who chases after romance and true love, sulking when disappointed yet again but never giving up on the possibility. The two Ezilis clash more often than they don't, but when it comes time to protect their people, they set aside their differences as only family can.

Both expect their Scions to work, and work hard, for what they want. In Haiti, images of Ezili Dantò often bear scratches on their cheeks as reminders that she knows what it means to suffer pain in her refusal to give up. Ezili Freda's idea of struggle is more social and emotional than physical, but she's the first to remind her followers that looking as good as she does doesn't come without effort. Scions of Ezili are almost always women standing up against their societies' outdated patriarchal views, ranging from the successful lawyer who marries her wife in defiance of her family's disapproval to the foster mother of six who fights for a position on the school board so she can protect all the children's educational rights.

KALFU, WHO WALKS AT NIGHT

Aliases: Carrefour, the Devil at the Crossroads

Both Legba and Kalfu stand at thresholds and open gateways between worlds, the former by day and the latter by night. Kalfu is the devil at the crossroads, patron of sorcerers who do their work in darkness, and bringer of bad luck. It's a role he relishes with theatrical pride. When he makes an entrance in one of his handsome Incarnations, he makes the

room fall silent. When he drinks, nothing will do but rum and gunpowder. It's an acquired taste, he says, unsuitable for anyone who isn't as mighty as he is. Don't correct him.

When Kalfu visits, upheaval follows as surely as the shapeshifting, blood-drinking *lougars* that make up his entourage. Those who treat him with the (considerable) deference he believes he deserves can turn this to their favor, petitioning the Loa for revenge against their enemies or gifts of magical power. If he is feeling generous, he'll even sweep away someone's bad luck, drive off malicious spirits, or break curses, but he's so fickle that only the desperate would turn to him for that. He has more respect for people who dive headlong into their misfortunes and come out stronger for it.

To be Kalfu's Scion is to live in a personal storm of unpredictability. Those he Visits live their lives on the edge of survival and society's margins. His Scions are gamblers, smugglers, thieves, and others ready to risk everything for a success they know they can never completely control. His best-known American Scion was blues singer Robert Johnson, Chosen by Kalfu to have a brief but brilliant career. So long as the Loa's Scions keep pushing the limits of what they can achieve, like Johnson did, he remains appeased. If they choose the safer path, he throws misfortune after misfortune at them to teach them that there's no such thing as real safety.

Callings: Liminal, Sage, Trickster

Purviews: Chaos, Darkness, Fortune, Journeys, Moon



LASYREN, WHO SINGS IN THE SEA

Aliases: None

Mantle of Yemoja-Oboto

Lasyren is a mermaid, the sort who runs a golden comb through her long, shining hair as she sings to those who travel by sea. She is the promise of wealth and abundance from the waters, protector of sailors and fishers, calmer of storms, and rescuer of the drowning.

Lasyren's Incarnations only appear in water. If she needs to convey a message to someone on land, she sends it through possession; the would-be possessed douses themselves in seawater to get the God comfortable before inviting her in, and bedecks themselves in suitably elegant accoutrements: They powder their face, put on perfume, and wear a fine dress of white, blue, or gold. Until they can present themselves in a way Lasyren considers befitting the queen of the waters, she will not communicate. Once she does, the possessed loses control of their legs, as the Loa has a tail instead and doesn't care to walk in the manner of mortals.

Lasyren's Scions depend on the sea's blessings for their livelihood or help others who do so. The most common are those who sail and fish, but she also Chooses lighthouse keepers, deep-sea researchers, treasure hunters looking for sunken pirate gold, and any others whose living or passion revolves around the ocean. All she asks of them is to stay

near the water, admire her, and protect people who don't understand how dangerous her realm can be.

OGOÛ, WHO WIELDS IRON

Aliases: Ogou Feray, Ogou Sanjak

Mantle of Ògún

The Loa Ogou is a warrior who has adapted to embody war as Haiti has known it for the past 300 years. He's a popular God in a country whose history includes so many wars and revolutions that two Òrishà besides Ògún use the name Ogou in their Loa Mantles: the impetuous young warrior, Ogou Chango (Shàngó), and the wise veteran, Ogou Batala (Obátálá). In his more martial aspects, Ogou is a soldier in uniform: an army infantryman, a guerilla fighter hacking his way through underbrush and enemy alike with his machete, or a decorated general in a scarlet coat with a saber at his side.

Ogou and his Scions have power over not just the weapons of war, but anything forged from metal. They are engineers, mechanics, truck drivers, surgeons with scalpels, and farmers behind plows. More than most, Ogou's Scions openly embrace the tensions between their Virtues. They readily accept Innovation but do it in the name of preserving Tradition.

COSMOLOGY

The cosmology of the Loa is much the same as that of the Òrishà (Scion: Hero, p. 114). The World floats on ancient waters,





supported by four pillars that Damballa keeps in place. Beneath these waters is Heaven, called Ginen in Kreyòl, which is home to both the Loa and the ancestral spirits. At death, the life force of a mortal, the **gwo bon anj**, returns to the Primordial, Bondye. The personality, the **tibonanj**, crosses beneath the ocean to enter Ginen.

TITANS: NONE

Like their Òrìshà cousins, the Loa believe The World doesn't need "Titans" to explain why people are cruel or why they suffer. Humanity has a long history of its own evil. The supernatural forces to fight are mortal sorcerers who ignore the ethics of familial and reciprocal relationships to abuse others. The line the Loa draw isn't between "black" and "white" magic, a distinction they find as useless as "God" and "Titan." Laying a curse on someone to get justice is acceptable but doing it out of spite is not. Selling cures purely for financial gain is the work of a sorcerer, while offering the same cures to cement a bond between healer and patient is legitimate.

PRIMORDIAL: BONDYE

The Vodun creator of The World is Mawu-Lisa, but like the Òrìshà, the Loa call him Bondye, and he remains distant from humanity and its concerns. Vodou ceremonies recognize him, but he acknowledges no worship and answers no prayers. Even Damballa, the most distant of the Loa, is much closer to mortals, and all the rest act as mediators between the unknowable Bondye and The World.

RELIGION: VODOU

If a small, random portion of a nation's population were transported to another planet and tried to reconstruct their culture based on what they remembered, the result wouldn't be the same as the original. If outsiders sold them as slaves, then forced another culture and another language upon them, it would be a wonder if anything survived at all. Vodou didn't just survive; it adapted and innovated, and now thrives.

Vodou derives primarily from the rituals of the Dahomean Vodun, but three centuries of separation and the mingling of generations of people from a dozen different African societies means it lives on as something distinct. Servants of the Vodun who come to Haiti with offers of restoring a "pure" or "original" form of the religion rarely get far.

Vodou avoids the language of "faith" in favor of practice. The Loa *are*. Rituals can take place publicly in temples called *peristils*, where communities gather to celebrate the Loa as a pantheon, but families maintain home shrines of their own to pray for their specific needs, and individuals keep even smaller and more personal ones to their favored Loa.

Through song, dance, storytelling, and feasting, people share their experiences of the Loa's influence in their lives in the moment and call on them for advice and aid in local matters. Sustaining the community is more important than sustaining The World; Bondye can manage that on his own.



The myths they tell are immediate and relevant, stories of what the Loa did last week and nearby, not at the beginning of time in distant Ginen. When Loa manifest through Cheval, they talk about the present, not the past.

In Haiti, devotees organize the Loa into nations, *nanchons*, that no longer reflect the Gods' geographical or cultural origins. Instead, they're groupings of relationships and personalities: the gentler and more traditional Rada Loa; the transformative, revolutionary Petro Loa; the Gede of death and desire; and others. Individual Loa and their Scions may identify with one or another nation more strongly at a given time (just as one Virtue can be stronger than another in any person), but these self-identifications change as fluidly as the Loa themselves.

BIRTHRIGHTS

The following are common Birthrights for Scions of the Loa.

GUIDES

Mò: A mò is a spirit of the dead, either an ancestor called back from Ginen or the *ti bonanj* of someone who has not made the journey back across the water. In either case, their advice is valuable, and they'll offer it as long as their descendants treat them with due respect.

RELICS

Damballa's Walking Stick: Damballa's Incarnations look like they walk with a cane, but it's actually a snake of such strength and durability that it's indistinguishable from a length of carved wood until its holder commands it to come to life.

Gad: A spirit's favor can turn a bottle or small cloth sachet into a protective charm. A gad wards off curses, whether directed against the person wearing it or the location where it's displayed. Gads are not very powerful, however, and their owners must replace them after each use.

Keys of Saint Peter: Images of Legba sometimes represent him as Saint Peter holding the keys of Heaven in his hand. These archetypal relic keys don't have quite the same pedigree, but one opens any mechanical lock, while the other locks the same.

RELATIONSHIPS

The Loa have the same relationships to other pantheons as described for the Òrìshà (**Scion: Hero**, p. 116). Their stronger representation in the broadly multicultural Americas makes them and their Scions more willing to engage with pantheons the Òrìshà wouldn't — they see many exceptions to the opinions they've inherited right on their doorsteps — but they deal with those on an individual basis without changing their general attitudes.

NEMETONDEVOS OF GAUL

“(The Romans) cannot stand hunger, thirst, cold, nor heat as we can. They require shade and shelter, bread and wine and oil, and lacking any of these, they perish. For us though, any grass or root serves as bread, the juice of any plant as oil, any water as wine, any tree as a house. The land is familiar to us. It is our ally. But to them, it is unknown and hostile. We swim the rivers naked, while they cannot cross them easily even with boats. Let us, therefore, go against them trusting boldly to good fortune. Let us show that they are hares and foxes trying to rule over dogs and wolves.”

— Boudica’s Prayer to Andarta, *Cassius Dio’s Roman History*

The rivalry between the Theoi and the Nemetondevos began centuries before Caesar. Gaulish troops plundered the riches of Delphi and sacked the fledgling city of Rome hundreds of years before his birth. But regardless of who began it, Caesar ended it.

The young Scion of Venus marched across Gaul on a one-man campaign of deigenocide. Following a jilted druid named Diviciacus from shrine to shrine, Caesar personally slew hundreds of minor Gods as he demolished their nemetons. When he encountered the most powerful Nemetondevos, too mighty for him alone, he brought forth the golden eagle standard of Rome. The relic claimed their shrines in the name of Capitoline Olympus, and the solitary deities found their Sancta opened to the Theoi’s full, united might. What Caesar’s mortal cohorts didn’t trample, his divine cohorts ripped apart. And through all these Deeds, the young general grew in Legend, eventually achieving divinity himself when a Fatebound traitor killed his mortal form.

The Nemetondevos were destroyed, with rare exception. A few survived in Britain until Rome conquered it a century later. Several lived on in different Mantles as members of neighboring pantheons or Titans craving vengeance. The Goddess Epona betrayed her fellows to the Theoi, gaining a place on Olympus. The rest fell, and the Theoi took for themselves whichever divine Mantles suited

them. Worship of “Apollo Belenus” or “Abello” sprang up, as did prayers to “Sulis Minerva.” Yet, even with their identities stripped away, a pantheon rooted in reincarnation is hard to keep dead.



PRINCIPAL MEMBERS

The Nemetondevos are the Gods of ancient Gaul, an area spanning much of Western Europe. Their name, “the Gods of the Sacred Shrines,” refers to their nemetons: sanctified spaces that bridge The World and their divine realms. These can take the form of springs or wells, oaken groves, or even apiaries. The Gods frequently have close, tribal connections to the mortal followers residing near these sacred shrines, and in many cases they’re more familiar with these mortals than the other Gods of their pantheon. Local worshipers refer to their patron God as their “Toutates,” literally “the God of the People.”

Gaulish souls reincarnate after death. They ride a gigantic Wheel that goes deep into the Underworld, weighed down by their memories, which wash away in the process. Even the Gods themselves take this route to return from death, often forgoing their own memories as well. After thousands of years gone, the Gaulish Gods have now started reincarnating once more, and even they cannot recall

YOURS IS AS FAIR A NAME

The World of **Scion** is a work of fiction. In our world, the Gauls' myths are lost save for a few archaeological inscriptions and some highly suspect writings from Caesar and other Romans. Thus, the Nemetondevos as presented here are extrapolations from what little is known and even more fictionalized than the game's other pantheons, which largely have extant epics, holy books, songs, and sagas to draw from. If you would rather take an aspect of them in a different direction, numerous books outline what little is known (*The Dictionary of Celtic Mythology*, by James MacKillop, is a good source) and an entire chapter in this book is dedicated to creating your own pantheon (p. 72). Just make sure your fellow players are on board with whatever deviations you choose.

Similarly, the story of the Gauls presented here assumes they have returned just long enough ago to begin incarnating again as new Scions, so you can jump right in. If you as a Storyguide want their return to be a result of player action instead, you can do that too! Simply treat the Gauls as extinct, and give the Band a story hook that could bring about the Nemetondevos' return. Perhaps they find a forgotten nemeton of Belenos, along with a memory powerful enough to get the Wheel turning again. Maybe they uncover a truth about the Irish and Welsh pantheons' long-lost origins and use that to bring back their Gaulish "cousins." The players might even choose to prevent the return of the Gaulish Gods! Other forces are at work in The World, though, and the lost pantheon's allies would not look favorably on such a choice — nor would the reborn Nemetondevos Scions themselves, should the players' characters fail to keep them dead.

what got the Wheel turning again. They know only that they have a driving urge to rebuild — and to avenge.

The Gods of the Gaulish pantheon include: Andarta (war), Belenos (the sun and reincarnation), Cernunnos (the wild), Epona (horses), Esos (forestry), Gobannos (smithing), Nantosuelta (domesticity), Nehalennia and Nodens (sea trade and journeys), Taranis (thunder), and Sulis (healing waters).

ANDARTA, GODDESS OF WAR

Aliases: Andraste, Andate, Andred

Andarta was the first Gaulish warrior, and the last. With the first sword, she slew the Tarvos Trigaranus, a Titanic bull so massive that a family of giant cranes lived and fished in the swamps on its back. In doing so, Andarta

created the first nemeton, an enormous tree connecting The World to her new Godsrealm. When Caesar led her pantheon's destruction, Andarta alone neither fled nor fell. He destroyed her nemetons on the continent, but she repelled his conquest of Britannia, where she flourished for another 100 years. Only when her daughter Boudica, last confirmed Scion of the Nemetondevos, finally fell to Rome's might was Andarta herself unable to hold the island. She fell at last, to the winged Goddess Victoria.

Andarta is the epitome of the Gaulish warrior, fearless to the point of recklessness. She has been known to shun devout worshipers for the slightest sign of fear, prompting soldiers to eschew armor and clothes to gain her favor. This favor comes in the form of absurd luck, with waves of enemy fire missing the naked warrior entirely. She is the most unrelenting in her hatred of the Theoi, and it's no coincidence that priests at old Roman temples in Britain have recently found "#FuckTheTheoi" burned onto their walls.

Incarnations of Andarta are similarly uncompromising and unflinching, and demand nothing less from subordinates. Their natures drive them to avenge and reclaim, though not necessarily through violence. They might be ruthless military officers or mercenaries, but they might also be local business owners undaunted by global corporations or tenacious leaders of minority political parties who just will not let that damn law go through. Still, any Visitation that would awaken such a Scion would be a violent trial, likely gifting them with relic skulls of whatever tested them at the end. If other Gaulish Scions ever collude with members of a certain Mediterranean pantheon, they had damn well better not let an incarnation of Andarta get wind of it.

Callings: Hunter, Leader, Warrior

Purviews: Epic Dexterity, Epic Stamina, Fortune, Passion (Bravery), War

BELENOS, KEEPER OF THE WHEEL

Alias: Vindonnus

Belenos, reviver of the dead, keeps the universe moving. The weight of memory turns the great Wheel, which moves the stars, the sun, and The World. Those dead who are buried with carts, wagons, or chariots (anything with a wheel) ride spectral vehicles from their graves on sacred days. When their souls reach a nemeton of Belenos, druids bless their passage onto the great Wheel. This impossibly massive wooden structure takes them to his divine realm, their memories of life weighing them down. Belenos washes away these memories in his great cauldron, and the purgation of these souls lightens them to rise back to The World to be reborn.

Belenos himself is the oldest of the Nemetondevos, first son of the Materes. His nemetons are circular, and his incarnation would be surprised to find his followers using henges and other megaliths for his rituals. Such monuments are either new to him or older than the God he was, but he doesn't mind the change of venue. He gets a kick out of making cryptic references to people's previous lives that only he, as Belenos'



incarnation, remembers. Those who meet him (and recall the experience) say he wears a friendly smirk, like a man listening to a joke he's heard before but loves to hear again.

As keeper of the Wheel, he alone knows when and where a God or Hero reincarnates. He frequently leads other Gaulish Scions to their former Birthrights, sometimes acting as a Birthright guide himself. His own incarnations are no exception; the Virtue of Memory drives them to help their fellow Nemetondevos find themselves. The firstborn of the Gauls is likely to be the first *reborn*, too; some people think he *must* be for the Wheel to start turning again at all.

Callings: Healer, Liminal, Sage

Purviews: Death, Health, Stars, Sun

CERNUNNOS, HORNED GOD OF THE WILD

Aliases: Callierius, Vosegus

The Horned God of the Wild, with his iconic antlers and two golden torcs, rules both the dangers and riches hidden outside the human World. When you leave the safety of civilization, Cernunnos decides what treasures you discover and what beasts you face. His favorite of the latter is a massive serpent with a ram's horns, his eternal companion. Incarnations of Cernunnos develop Omens of beastly horns, though the styles differ: antelope, moose, or goat have been known to appear, but stag horns are the most common.

While a farm can yield consistent bounty, the wilderness always provides new and unexpected gifts. Cernunnos taught the first druids the lore of the wild, and his torcs show his status as a bringer of wealth to the fortunate who enter his realm. This wealth is often literal, but sometimes it comes in the form of help from his Scions. He would frequently bestow divinity upon wild beasts, and a modern incarnation of Cernunnos might begin life as any species. Even these chimerically monstrous creatures would be valuable friends to those who braved the wilderness to reach them.

None of the Nemetondevos have lost more than Cernunnos since their destruction. He fled Caesar, hiding in Britain's wild nemetons until his fall at Anglesey. Now his vast, untamed woods have become farms and parks. His old home in the Vosges forest could help an incarnation tap into the old God's Legend, but those lands are hardly wild anymore. To truly remember what Legendary wilderness looks like, he may have to create nemetons much farther from humanity's beaten paths.

Callings: Creator, Guardian, Sage

Purviews: Beasts (all wild animals), Prosperity, Wild

EPONA, GODDESS OF HORSES

Aliases: None

Owning horses has always been a privilege of the wealthy. The equine class, considered the "knights" of Gaul, prayed to Epona as their patron, who in turn protected their



living financial assets. But like any aristocrat who wishes to remain rich, Epona knew a bad investment when she saw one. Like many Gauls, Epona saw the wisdom in siding with Caesar. When Gaulish cavalry arrived to aid him in the final battle of Alesia, Epona sped their hooves, betraying her pantheon and taking her place among the Theoi. She has protected her devout ever since from atop Olympus itself.

Epona still watches over horses and their owners. She's the aristocratic lady in her wide-brimmed hat at the race-track, the wealthy ranch owner, and the fifth-generation West-Pointer who calls for mounted troops in Afghanistan. Her votives decorate the stables of the upper classes. Even with vast disposable incomes, the wealthy treat their beasts with care, lest Epona cast them from their lofty place in the social hierarchy. Her Scions always come from money. They are the "thoroughbreds" of whatever culture raised them, often tasked with keeping that natural order in place.

But is it all a ruse? Some returning Gauls hope she's under deep cover, a divine sleeper agent ready to help cast down Jupiter in his most vulnerable hour. It's also possible, should Epona fall, that an incarnation might awaken with the Nemetondevos' Virtues and the ability to sanctify nemetons. Should such a Scion arise, their Memory would drive them to Deeds that reaffirmed Epona as the Gaulish Goddess of horses and strive to Purge the legacy of her betrayal.

Callings: Guardian, Trickster, Warrior

Purviews: Beasts (Horses), Fertility, Order, War. As one of the Theoi, Epona's Pantheon Signature Purview is *Metamorphosis*, not *Nemeton*.

ESOS, THE FORESTER

Aliases: Esus, Hesus

Shirtless and muscular with a handsome, curly beard, Esos rules over the lumberyard. When Andarta slew the Tarvos Trigaranus, she buried its head to create the first nemeton, a massive tree whose roots plunged deep into the earth. Jealous Esos was having none of that. He demanded Gobannos forge him the first axe and chopped down the tree, to his pantheon's horror. When they sentenced him to death for this act, he took the wood from the felled shrine and built the Wheel, trapping the Titan of death inside and returning from his own demise.

While this may make Esos sound daring, he is anything but. Faced with a fight, Esos always tries to solve the problem with his wood axe or hammer and nails before picking up a sword. Fearing his own destruction, the forester laid waste to his own nemetons when Caesar marched, hoping to untether his Sancta from The World and living in isolation until the heat died down. But the druids know all, and Diviciacus brought the legions to a small, forgotten shrine of Esos, where Caesar destroyed the Forester. Esos' cowardice in the war redoubled Andarta's hatred of him.

GOBANNOS, THE SMITH

Aliases: Goibniu, Gofannon, the World Charioteer, Ucuētis

Of the Nemetondevos who survived in foreign Mantles, most differed wildly from their Gaulish identities, to the point of nigh unrecognizability. Not so Gobannos. Whether Gobannos of Gaul, Gofannon of Wales, or Goibniu of Ireland, the smith is the smith, and his hammer forges the weapons of the Gods. He created the first sword for Andarta, and the first axe for Esos.

However, two notable details differentiate Gobannos from his cross-pantheon Mantles. The first is his wife, Bergusia, a fellow smithing deity. His devotion to her has encouraged him to attempt to reforge his Mantle among the Gauls. The second is that Gobannos mimicked Esos' crafting of the Wheel by inventing the chariot and cart. Thus, he is the most well-traveled of the Nemetondevos and oversees safe land transport of people and merchandise.

Callings: Creator, Lover, Warrior

Purviews: Epic Stamina, Forge, Journeys, Prosperity

Esos is always crafty, in multiple senses of the word. His incarnations come up with unexpected solutions to problems. They frequently have his skill at logging or carpentry but may also excel at any craft that gathers from the natural world for humanity's use. He hopes to someday outforge Gobannos at metalwork but hasn't had any such luck yet. He wants to use Memory and Purgation selectively to his advantage: Letting his failures wash away, while making sure everyone remembers how awesome he is.

Callings: Creator, Liminal, Trickster

Purviews: Artistry (Woodcarving), Epic Strength, Forge

NANTOSUELTA, GODDESS OF HEARTH AND HIVE

Aliases: None

The sovereign of domesticity, Nantosuelta oversees the home and garden. Her nemetons are estates full of



birdhouses or beehives, and her worshipers keep small, stone statues in their homes by the fire. Always accompanied by a bird, she carries a dovecote on a pole to provide the creature a safe home, whether it's a raven of war or a peaceful dove. Her primary tactics are patience and warmth, but she has no tolerance for intruders who would harm those in her keeping. Like her bees, she is a fierce protector and happy to demonstrate that kindness is not weakness. Invaders in her sanctuaries face unending clouds of stinging honeybees.

Still, she's one of the most amicable Gods in any pantheon, as are her direct family members. Her husband, Sucellos, is the Nemetondevos' second-best smith (after their son, Gobannos), and an unparalleled brewer thanks to her apiaries' divine honey. Their youngest children, the twins Nehalennia and Nodens, extend her style of protective hospitality to those who leave the home. None are on better terms with the Materes than Nantosuelta, who brings them honey-glazed treats during their pregnancies. When warring forces within the pantheon come to terms, Nantosuelta's table is the place of mediation.

Though she focuses on the home, she is patron to all who keep others safe and warm, be they childcare providers, B&B hosts, or assisted-living nurses. She and Sucellos are eternally faithful, and their incarnations always seem to find one another, but she also yearns to help the other Nemetondevos find themselves. She grants them safe

harbor in the most comfortable of nemetons, like your best friend's mother who has no problem treating you like one of her own kids.

Callings: Guardian, Lover, Sage

Purviews: Beasts (Bees, Birds), Fertility, Fire

NEHALENNIA AND NODENS, TWINS OF VOYAGES AND HEALING JOURNEYS

Aliases: Nuada of the Tuatha Dé Danann (Nodens)

A Goddess from continental Gaul and a God from Britannia, the siblings Nehalennia and Nodens rule over rewarding journeys. Their nemetons are where the land meets the water, particularly mouths of rivers that flow to the open sea. Before Caesar, Nehalennia offered blessings from her shrine in what is now the Netherlands, while across the channel her brother, Nodens, granted those gifts from his nemeton on the River Severn. Sailors prayed to one before departing for the other's shores, while the injured or sick came to beg safe passage through the healing process. Nehalennia appears as a young woman, frequently in a short cloak or shawl, accompanied by a friendly greyhound. Nodens rides in an ostentatious water chariot, with a much larger dog, similar to an Irish wolfhound (now called "Lydney"). Both have the kind, soft-spoken tone of a doting grandparent despite their youthful appearance. The



two aren't necessarily travelers themselves, but rather protectors seen only at the beginning and end of the journey.

Trade remains a vital part of society, and Nehalennia and Nodens have no shortage of potential worshipers. Their incarnations could sanctify nemetons wherever truckers, train conductors, and pilots might pray just as easily as seaports; rumor has it one of their incarnations works at NASA's Cape Canaveral launch site. As health deities, the pair oversee long-term medical journeys, which would now include rehabilitation and physical therapy. Even before the Nemetondevos started returning, the pair gained a strong following in the transgender community, with prayers to guide people through their transitions to reaffirm their gender. Farmers sometimes offer sacrifices of fruit or grains to Nehalennia as well, one of the few notable differences between the siblings.

With all these prayers going unanswered for so long, their incarnations want to make up for lost time. Eagerness for their Deeds to rebuild their divinity drives the pair to aggressively help mortals under their care. One of them could be the reassuring endocrinologist, while the other is the volunteer helping refugees create legal identities in their new home. They often serve as guides to other Gaulish Scions, offering gifts that prove invaluable once the journey back to Godhood is underway. Scholars of Visitation theorize that these two will incarnate as mortal twins.

Callings: Guardian, Healer, Liminal

Purviews: Beasts (Dogs, Marine Life), Fertility (Nehalennia only), Health, Journeys, Prosperity, Water

TARANIS, GOD OF THE SKY AND THE STORM

Aliases: Ambisagrus, Taranos, Taranus

While the lower half of the Wheel plunges into Belenos' Underworld, the upper half rises unriden into Taranis' Godsrealm. As the God of Sky and Storm, Taranis has the stereotypical rage of a thunder God, but his pride (and others' willingness to humor it) often prevents violent conflict. He claims ownership of the Wheel but permits Belenos to tend it and use it to decorate the sky with the sun and stars. But when the mood strikes him, Taranis hides these pretty trinkets behind his mighty storms, so everyone knows who's *really* in charge of the heavens.

The lone sky God in a pantheon in which the divine comes from below, Taranis has a bitter, fragile ego, and his whims are not to be taken lightly. Rain has always been vital to human endeavors and fear of violent storms ubiquitous. Taranis' incarnations find worship in a new institution: aviation. The wheel symbol (which Taranis considers his own) has appeared on several new airlines' logos upon rumors of the Gaulish Gods' reincarnation. In their cockpits, tiny, eight-spoked wagon wheels are affixed wherever the space isn't covered in instruments and controls.

Taranis fell to Jupiter himself, in an electrical storm that shook the heavens. The King of the Theoi took the epithet Jupiter Taranis afterward, an easy fit: The Gaulish sky God

was known for his spears of lighting, his sacred shrines atop the highest mountains, and a propensity for incarnating with immense physical power. Today, those incarnations' natures drive them toward Deeds that demonstrate their power, as storm chasers, demolitions experts, or controversial NFL stars. Where they go, power and fury follow not far behind.

Callings: Judge, Liminal, Warrior

Purviews: Chaos, Epic Strength, Sky

SULIS, GODDESS OF THE HEALING SPRINGS OF BATH

Aliases: Adsullata

The Nemetondevos boast many local Gods of healing springs, drawing up the restorative powers of the earth through their nemetons' waters. The most powerful by far is Sulis, the Toutates of what is now the city of Bath, England. Like most Toutates, she thinks globally and acts locally, fiercely protective of her community so long as its inhabitants don't harm it themselves, or actively promote the Theoi. An arbiter of health and disease, especially eye-related maladies, she guards her local devotees from outbreaks of illness. Those who would harm them discover their own eyes festering with bacteria and worms. Worshipers carve their prayers onto stones from beneath the earth and drop them back down via Sulis' waters. "Heal my eyes" is a common request, but "blind my enemy" is just as frequent.

An incarnation of Sulis faces a hard choice: Retake her original, definitive shrine, or let Bath go. When Britannia fell to the Romans, they rededicated the nemeton to Minerva, who still holds the title to this day. But no Roman deity can access the true power of such a place, and an incarnation of Sulis who retakes the shrine would be powerful indeed. The coppery waters of the deep earth would once again wash away blindness and pain. Other opportunities are available though, such as the spas of Saratoga Springs, New York — which would be a direct middle finger to Epona, patron of the local upscale racetrack.

Sulis' incarnations are often driven to wash away maladies, but even a Scion cannot cure The World, so these Heroes tend to keep their work local and out of the public eye, lest a thousand desperate mortals overwhelm them. Even so, they find themselves in the unenviable position of deciding whom to cure, whom to harm, and whom to send away.

Callings: Guardian, Healer, Judge

Purviews: Earth, Health, Water

COSMOLOGY

The Nemetondevos have no unifying Overworld. Their Sancta make up thousands of individual realms connected to The World via their nemetons. This has given the Nemetondevos a particular interest in preserving the natural Earth, as without it their realms would be eternally isolated, and so the stereotype of "druid as conservationist" is not without merit.

Most of these Godsrealms feature a “downward” theme (caves, pools, roots), but only the Wheel serves as the Nemetondevos’ Underworld. There, souls of the dead ride what looks like an incomprehensibly massive wooden Ferris wheel, weighed down by a lifetime of memories. When they reach the bottom, Belenos washes away these memories in his great cauldron, so they can ride the Wheel back up to their reincarnation. Memory, be it mortal or divine, is the fuel that keeps the Wheel spinning, and the Wheel moves the universe. Its upper half reaches into Taranis’ realm in the sky, the only Gaulish Overworld that fits the term literally.

TTITANS

The Materes gave form and immense power to primal concepts, creating the Titans of the Nemetondevos. The Gaulish Gods mostly dealt with these beings in prehistory one way or another. Perhaps that void left Fate to invite another pantheon to step into the role of the Nemetondevos’ eternal enemies.

The Nemetondevos’ approaches to Titans have always been as varied as the Nemetondevos themselves. Andarta made war on them, hoping the sacrifice of another Titan could create a World-altering nemeton and put the Gauls back on top. Esos put them to use, as Orgos serves as the Wheel’s center. The Gauls had no qualms about slavery, and the Forester knows the value of using natural forces to power industry. Belenos, ever an idealist, wished to see the Titans reborn into something benign, if not benevolent.

Orgos is death itself, whom the Romans conflated with Dis Pater (a Mantle of Hades). He coupled with the Materes to birth the Nemetondevos, and thus is the ancestor of all Gauls, mortal and divine. His Underworld, Dubnolissos, was a miserable place where the dead were stagnant and forgotten. When Esos bound Orgos into the workings of the great Wheel, it carried the souls back into The World while Orgos struggled to break free.

Unfortunately for Orgos, even though the Wheel stopped spinning when the Nemetondevos fell, his wooden prison didn’t break. He isn’t entirely powerless, though. When the Breton people migrated to the region of modern-day France known then as a part of Armorica and now as Brittany, they brought their Gods and mythical beings along. These included the Ankou: a group of regional psychopomps who ferried Breton souls to the afterlife. As a powerful Titan, even from his prison Orgos managed to subjugate some of the Ankou and subvert them into his service instead, making them his titanspawn that still do his bidding to this day. These skeletal, scythe-wielding figures in wide-brimmed hats drive carts to collect the Gaulish dead who have gone astray; under Orgos’ thumb, their carts have become a mockery of the wagons devout Gauls were buried with to ride to Belenos. Orgos’ Ankou return the collected souls to him, that he might break the Wheel’s bindings and return Belenos’ realm to his own control. A Gaulish Scion who offered to help their Breton counterparts free these titanspawn from Orgos’ dominion might make steadfast allies in their own quest to restore the

Nemetondevos — not only the Breton Scions themselves, but the free Ankou who want to rescue their fellows as well.

Purview: Death. **Virtues:** Dominance, Fecundity.

The Tarvos Trigaranus: The decapitated head of the massive bull is buried deep beneath The World. While Andarta sacrificed the monster to create the first nemeton, the bull’s head still holds some power, creating the horrible tarasques that crawl out from beneath the earth. These nightmarish titanspawn resemble dragon-lion hybrids with spiked tortoise shells and a scorpion’s stinging tail — echoes of the Tarvos’ madness and cruelty. **Purview:** Beasts. **Virtues:** Dominance, Rapacity.

PRIMORDIALS: THE MATERES

The Materes are not just mothers, they are motherhood. These three Primordial women, also known as the August Nurses, birthed The World and its earliest inhabitants. But they are more than just producers of life: They ache to protect and nurture their offspring well after the children grow to no longer need them. Like many mothers, they have difficulty admitting their children have reached that point. Their milk allowed the first bull to grow into the colossal Tarvos Trigaranus, which trampled mountains until Andarta slew it. The Materes themselves reside in a Terra Incognita deep beneath The World, where they sired the myriad Gaulish deities until their lovers fell to Caesar.

Callings: Creator, Guardian, Healer

Purviews: Health, Fertility, Passion (Maternal Love)

RELIGION: NONE

Unlike other pantheons in The World, the ancient powers of the Nemetondevos truly *did* go away. This left their mortal worship in the lurch, and while their priests, the druids, retained their remarkable knowledge, they could no longer access their Gods’ powers. Prayers were met with an eerie silence. Mistletoe stopped growing on the sacred oaks. The water of holy springs cured thirst, nothing more.

Over time, worship of the Nemetondevos faded. The druids had refused to write their tales down, believing their strong memories would power the Wheel upon their deaths. When the Wheel stopped, they lost their motivation to teach their lore to apprentices, instead moving on to other pantheons to share their gifts and wisdom. Votives and religious artwork became little more than names and pictures with no context. Movements tried over the centuries to reconstruct the old beliefs and rituals, but without the aid of sacred writings, Scions, or miracles, these efforts were futile on both scholarly and divine levels. On the rare occasion some definitive key to the Gauls’ beliefs popped up, it was met with an “unfortunate accident,” with a Scion of the Theoi not far behind.

With the Wheel turning again, their only religions are the cults of their Incarnate Scions. Some spread the Nemetondevos’ true rites, unearthing their Godly predecessors’ memories in their rebirth; they might quest for moments of revelation by seeking places where those Gods’ nemetons once were or hunting down clues in Terra Incognitae where lost lore might linger.

Such moments are much more common the closer Scions are to the Memory end of their Virtue track. Insular druidic orders are happy to relearn their own faith's funeral rites to keep the Wheel turning. Other cults are global organizations searching for returning Gaulish Gods to aid and protect. Still others labor over secret plans of revenge against the Theoi.

BIRTHRIGHTS

Without the Nemetondevos around, the Legendary Gaulish warrior Bands were mostly wiped out, the ancient cults were forgotten, and most of their Denizen allies were lost to the millennia. Most of the Birthrights remaining are relics, though a few friends of Gaul still roam The World, and Scions are good at making new ones.

COVENANT

The Covenant Birthright (p. 69) is common among the Nemetondevos, particularly pertaining to communities local to their nemetons.

CREATURES

Ram-Horned Serpent: The iconic companion of Cernunnos, this enormous beast always finds its master throughout his incarnations. Its children make loyal mounts for other Scions as well, though they don't like cities (and cities don't like them).

FOLLOWERS

Genii Cucullati: The Nemetondevos once tasked these little hooded men, about one foot tall, with aiding their Scions — sometimes with farm plows, other times with daggers. They're a surly bunch, and they fly into a rage whenever someone points out that their hoods look phallic. Very phallic.

GUIDES

Druids: Druids cultivate incredible stores of knowledge. They are walking libraries of nature studies, divination, and healing. Originally only priests of the Nemetondevos, they now offer their wisdom (and magic) to Irish and Welsh Scions, too.

RELICS

Carnyx: As tall as its player, the carnyx horn is shaped like an angry, snakelike beast, and its trumpeting spreads a horrified panic through even the hardest enemies.

Skulls: A warrior can claim no greater trophy than the skull of a foe. These need not be human skulls, and Scions of the Nemetondevos often take them from defeated titanspawn. Back in the day, Andarta frequently arranged such deadly challenges for her children's Visitations, blessing the skulls with her power afterward if the child survived.

Torcs: These gold Bands provide wealth as well as show it off, and unapologetically mark their wearers as being on Team Gaul.

Wooden Rims: These eight-spoked wooden wheels are carved from branches of the first nemeton and are as durable as the sturdiest metal. They help drivers convey spirits of the dead toward the true Wheel.

SANCTUM

While younger Scions — and therefore, most currently living Nemetondevos — don't have Sancta (See **Scion: Demigod**) of their own, their nemetons open up into the once-grand Godsrealms they commanded when they were true deities. These realms have suffered neglect during their long abandonment, and many have been looted or despoiled by Theoi looking to finish the job and wandering Heroes seeking old Legends to unearth for themselves. Newly reincarnated Nemetondevos first pass through their shrines into places falling into ruin or conquered by some other pantheon's agents and must clear them out and clean them up to restore their original divine splendor.

RELATIONSHIPS

Residing in separate, smaller Overworlds, the Nemetondevos had always had little unity as a pantheon. Some cohabitated in shared nemetons, like Gobannos and Bergusia, but most required a bit more effort to socialize. So, while the greater Gods may have a shared history, local deities were tied to The World near their nemetons, rarely familiar with Gods who didn't reside nearby. Abandinus (of what is now Cambridgeshire) never knew Lero (of the French Riviera), and they certainly didn't chat during the millennia they were dead, bound in darkness to a Wheel that would not turn. In death, you ride alone.

Today, they are even more disorganized, trying individually to climb back to divinity and regrow nemetons across The World. Belenos' Scions are driven to help, and they try to form Bands entirely of reborn Nemetondevos, but they are few and scattered; most Gaulish Scions in the modern day ally with local Heroes of other pantheons.

The Nemetondevos are rebuilding. Their reincarnating souls burn to sanctify new nemetons and return to power as one of the great pantheons of The World. They have just begun the journey back to divinity and they have powerful enemies, even aside from the Theoi, whom many new Nemetondevos believe deserve brutal vengeance. Orgos has trapped countless wayward souls throughout the ages via his Ankou and their carts. Even while he struggles to break free from his prison and put an end to reincarnation for good, they in turn threaten to escape his clutches, causing havoc for the dead who ride the Wheel. More ambitious Gaulish Scions plan a chthonic jailbreak for these souls to get them back on the Wheel and into the cycle of rebirth. Their misery is one of many wrongs that came out of the Nemetondevos' long absence, and their new incarnations ache to make every one of them right.

OTHER PANTHEONS

Nemetondevos Scions have plenty of grudges to take out on the Theoi, but their smaller numbers and the fact

PANTHEON PATH OF THE NEMETONDEVOS

Asset Skills: Close Combat, Survival

Scent the Divine: The distant rumble of a massive wheel; the smell of an oak forest

Virtues: *Memory and Purgation.* Even before its destruction, the conflict between honoring the past and letting it go was always at the pantheon's heart. Druids hoarded wisdom and lore, and divine Memory drove them to "keep it all up here," without aid of book or tablet, to better power the Wheel when they died.

But this meant a willingness to release the past, trusting Memory alone to keep their culture alive. Gaulish warriors went to their deaths without fear, knowing they would be reborn blank slates. This single-minded faith in the Wheel's power may well have cost the Nemetondevos the war against the Theoi or prevented their earlier return. When it ultimately stopped turning, many lives were cast away. This realization haunts modern Gaulish Scions, who — with their perspective of centuries of hindsight and recorded history — are more torn than ever between their divine Virtues.

Memory means not merely preserving the past, but also honoring it through means such as carrying on a fallen comrade's quest or telling the tale of a great Deed. To a reincarnated God, it's also honoring his own past self, and holding accountable those who committed wrongdoing against him and his — even if it was lifetimes ago.

Purgation means letting go of what was to dictate what will be and write his own Fate, rather than simply treading the same path his previous Incarnation did in the distant past. Sometimes, it takes the form of innovation or forgiveness. Other times, it's walking away from history's ills, or putting them in a giant wicker statue and setting it ablaze, leaving nothing but ashes to tell the story.

These Virtues come into conflict when Scions must choose between honoring the past and moving on from it. Focusing overmuch on Memory traps them in an endless cycle of violence and revenge but leaning too hard on Purgation risks truly abandoning their legacy and history, leaving the Gauls and everything they cared about in the dust of ages forever.

that they don't yet have full Gods backing them up prompts them to mostly fight through proxies and subterfuge rather than engaging directly. Divus Julius, the God who was once their mortal persecutor, aches to fight them again, but Jupiter Capitolinus holds him back, fearing to disrupt the theo-political landscape.

The Welsh and Irish pantheons are like cousins to the Nemetondevos, many of whom survived among these related Gods in different Mantles. This familiarity lends credence to the theory that the three share a single origin; it can also lead to proliferating family squabbles (of which the Tuatha Dé Danann have countless). When Esos' incarnations get obsessively competitive with those of Gobannos and make trouble, they'd be well-advised to steer clear of Brigid's children, as she's the smith's cross-pantheon mother. Despite these occasional hiccups, though, Irish and Welsh Scions are the closest allies the Gods of the Sacred Shrines have.

As the Nemetondevos' incarnations forge new shrines across The World, they also create new relationships with both foreign pantheons and newcomers to their old stomping grounds, like Britannia and Marianne. But they aren't united, and these relationships are mostly on the individual level so far. As a whole, for example, the Orishà respect the Gauls' dedication to honoring memories of the past while moving on from them (not to mention their sympathy for a culture that imperialism wiped out). However, Andarta's hawkish outlook toward Titans has put her on much better terms with the Devas.

GREATEST WEAKNESS

The Nemetondevos' shrines have always been their vulnerability, even at their height. Stolen mementos can give intruders access to their Sancta through the gates their nemetons harbor. Should all of a Scion's nemetons be destroyed, she loses access to a significant portion of her divine power until she sanctifies another. Nemetons that remain from ancient times are not necessarily hidden, either; some, like the Baths of Sulis, are directly pointed out on tourist maps.

SIGNATURE PURVIEW: NEMETON

Motif: By harvesting mementos from your nemeton, you bring its divine power with you.

The Gods of the Sacred Shrines get their name from their **nemetons**, places that tap into the divine power of The World itself. A nemeton forms an Overworld gate (**Scion: Origin**, p. 36) to a long-abandoned Gaulish Godsrealm or a Scion's own Sanctum, if she has one. In either case, the key to open the gate is always a **memento** the Scion has cultivated from the nemeton's natural bounty, whether it's a sprig of mistletoe, a vial of spring water, a jar of honey, or a tree branch. Even if it's simply an acorn, cultivating it as a memento requires a complex tier 2 crafting project (**Scion: Origin**, p. 76) that might

involve ritual votive offerings and other acts of sanctification. The most popular method is to fashion weapons or tools from the harvested materials to make them last longer, such as oaken staves or wands, and Scions of the appropriate Legend rating usually make them as relics.

If a memento is lost or destroyed, the Scion must either make another one, or accept that the corresponding gate no longer has a key, leaving it open for anyone to walk through if they know it's there. Nemeton gates are otherwise secure as long as she keeps her mementos safe, but a stolen memento gives the thief full access, so most Nemetondevos Scions keep their mementos on their person at all times.

Heroes are limited to one nemeton, Demigods may have three, and Gods may have as many as they wish. While having multiple nemetons protects a Scion from seeing them all destroyed, it also creates more gates to her Sanctum — and thus, more potential breaches, as each one requires its own memento key.

To create a new nemeton or awaken one long dormant, the Nemetondevos must make a major sacrifice (**Scion: Hero**, p. 188) that replenishes no Legend, instead *spending* a Legend point to unlock the place's power. Devout worshippers, such as her Followers or members of her Cult (p. 23), can make the sacrifice for her, but it won't work without her permission and she must still spend the Legend herself.

Innate Power: You have your own sacred shrine. You can always sense who is in your nemeton and what's happening there, and you may use Boons and marvels to take effect there as if you were present.

Whenever you accomplish a long-term Deed or sanctify a new nemeton, you experience a vision that lets you choose one Knack, Boon, or other effect that's limited to once per session or episode that you've already used; it becomes available again. If your Virtue track is closer to Memory, you remember a flash from a past life; Incarnate Scions experience memories of Deeds their Godly selves performed, while others recall lives as mortals or even Denizens, and either may experience a waking nightmare of centuries trapped on an unmoving Wheel. If your Virtue track is closer to Purgation, you instead see a hint of the God you're becoming or a glimpse of what the future of the restored Nemetondevos could be. At the center, you see a divergence between the two.

MY WORLD, MY RULES

Cost: Spend 1 Legend

Duration: One scene

Subject: Field

Range: Medium

Action: Simple

You open a portal to your nemeton, which spills into the Field around you, blurring the two places. The Field becomes either dangerous (with up to three points of Complications) or difficult terrain for everyone except you and your allies. The specific effects follow the themes of your nemeton: Bees swarm the area, a torrent of thermal water fills the room, or oak roots trip careless

trespassers, for instance. Further, you and your allies may travel back and forth through the portal itself. Doing so in action time requires being at close range to the portal and making a successful disengage roll if necessary. Those within the nemeton cannot interact with the Field or vice versa. If you're already in your nemeton, you may use this Boon to affect its terrain at no cost.

PAST LIFE SKILLS

Cost: Imbue 1 Legend

Duration: One scene

Subject: Self

Action: Simple

Everyone rides the greatest nemeton of all: the great Wheel. Reflecting on the power of Memory, you close your eyes and gain a taste of who you were before your current life. For the duration:

- Gain total fluency in a language you don't know, even one long dead or lost.
- Gain one new Specialty each for three different Skills, even if you have no dots in those Skills.
- Choose a character Fatebound to you. That character or one of their previous lives played a similar role for one of your past lives, and you remember fragments of that history, reaffirming the threads of Fate that tie you to them. You may invoke that Fatebinding in this scene even if it would exceed the number of times you could normally invoke it in a session.

"I'm gonna put those stupid antlers on my wall."

Ryan the Hunter's voice was calm as the private jet turned sharply. Edmond stumbled and fell, the antlers in question hitting the cocktail bar and twisting the Frenchman's neck as his blood pooled on the carpet. But Ryan stood steady through the turbulence and pulled an arrow from his quiver. The deer-man stared into the three glowing stars at Ryan's waist as if they were headlights.

"And stay dead." Ryan lifted his bow and took aim.

A brown owl landed on the arrow. The archer tried to shoo it off, but another landed on his shoulder. Edmond took advantage of the distraction to dash toward the cockpit.

Ryan attempted to follow, but the owls flapped their wings in his face noisily. The cockpit door flew open as more birds, rabbits, squirrels — and was that a horse? — erupted from what should have been a tiny space, diverting around Edmond effortlessly. Ryan could see a forest on the other side, until Edmond slammed the door behind him.

The hunter fought through the fauna to smash open the cockpit door with his boot.

Edmond was gone.

So was the pilot.

NEW PATH: DRUID

When I was five years old, I planted an acorn and began my studies. Not until I was 30, and that oak tree bore its own acorns, did the druids deem me worthy to join their ranks.

Originally the priests of the Nemetondevos, the druids took their great knowledge of The World elsewhere after the Romans conquered Gaul. They still survive today as keepers of the Gaulish calendar and its secrets, scholars, saints, and sorcerers. They've mostly served the Welsh and Irish pantheons in the interim, though some Titans, particularly the Fomorians, took druids into their employ as well.

As a member of this ancient order, you have spent decades of your life learning natural science, divination, and a form of magic rooted in The World's natural powers.

Asset Skills: Occult, Survival

HEROIC DRUID KNACKS

Keeper of Knowledge: Gain access to one of the following Mortal Sage Knacks (**Scion: Origin**, p. 111): Blockade of Reason, Palace of Memory, or Presence of Magic.

Druid's Kit: This knack functions identically to the Heroic Healer Knack "Doctor's Kit" (**Scion: Origin**, p. 227), but rather than modern medical equipment, you heal with herbs you've collected in the wild. The stunts are likewise identical, but represent the following, respectively: Rare Herbs (1s), Poultice (2s), and Ritual Tincture (4s).

The Wheel of the Year: At the start of a complex action representing a long-term project, you can glean the auspices of the dates or times you'll be working from the calendar and take advantage of Fate's favor or mitigate its hindrances. Reflexively roll your Knack Skill and spend the successes as Enhancements across any rolls during the complex action, to a maximum of three per roll.

IMMORTAL DRUID KNACKS

Bé Chuille and Dianann's Army: Like the druid sisters of the Tuatha Dé Danann, you can use The World itself to create the illusion of a great army. Leaves and grass (or desert sands or crashing waves) appear as whatever type of warriors you choose. Anyone of lower tier automatically sees legions of formidable foes, while it requires an opposed Knack Skill roll to affect those of the same tier or higher. Even those who successfully see through the illusion face

a higher difficulty to convince anyone else of the ruse: +1 Difficulty if you're a Hero, +2 at Demigod, and +3 at God.

Cathbad's Calendar: Once per episode, you can make a prediction based on the calendar's arcane complexities. Make a Knack Skill roll and ask the Storyguide the following: "If allowed to happen, what upcoming event will have the direst consequences?" This roll comes with a unique stunt: Each success spent allows an additional yes/no question about the named event to learn specific ramifications and other details.

Aoife's Curse: By successfully striking a foe of lower tier with a hazel wand, you transform them into a beast of your choice, as in the Metamorphosis Boon "Transfigure" (**Scion: Hero**, p. 270). This transformation is a Condition that resolves upon a future event you name that *must* be either guaranteed to occur within the arc, such as "when next the moon is full," or something the target can make happen themselves, such as "when you give back what you stole." The successful attack isn't required against trivial targets.

If you know the Geasa Boon "Lay Geis" (**Scion: Hero**, p. 271), you may forgo the attack and the Momentum cost to use this Knack in conjunction, bestowing both Conditions in the same action. However, resolving one Condition immediately ends the other, and you still must proclaim the event that will end the curse.

HEROIC WARRIOR KNACK: TRIMARKISIA

When the Keltoi marched on ancient Greece, the Greeks were baffled at how the invaders could replace their fallen soldiers almost immediately. One servant brought the wounded warrior to safety while a second took up the fight, using the trimarkisia, or "three horsemen," technique.

Make a Knack Skill roll and gain temporary dots of the Followers Birthright (**Scion: Hero**, p. 203) equal to successes rolled, to a maximum of Followers 5. This represents your foresight in coordinating auxiliary forces and finding or recruiting backup whenever you need it. These Followers have the Heavy archetype and gain tags in the following order as their rating increases: Tough, Group, Knack (The Biggest Threat; **Scion: Hero**, p. 235), Savage, Mob.

THE YAZATA OF PERSIA

Those beings who have lived in service of Asha
whom Ahura Mazda recognizes as truly worthy
and by virtue of their honest endeavoring
we worship all such beings!

— The Yenghe Hatam Manthra

In the beginning, there was light. The Primordial Ahura Mazda fashioned the sky out of metal and let it shine like a gem. As they created the universe, the Yazata arose. Each Yazata is an ascendant being who has become an *Ashavan*: a spiritual master of Asha, the Threefold Path of good thoughts, words, and deeds that brings harmony to the universe.

The Yazata are ancient Gods who endured Persia's rising and falling fortunes throughout history. The modern Zoroastrian population is small, but their Gods are mighty. Their greatest foes are **daevas**: powerful divine beings who subvert harmony and free will, making them unworthy of worship. The greatest daeva is the Titan Angra Mainyu, but the Yazata also consider the Devá pantheon daevas and thus a pantheon of Titans. From the Yazata perspective, even if they aren't Titans, the Devá are so egotistical and caste-bound that there's little difference. The Devá's greater popularity does not intimidate the Yazata, who refuse to back down against any threat. They have survived the fall of civilizations before, and they intend to be around to rise again.

PRINCIPAL MEMBERS

Everything the Yazata, "those worthy of worship," do is to prove themselves deserving of the name. They consider themselves champions of Good and glorious Ashavans fighting tirelessly against ignorance, greed, tyranny, malice, and cruelty. Their hierarchies are voluntary, based on respect, and Ahura Mazda's sevenfold manifestations unite and direct them all. These are the Amesha Spenta: Spenta Mainyu (Holy Creative Spirit), Vohu Manah (Good Mind), Asha Vahishta (Glorious Asha), Kshatra Vairya (Desired Dominion), Spenta Armaiti (Holy Harmony), Haurvatat (Wholeness), and Ameretat

(Immortality). As the Persian empires and their diasporas were cross-cultural, the Yazata's natures and foci vary, as they became Yazata at various points in history. From worthy humans like Zarathushtra, who exemplified the truly wise Ashavan and sang the message of Ahura Mazda, to redeemed daevas who renounce their evil ways, all are welcome if they strive to prove their worth, irrespective of background.

The Yazata include Anahita (water), Ashi (fortune), Atar (fire), Haoma (spiritual insight and ecstasy), Hvare-Khshaeta (sun), Mangha (moon), Mithra (covenants), Rashnu (justice), Sraosha (conscience), Tishtrya (rains), Vanant (goodness), Vata-Vayu (wind and atmosphere), Verethragna (war and victory), Zam (earth)



ANAHITA OF THE WATERS

Aliases: Aban, Anahit, Anaïtis, Apam Napat, Apas, Ardwisur Anahid, Arduuī Sūrā, Aredvi Sura, Avān, Banug, Berezant, Burz, Mother of the Waters, Nahid

Offer a sacrifice to Anahita, the health-giver who ensures conception and safeguards childbirth. Obey her, she who hates the daevas and crushes them under her four horses. Praise her, she who runs down every river and walks the shores of every sea. Anahita Incarnates as a tall, athletic, and radiant maiden wearing a golden mantle. She rides into battle in her chariot, garbed in beaver pelt robes and a crown of 100 stars.

While many Yazata are healers, Anahita is their greatest medic, loved by all as a symbol of purity. Her healing streams are of utmost spiritual importance to Zoroastrians, nearly rivaling the sacred fires. Yet Anahita is also a warrior, and when the forces of evil rear their heads, she is the first to leap into battle. Some of Anahita's cults mingle

PRONUNCIATION GUIDE

The sacred language of Zoroastrianism is Avestan. Many Avestan words and names are pronounced just as they look, but the following are a little trickier:

Angra Mainyu: awn-grah mine-yu

Chinvat: shin-vaht

Hvare-Kshaeta: hu-ahr shay-tah

Jamshid: jahm-sheed

Kai Kavus: kai kah-voo

Mangha: mahn-hah

Verehragna: veh-reh-thrawn-yah

with those of Artemis and worship the Goddesses syncretically as a single being. The two share a mutual respect for each other's battle prowess and seek refuge in one another's company when their male counterparts become too overbearing.

Anahita's worshipers and offspring use her image as an icon of feminine power. Her relics are multifaceted, such as a 400-horsepower convertible that can drive over water and blares music that rallies troops in battle. Scions of Anahita act decisively when using force to resolve a situation, confident that they can contain the violence and heal wounds on both sides after claiming victory. They are strident defenders of the natural world, rallying against illegal sewage dumping, harmful invasive species, and destructive infrastructure projects.

Callings: Creator, Healer, Warrior

Purviews: Beauty, Health, Water, War, Wild

ASHI OF THE GOOD REWARD

Aliases: Ahrishwang, Ashishvangh, Ashi Vanguhi, Ard, Ardoxso, Parendi

Sacrifice to Ashi of the Good Reward, shining and worthy of the sacrifice. Praise her, she who is strong, generous, healing, intellectual, and powerful. Ashi brings fortune and glory unto those she blesses and upon whom she shines, just as she enlivens their minds and brings them success. O Ashi! Ashi blesses not just mortals, but also other Gods. She serves as Mithra's charioteer, guaranteeing victory in all endeavors. Propitiation and devotion to Ashi, appointed by Ahura Mazda to bring just rewards to both righteous and wicked, as they have chosen. Tall and beautiful, she sports a cornucopia and adorns herself with riches.

Ashi plays favorites, seeking out the most righteous and deserving to bestow upon them everything they need and desire. However, those who fall from Ashi's favor fall fast and hard; they end up tormented and begging for mercy, the "reward" for embracing evil. In today's World, wherever you turn on the news to hear of a cherished celebrity's fall

from grace due to their abuses coming to light or populist politicians undone due to the mysterious leak of unseemly tapes, you find Ashi's hand in the fulfillment of justice. All in all, it's better to be on Ashi's good side than not.

Similarly, Ashi's Scions head scholarship and charity funds and engage in major philanthropy to aid the less fortunate. They take on pro-bono cases to fight for the unjustly accused and pride themselves as backroom kingmakers supporting candidates with good hearts. Others prefer to keep the fortunate on their toes, never shying away from reporting on corruption and zealously prosecuting the greedy. It's not uncommon to see them take up white hat hacking or even earning reputations as assassins who only kill the wicked — at a reasonable price. Everyone deserves their just reward, both good and bad.

Callings: Judge, Sage, Warrior

Purviews: Earth, Fortune, Prosperity, War

ATAR, SON OF AHURA MAZDA

Aliases: Adar, Adur, Atash, Azar

Honor and praise to Atar, glory-filled, blazing eternally to cast away darkness. Sacrifice unto Atar, blessed to be the Son of Ahura Mazda and master of the household. He commands all fires: the purifying, the burning and unburning, the seen and unseen. He is the source of all warmth. Radiating Ahura Mazda's light of revelation, Atar selects saints and prophets. He detects wickedness through imposing ordeals and blesses those who pass his fiery tests with strength, wisdom, truth, and love. Heed glorious Zarathushtra's injunction to pray in the presence of Atar, whose pure energy focuses minds toward devotion to Asha. He is the seventh of the seven creations and only through Atar could the other six begin their righteous work, for Atar is the fire of life and the force of being.

Like fire, Atar is mesmerizing and wondrous to look upon, beautiful and terrifying, worthy of respect and fear. A conduit between the material and spiritual, Atar busies himself delivering the various sacrifices and prayers channeled through him to the House of Song, while concurrently burning brightly before Ahura Mazda's throne. He is the proud guardian of those desperate to maintain truth and those seeking redemption. He watches over the hungry, cold, lost, and outcast, fighting all evil that threatens them. He stokes the inner fire that drives creativity, bringing ever more bounty and beauty into the universe. He rejoices in humanity's great advances in technology, medicine, and the arts, and he has played advisor to more than a few ministers of culture.

Atar's children always take care to hear the ignored, banish the ignorant, fight the unjust, and protect the vulnerable. From educating the populace to militant activism, from righting social wrongs to endlessly inventing new and beneficial creations, they follow in their father's footsteps. Those who maintain purity and cleanliness diligently and dutifully are also Scions of Atar; they may take their janitorial duties seriously to keep their building spotless, ensure prompt delivery of the mail despite inclement weather, or

cut an elderly neighbor's lawn once a week because it's the right thing to do. They're inflamed with righteousness, and happy to be of service.

Callings: Guardian, Judge, Liminal

Purviews: Artistry (Innovation), Beauty, Fire, Forge, Health, Passion (Devotion)

HAOMA, THE FIRST PRIEST

Aliases: Duraosa, Hom, Hum

Hail Haoma, holy and pure, driving death away and providing glorious eternity. Praised by Zarathushtra and all saints, Haoma became Ahura Mazda's first priest, sacrificing and singing the manthras for the Yazata. Glory to Haoma, through whom the Heroes of The World have been born to us! O Haoma, who causes progress, making history advance! He brings spiritual understanding, deific ecstasy, and his blessed plant-form to humanity. Beauteous is he, righteous in nature, golden-hued, and all-healing. Good is Haoma, and nutritious for the soul!

Haoma took the form of a beautiful man when he visited Zarathushtra, reflecting the beauty of the wisdom he provides. He appeared as an outrageously strong hermit, showing wisdom's empowerment to overcome evil in binding Afrasiab with his sacred girdle. Most commonly, he manifests in his plant-form in all its known and disputed variations, all Haoma and all divine. Prepared as a sacred beverage to deliver sublime ecstasy and enlightenment to

those engaging in proper worship, Haoma furthers Asha through this ritual sacrifice. He favors unique flora and libations that open the mind to new possibilities and break down mental barriers but condemns their use beyond the sacramental. All such experiences should lead toward alignment with Asha and veneration of the divine — so don't expect Haoma at your next warehouse rave, but he might come to your next ayahuasca retreat in Sonoma. Always on the lookout for opportunities to bring new saints and Heroes into The World, he blesses righteous parents with Ashavan children to make them proud.

Many children of Haoma love botany or choose a sacerdotal life, but others get a bit experimental. Both the bounty hunter with Avestan scripture tattooed on her arms and the chief doctor at an exclusive fertility clinic would also show up to a family reunion, helping their father with the Yasna. Haoma's Scions are all about gaining new insight and spiritual power while making sure they use it responsibly, for the furthering of Asha.

Callings: Healer, Leader, Sage

Purviews: Beauty, Epic Strength, Fertility, Health

HVARE-KHSHAETA, WHO IS THE RADIANT SUN

Aliases: Hvar, Khorshid, Khurshed, Khwarshed, Suhar

Praise Hvare-Khshaeta, the shining, undying, swift-horsed sun. When his beautiful, radiant light banishes



darkness upon the Earth, all gather and bathe in its glory, from animal to Yazata. His warmth increases Asha and purifies all. Without Hvare-Khshaeta's eternal vigilance, daevas would rampage against Ahura Mazda's creation, so honor and sacrifice to his strength and vigor always. May the songs be unending for Hvare-Khshaeta, whose name is the Radiant Sun, and the greatest of all friendships between Sun and Moon!

Hvare-Khshaeta is an unflinching watchtower guard with long-range weapons at the ready to vanquish evil. Nothing escapes his sight, and those who keep to the shadows will have his spotlight on them soon enough. One of his Incarnations runs a popular broadcast TV show hunting down The World's most wanted. While his best friend among the Yazata is Mangha, he works closely with Mithra in hunting down oath-breakers wherever they hide, and with Atar in bringing light and truth to humanity. Hvare-Khshaeta is also a protector of life, bringing warmth, sustenance, peace, and joy to all who bask in his rays. He cleanses the Druj's fog from the minds of those who have gone astray and enlightens the worthy.

To be a Scion of Hvare-Khshaeta is a full-time job without much admiration or respect. People take the Sun and his children for granted despite their tireless efforts to keep darkness at bay. The masked vigilante swooping in to protect the defenseless, and the overworked social worker receive little praise. The Habitat for Humanity volunteer building her 500th house and the daily volunteer at the homeless shelter bring warmth without the limelight. They usually don't crave adulation, but sometimes someone

looks at them and realizes how beautiful the light that shines from them can truly be.

Callings: Guardian, Hunter, Leader

Purviews: Beauty, Epic Dexterity, Epic Stamina, Sun

MANGHA, WHO IS THE MOON

Aliases: Gohzir, Mäh, Mäha, Mäonghah, Mens, Möhōr

Honor the Queen of the Night. Praise Mangha, whose rays make forests grow. She is the night's unsullied guardian, the dusk counterpart to her dear companion Hvare-Khshaeta. Mangha possesses The World's splendor, wealth, and fortune. Her soft light soothes minds and brings inner peace.

The primordial bovine Gavaevodata was one of the first six material beings to enter the universe. When Angra Mainyu slew Gavaevodata, Mangha gathered its creative essence, or *cithra*. The Moon's creative powers purified the *cithra*, then refined it into a more potent form. When Mangha returned the *cithra* to Earth, all types of animals sprang forth from within, making Gavaevodata the ancestor and soul of all beasts. The moon's rays encourage plants to grow, and while cattle are sacred to her, all life ultimately descends from Gavaevodata and is worthy of her attention. Mangha manifests as an entirely human woman with a crescent moon crown, or as a woman with a bovine head. In every form, she is regal and beautiful; her demeanor calms the racing heart.



Mangha shows her approval with MāhCoin: a cryptocurrency relic that unlocks creativity when used in transactions. Her Scions gravitate toward rising leaders and politicians, becoming powerful majordomos who curry favors and broker power behind the scenes. They aim to unleash the hidden potential of those around them, especially seeking out pre-Visitation Scions as allies or underlings.

Callings: Creator, Leader, Sage

Purviews: Beasts (Bovines), Fertility, Fortune, Moon, Prosperity

MITHRA OF THE COVENANTS

Aliases: Miça, Mihr, Mihryazd, Miuro, Mithras, Mithra, Misi, Miuro, Myhr

Praise be to Mithra, the keeper of all contracts. Sacrifice to him, he with a thousand ears and ten thousand eyes who punishes oathbreakers. The lord of the wide pastures' sight permits no lie to exist. Glory be to Mithra, who judges the dead. Honor him, he whose might even Rome could not deny.

Mithra stands with Rashnu and Sraosha on the Chinvat Bridge as the guardian of truth, weighing the balance of each soul who crosses. Mithra hears every promise, from a heroine's solemn oath to slay the dragon king to a five-year-old's vow not to raid the cookie jar. He also concerns himself with political intrigue and international alliances. It pleases him when old enemies set aside their differences to forge a pact of friendship. While Hvare-Khshaeta is the sun, Mithra embodies the solar disk's omnipresence, vigilantly watching for traitors and false friends. When Verethragna prepares to battle titanspawn, Mithra is at his side to ensure the monsters meet their doom.

Athletic and handsome, Mithra's eyes shine and his presence looms over crowds. He wears a tall, peaked cap, although his modern Incarnations also own impressive arrays of fedoras, top hats, and baseball caps. His most famous relic is his terrifying golden mace, the Vazra, which makes daevas tremble. Mithra bestows lesser versions of his favorite weapon upon worthy Scions. Recent ones include a brazen police baton, a bottomless canister of military-strength pepper spray, and an ox-headed cudgel.

Mithra's children offer aid to people struggling to fulfill the pledges they have made, especially when those struggles are no fault of their own. Conversely, these Scions pass judgment on those who break promises or deals deliberately and knowingly. The most ambitious Scions attempt to forge contracts between foes, emulating Mithra's position as mediator between the Yazata and the Theoi.

Callings: Guardian, Judge, Leader

Purviews: Death, Order, Sun

RASHNU, WHO IS JUSTICE

Aliases: Rashn, Rashne, Rasn, Razishta

Glory to Rashnu, the ever upright, within whom the essence of Asha resides. All are equal in his eyes; true justice knows no rank and discriminates against no identity.

Rashnu augments The World through the truly spoken word, casting aside the liar and their unjust ways. He stands with Mithra and Sraosha as a guardian upon the Chinvat Bridge and knows the essence of every soul, judging their purity accordingly. Life is merry where Rashnu reigns and no Druj-filled tyrant can impose their vile rule in his presence. *O Rashnu, who journeys through all lands to restore justice and punish the wicked, let your scales ring with truth!*

Rashnu prefers to manifest as a strong, tall, and stern figure holding the golden scales that weigh an individual's virtues and sins. He is impartial and incorruptible, caring not for your riches or power. He knows the fight to build a more just world is long and difficult, but he isn't planning on giving up, ever. Though he is constantly on the move throughout The World, hunting down injustice and rectifying it wherever he can, Rashnu is eternally patient. His Incarnations have served on the International Criminal Court and led peacekeeping missions aiming to end or prevent genocides and sort out the guilty. Everyone sees Rashnu one day on the Chinvat Bridge, after all, and his scales never lie.

Rashnu loves when his Scions become judges in any form, but sometimes even the laws are unjust, and he reminds them of that often. Attorneys dedicated to civil rights and social reformers stand against corruption in Rashnu's name, as do legal scholars and philosophers who try their best to understand what justice really means. Some of Rashnu's children take less direct routes to the same ends, such as investigative journalists or subversive publishers fighting propaganda. They see speaking truth to power as essential, and to back down from what is obviously just is the gravest sin. They are willing to give everything they have in their quest for justice, often wandering The World empowering the just as their father does, or even accepting self-imposed exile from their homes for refusing to give up on building a better world in the face of oppression and lies.

Callings: Guardian, Judge, Liminal

Purviews: Death, Epic Strength, Journeys, Order

SRAOSHA, WHO IS CONSCIENCE

Aliases: Darshidru, Sarosh, Soroush, Srosh, Suros, Surush

Sraosha was first in creation to adore Ahura Mazda as is right and holy. He recited the most sacred mantras before the universe, transforming his body into pure, beautiful song to use as a weapon against the daevas — a weapon he teaches his Scions to wield as a relic. Victorious always against wrongdoing with his ahuric mace, he's lord of all ritual and aids Haoma's sacrifices. He meets the dead on the Chinvat Bridge with Rashnu and Mithra to where Rashnu's scale judges all deeds, and he alone accompanies souls on their journey across should they prove worthy.

Manifesting as an impressively athletic youth whose body is covered in singing mantra tattoos, Sraosha is the constant knock on your mental door reminding you to think things through and choose well. Aeshma, daeva of wrath, is his main enemy, as being drunk on anger leaves no room for good choices and even less for good thought. Ever the protector of the poor, Sraosha loves to travel, whispering to

bankers to give generous donations to the homeless folks outside their offices, or to generals to drop their weapons and help rebuild war-torn towns. One of his Incarnations runs a popular radio show on which he helps people sort out their problems and become their better selves. He pushes his sister, Ashi, to reward those of good mind and those down on their luck, believing they'll work toward empowering others to be of good mind as well.

Scions of Sraosha stop and smell the roses, enjoying the symphony of existence, but they call out problematic behavior immediately when they see it. Whether they wander preaching the Good Word by singing in taverns or growl out metal ballads full of positivity and praise, Sraosha's children love life and want to help others enjoy it in ways that don't harm themselves or others. They'll escort you past angry mobs while soothing you with their melodic voices, and they'll write poetry that inspires you to call your mother and see how she's doing. It's all in a day's work for a Scion of Conscience, and they hope you'll take up some of the burden as well.

Callings: Guardian, Judge, Sage

Purviews: Artistry (Song), Death, Epic Dexterity, Epic Stamina, Epic Strength, Journeys, War

TISHTRYA OF THE RAIN

Aliases: Roozahang, Shabahang, Sirius, Tir, Tishtar, Tysh, Tyry, Varahang

Honor Tishtrya, the stallion who defeats the daeva. Praise Tishtrya, the world-refreshing rain whose storms wash away corruption. Tishtrya watches over us from the night sky to ensure no evil enters our hearts.

Tishtrya frequently manifests in a handsome man's form, or as a bright star, but his favorite Incarnation is a pure white stallion whose hooves thunder when he charges into battle. His life-giving rains permit crops to grow each season and destroy the influence of Apaosha, the daeva of drought. He heals body and mind alongside Anahita, restoring the faithful to health. Scions whisper that the two Gods consecrated a spa in Tehran that brings bathers back from the brink of death. Tishtrya's closest companion is Vanant. Vanant's duties require them to remain close to the night sky's center, so Tishtrya patrols the perimeter as the star Sirius. Since they watch the sky's opposite sides, anything one God misses, the other one sees.

Scions of Tishtrya are free spirits but not uncontrolled. They prefer open, natural spaces with unobstructed views of the night sky or temples that double as storm watch centers and hydrology labs. Many fret that light pollution weakens Tishtrya and Vanant's influence on The World. Whether this pollution is an unintended consequence of mortal industrialization or a concerted plot on behalf of Aži Dahāka is up for debate. When shit hits the fan, Tishtrya's Scions rely on their mastery of the weather to see them through. Nothing says "lose your pursuers" like dropping a hurricane on top of them.

Callings: Guardian, Healer, Warrior

Purviews: Beasts (Horses), Fertility, Health, Sky, Stars, Water

VANANT THE GOOD

Aliases: Oanindo, Vanand, Vega, Wanand

Sacrifice unto Vanant, who is the star Vega and hunts the titanspawn. When Vanant's light falls upon The World, evil flees in terror. Shining through the night, Vanant peers outward, neutralizing threats to humanity and guarding the gates to Hara Berezaiti. They often take up arms to slay daevas, but they are just as vigilant against corruption and misinformation. Vanant has no spouse but is Tishtrya's inseparable companion in the night sky.

Vanant guards Otherworld gates against evil. When Angra Mainyu sends its spawn forth into The World, it warns them not to look upon Vanant's light if they wish to complete their foul work. The goodness within Vanant's rays is so pure it paralyzes evil, making its minions easy pickings for the Yazata guardian. Vanant weaponizes starlight and all forms of radiance. Infamously, they once turned a laser projector at Burning Man into a relic whose light was harmless to humans but incinerated daevas. Vanant keeps a close eye on the Devá pantheon, uncertain if they are daevas but preferring to err on the side of paranoia, just in case. Any Scion of the Devá who wanders into Yazata territory is quick to learn that being the personification of light and goodness does not make one a pushover.

Spiritual purity is not the domain of any gender; thus, Vanant is agender. Their Scions defend the downtrodden but rarely stay in one place. These Heroes form deep friendships with the communities they protect, visiting them all on a yearly pilgrimage. Vanant bestows star charts upon these children that lead them to The World's hidden pathways where souls tread.

Callings: Guardian, Hunter, Judge

Purviews: Epic Dexterity, Epic Stamina, Epic Strength, Journeys, Stars

VATA-VAYU, WHO IS THE WIND

Aliases: Anil, Bata, Futen, Oado, Oesho, Pavan, Rām, Tanun, Vād, Vata, Vaiiu, Vāyu

Honor Vata-Vayu, the trickster who never lies. In a pantheon prizing order, Vata-Vayu is chaos. He is the wind, blowing where it pleases. Like a wild animal, he blazes his own trail and refuses to let others define him. His domain is the atmosphere — particularly the wind — but he also extracts a body's final breath upon death. Zoroastrians respect Vata-Vayu for bringing Tishtrya's healing rains, but they fear his deathly influence despite his compassionate nature. His spiritual might is so great that even Ahura Mazda called upon him when battling Angra Mainyu. Propagandists for Vata-Vayu sometimes highlight this to assert their God's superiority over the other Yazata. He shrugs off these claims, likening it to a child helping a parent with arduous chores.

Incarnations and Scions of Vata-Vayu exemplify his contradictory nature, such as a gravedigger who volunteers with EMS or a thrash metal guitarist who campaigns



against noise pollution. Vata-Vayu's relics share this theme; the most infamous is *Operation Bareñti*. During the Cold War, manuals with this title cropped up across The World. Studying the manual grants Scions the ability to generate radiation to empower communities — or to wreak nuclear devastation upon them. Few of these manuals survive, but anxious souls fear *Operation Bareñti's* return as a private podcast or YouTube channel.

The other Yazata trust Vata-Vayu implicitly, even when his actions unnerve them. They long ago learned that his justifications for his actions are sound, and those actions inevitably end up benefiting the pantheon even if they can't immediately see how. This permits Vata-Vayu to occupy a liminal space between the Yazata and the hated Devá. Among the Devá, he bears the Mantle of Vāyu, father of Hanuman. Ganesha and Vata-Vayu together ensure the cold war between their pantheons doesn't turn hot.

Callings: Creator, Liminal, Trickster

Purviews: Chaos, Death, Epic Dexterity, Sky, Wild

VERETHRAGNA, WHO SMITES ALL RESISTANCE

Aliases: Artagnes, Bahram, Behram, Damois Upamana, Orlagno, Vahagn, Vahram, Vehram, Warahran, Wryhrm

Propitiation to the Grand Smiter Verethragna, Victorious One, achieving such glory in the fight against Angra Mainyu

that the Amesha Spenta welcome him among them. Worshipers ignite the greatest fires in his name. Monarchs and priests name their children after Verethragna, and warriors are wise to seek his blessing. With effervescent might, he rides alongside his closest friend, Mithra, with weapons ready. Verethragna confers bravery and virility upon those in need, at home and on the battlefield.

While most Yataza prefer a few forms, Verethragna displays his power through 10 manifestations: a wild wind, a golden-horned bull, a golden-eared and golden-muzzled white horse, a camel in heat, a large boar, a bird of prey, a ram, an idealized 15-year-old, an ornery goat, and a heavily armed warrior. Despite his warlike nature, he's not a fan of the daevic and life-denying rots of killing and destruction. But when battle arises, he rushes right in, wailing battle-cries with weapons lifted and inspiring anyone nearby to join him.

Verethragna protects travelers on peaceful journeys as well. He explores and adventures all over, telling stories of amazing fighters he's met and wild encounters he's had over a few bottles of whatever's available. He particularly loves wintering at Fort Kang, the hidden super-fortress of warrior Ashavans on the Pakistan-India border but prefers to take his summer siestas at Mount Behistun in Western Iran, where the inscriptions of victorious kings can be found alongside a reclining sculpture of Verethragna himself.



Verethragna's Scions are always ready for a fight, the tougher the better, though the best fights are those without deadly consequences. They're fearless, entering the fray amid the guts and gunfire carrying standards to the front lines with a smile and a wink. These happy few, these Bands of brethren, love to inspire friends to greater feats and often carry the wounded through war's thunder back to safety. Find them as plain-clothed marshals on airplanes protecting the flight, or black bloc members rallying protesters against fascism. They're against bullies of any kind, as likely to pull you out of that locker and uppercut the playground brute as they are to troll back against online harassers.

Callings: Guardian, Leader, Warrior

Purviews: Beasts, Epic Dexterity, Epic Stamina, Epic Strength, Fertility, Health, Journeys, War

ZAM, WHO IS THE EARTH

Aliases: Zamin, Zamyad

Praise Zam, our mother all around us. Sacrifice unto her, she who is in every basil flower and leaf. Her bountiful forests provide food and shade, while her soil cures all afflictions. Zam is not a slayer of monsters or an anointer of Heroes who receives long devotional hymns, preferring a subtler approach. She's always there for her children, through the greatest triumphs and the worst defeats. Even those who travel into Earth's orbit or set foot on the moon

are not truly apart from Zam, for she is still there in the distance, gazing lovingly at them.

Zam frequently takes the form of a beautiful woman, but like the landscape, these Incarnations vary dramatically, from the elderly woman whose deep, craggy wrinkles enhance her radiance to the down-to-earth farmer who gets her hands dirty. Zam also manifests directly into geographic features to make her presence known anywhere. Her relics always interact with topography in some way, such as an earring that translates the speech of mountains or a GPS that guides its user through any cave complex.

Zam's Scions are community pillars but rarely boisterous attention-seekers. Many hope to maintain the purity of Zam's physical form through ecology and conservation. Others mine natural resources using low-impact extraction technology. While overhead costs for these operations are high, knowing they're competing with a Scion's company can sometimes make a competitor back down. Those other times? Well, a Scion's got to build their Legend somehow.

Callings: Creator, Guardian, Healer

Purviews: Beauty, Earth, Epic Stamina, Wild

COSMOLOGY

The Yazata divide The World into two halves: Getig and Menog. Getig is the material world in which

ZARATHUSHTRA, ASHAVAN AND FOUNDER OF MAZDAYASNA

Aliases: Zaradusht, Zarathushtra Spitama, Zarathustra, Zarhust, Zartosht, Zartusht, Zerdusht, Zoroaster

Praise Asho Zarathushtra, who traveled far and wide to spread the word of Ahura Mazda. Like the other Yazatas, he can have Born Scions. *Unlike* everyone else, he stored his seed in Lake Kansaoya and has never used it to create a divine child, nor has he yet Created or Chosen any, just in case. At least, everyone *hopes* he hasn't. Zarathushtra's three destined children, known as Saoshyants, herald the coming of Frashokereti, the final revelation in which the Yazata defeat the daevas once and for all and a flood of molten iron purifies the souls of the wicked. If these Heroes walk The World, the end times have already arrived, though some Yazata Scions believe it can be averted even so — and others believe it's about time.

Callings: Healer, Leader, Sage

Purviews: Artistry (Poetry), Journeys, Order

humanity dwells, while Menog is the Persian name for the Otherworlds.

HARA BEREZAITI

Towering over all reality, Hara Berezaiti is the mountain around which the cosmos orbits. The highest concentration of gates to this Midrealm exist in the Alborz Mountains outside Tehran, but all mountains contain gates leading there, which Scions open by singing the holy manthras and offering sandalwood to sacred fires nearby. The similarity between Hara Berezaiti and Mount Meru leads to regular conflict between the Devá and the Yazata, each pantheon fearing the other is infringing on their territory.

GARÖ-DEMÁNÆ

The Yazata make their homes in Garö-Demánæ, the House of Song. Within Garö-Demánæ dwell the Fravashi, idealized forms of all beings past, present, and future. To join the cosmic struggle alongside Ahura Mazda, the Fravashi fragment themselves to create Urvans (souls) that manifest in human bodies. After death, righteous Urvans rejoin with the Fravashi and live their afterlives as bright, idealized versions of their mortal selves enjoying every comfort, free of hardship. Four citadels representing Good Deeds, Good Thoughts, Good Words, and Eternal Light shelter these souls and prevent daeva incursions.

DRUJ-DEMÁNÆ

Hands shake as the wind bites through the skin. Fingers grope for features that eyes cannot see. Druj-Demánæ dispenses many punishments for a lifetime's sins, but no cruelty is worse than its utter isolation. This is the land of Evil Deeds, Evil Thoughts, Evil Words, and Eternal Darkness. Souls that once used lies to darken the light of truth now find themselves trapped in an impenetrable, claustrophobic shadow. The only respite from loneliness is the unseen ažiš and daevas who torment and devour the wicked dead.

HAMISTAGAN

Souls neither good nor evil travel to the Underworld of Hamistagan to relive their lives. The Ayangha Khshushta, a river of molten iron, flows through it. Despite its hellish environment, Hamistagan promotes redemption, as souls bathe in the molten iron to purify their sins. Embracing righteousness while swimming in the Ayangha Khshushta opens a gate to Garö-Demánæ. Floating in liquid metal is every bit as painful as it sounds, but no pain, no gain. Following the Titans' final defeat, the Ayangha Khshushta will flood The World, purifying the wicked souls of Druj-Demánæ so all can dwell in the House of Song together.

CHINVAT BRIDGE

Mithra, Rashnu, and Sraosha guard the Chinvat Bridge connecting the Yazata's Otherworlds, along with a pair of four-eyed dogs. Dead souls must walk the entire length of this Axis Mundi, starting at Hara Berezaiti, to reach Garö-Demánæ, but Scions can enter gates to the Bridge that open when the Milky Way hangs in the sky overhead. Rainbows can also serve as gates, fueling speculation that the Bifrost is a branch of the Chinvat's Axis Mundi. Neither Heimdall nor the guardian Yazata comment on this supposition, but they all watch travelers between the bridges, concerned about what could happen if the Niðhögg or Jötunn should ally with the daeva. Reaching Druj-Demánæ or Hamistagan from the Chinvat Bridge is simple — fall off the edge. Just mind the landing.

TITAN: ANGRA MAINYU, LORD OF THE DAEVAS

Aliases: Ahriman, Areimanios, Daebaaman

At creation's beginning, Ahura Mazda manifested two twin spirits: Spenta Mainyu and Angra Mainyu (Destructive Spirit). Ahura Mazda gave these manifestations unique faculties and the capacity to reason, asking them to unite to perfect reality, but only if they chose to. Even though they were merely Ahura Mazda's extensions, the creator would not force them to do so. Spenta Mainyu chose to join the

holy mission, but Angra Mainyu spat upon Ahura Mazda's plan. It deluded itself into believing it could do better, separating itself from The One's glory and birthing the Druj — the Lie, first of many. Angra Mainyu attempted to create his own universe but failed completely, instead bringing death, malice, greed, corruption, noxious creatures, disease, and reality's worst rots. Angered by its failures, Angra Mainyu spends its time deceiving divinities and creatures into joining and becoming corrupted by the Druj, thus turning into daevas, which the Yazata see as all who revel in evil and deny what the Yazata support as good. In more general cosmological terms, Angra Mainyu and other powerful daevas are Titans, and lesser ones are titanspawn. Angra Mainyu's corruption spreads still, all in its quest to prove itself superior in its fumbling rebellion against Ahura Mazda and its twin sibling. **Purviews:** Deception. **Virtues:** Rapacity, Dominance.

PRIMORDIAL: AHURA MAZDA, THE WISE LORD

Aliases: Aramazd, Harzoo, Hurmuz, Ohrmazd, Ohrmuzd, Qormusta, Xwrmtz, and 101 other names

Ahura Mazda, the uncreated creator, is beyond space and time. Yet their limitless essence permeates everything, making all creation holy through the fire that pervades it. Nothing is like them: The One Above All, All-Good, absolute beauty, eternally focused consciousness. Asha emanates from Ahura Mazda, working within all conscious and righteous beings to empower and perfect The World; and through their trust in those beings, they have no need to produce or adopt Scions. Ahura Mazda is an omniscient being of perfect wisdom, but not omnipotent due to manifesting in limited forms within our reality, requiring the aid of Yazata and all who choose to follow the Threefold Path.

RELIGION: MAZDAYASNA (ZOROASTRIANISM)

Mazdayasna, "Wise Worship" — popularly known as Zoroastrianism, after Prophet Zarathushtra's Greek name Zoroaster — was once The World's largest and most powerful religion. Now, it's minuscule by comparison. Originating in today's Iran and Afghanistan, the Mazdayasni faith is now truly international thanks to a vast Persian diaspora and conversions. A Mazdayasni doesn't mind the faith's small size, as they hold much hope for the future. Despite historical attempts to impose the religion on others, at its core lies the necessity of choice and free will divinely given to an individual to choose their own path. Mazdayasna isn't theologically monolithic, so it has room for different beliefs and innovations of expression as long as worshipers follow the Threefold Path and maintain the rituals. Universal salvation is assured after the Frashokereti, the renovation and purification of The World through rivers of molten metal, and Mazdayasni know this means evil can never truly win.

The teachings and rituals of the Avesta guide Mazdayasna, and the unifying core is the Gathas: divine poems of Zarathushtra written in the oldest form of Avestan. It's also part of the Yasna, Mazdayasna's central ritual of worship, conducted by priests in fire temples worldwide. Memorization and correct ritualization of the Yasna strengthens Asha. To the Mazdayasni, the path of Asha is the only correct path. One must do the right thing: All good fortune goes to one who acts in accordance with Asha. Through the daily recitation of prayer, learning of wise words, and recitation and singing of the holy manthras, the Mazdayasni protects and strengthens themselves against evil.

Good and Evil exist in all their complexities and shades. Humanity is right in the middle of a cosmic battlefield for creation's soul, fought mostly through keeping to the Threefold Path. Asha, the cosmic life-force of Truth, works against Druj, the Lie Angra Mainyu first created, and Ashavans receive its blessings and bounties. Followers bolster Asha by fighting deceit, ignorance, malice, greed, oppression, and destruction of nature, among other evils the Lord of the Daevas spreads. The struggle against evil is, first and foremost, internal, so a Mazdayasni fights to build their Ashavan nature and aid in uplifting reality alongside Ahura Mazda, as co-caretakers of the cosmic order. Many saints — as well as the three cosmic savior-heroes, the Saoshyants — are expected to aid in this task, so Mazdayasni never truly feel alone.

BIRTHRIGHTS

The most common Yazata Birthrights are Creatures and relics, but their Followers and Guides are especially potent. The following are example Birthrights for Yazata Scions.

CREATURES

Mardiyakhors (Manticores): These cannibal beasts have a tiger's body, a lion's mane, a scorpion's tail, a human face, a shark's teeth, and glorious anger management issues.

Simorgh: This mythical, brilliantly colored bird has a peacock's body, a lion's claws, and a human's face. It's a symbol of leadership, possessing tremendous knowledge and healing powers.

FOLLOWERS

Fort Kang Ashavans: The warrior-mystics hailing from Fort Kang possess supernatural powers, and Yazata Scions needing magical backup frequently recruit them.

Peris: These mischievous beings are former daevas who seek redemption, appearing as beautiful, winged humans wielding mighty sorcery. Peris often ask Yazata Scions to free their siblings from daeva slavers, serving as heralds or soldiers in return.

GUIDES

Azis: These dragons are the most dangerous minions of Angra Mainyu. Normally, azis oppose Scions, but they

ANTAGONIST: AŽI

Ažis have no standard form; they are as diverse as they are vicious. The aži presented here would be appropriate for powerful adversaries like the infamous three-headed dragon, Aži Dahāka.

Archetype: Titanspawn

Qualities: Apocalyptic Presence, Unstoppable

Flairs: Curse, Knockdown, Suck It Up

Primary Pool: 13 (Bite Attacks, Hunting Horses)

Secondary Pool: 11 (Curses, Devastating the Countryside, Ruling as a Tyrant)

Desperation Pool: 7

Health: 10

Defense: 4

Initiative: 10

Special Systems: This aži is composed of three Segments, each with three Health, plus an additional Health box at the rightmost side of the track. Each Segment represents a head; if a head's three Health boxes are filled, that Segment cannot act until it fully heals.

are willing to trade favors with those desperate enough to ask for their aid.

Zarathushtra: Ahura Mazda's prophet is a Yazata in his own right and frequently mentors the pantheon's Scions. He is compassionate but sets a high standard for his pupils, expecting them to continually work toward achieving greater spiritual purity.

RELICS

Kaveh's Hammer: While not intended for combat, many Scions have wielded this hammer to forge tools and cultures in the heat of revolution, just as Kaveh did against the Titan Aži Dahāka (aka Zahhak).

Jamshid's Decanter: These containers are lesser copies of the Legendary Cup of Jamshid. Wine poured from one heals minor wounds and offers a glimpse of the future when drunk.

KavusOne: Private spaceflight remains elusive, but these high-altitude planes get Scions close, although entering high-altitude orbit risks the plane blowing up, just as Kai Kavus' flying throne crashed.

RELATIONSHIPS

No mystical power or being forced the Yazata to unite. Free will is paramount, and one must choose to stand against Angra Mainyu; thus, the Yazata are the definition of chosen family. They hold deep love and respect for each other, constantly offer each other praise and worship, and support each other whenever possible. While this results in less squabbling and plotting than in many other pantheons, sometimes it can be a formal and stressful affair to be Yazata, as if they can't imagine ever relaxing in their quest for Frashokereti. They all carry a certain unconscious self-righteousness that outsiders rarely appreciate when it's aimed at them.

The Yazata worry greatly about the Titanomachy, but they believe even daevas can be turned to righteousness, as a few have been in the past. Their highest priority is pursuing Asha, which also means working to redeem those who don't. But they know evil can take root anywhere, and if they can't cure the rot and bring the wicked into Asha's camp, they must exterminate these evildoers instead and wipe their names from history as a warning to those who would choose the Lie.

OTHER PANTHEONS

To the Yazata, the Devá are proud oppressors, genocidal tyrants, and untrustworthy to boot. Their very name proves they're Titans, according to Ahura Mazda's followers, as does their shared history of irrevocable conflict. The war between the two pantheons is currently a cold one like most Titanomachies, but Asuric liberation movements receive more than moral support from the Yazata. Still, a few Gods on both sides do what they can to finally achieve peace between their pantheons, such as Ganesha and Vata-Vayu.

The Theoi were once enemies, given their worshipers' histories together but could be allies if they'd stop letting their baser natures take hold of them. Mithra's trying diplomacy, and some other Yazata have made friends with some individual Theoi, but most don't bother, holding ancient grudges and assuming the Greco-Roman Gods will never see the light. The Theoi, in turn, see the Yazata as self-righteous and judgmental bastards who stick their noses in other people's business constantly.

The Yazata view the Tuatha Dé Danann as braggadocios, liars, and thieves. They remember the theft of the spear known as Luin from one of their Scions in Persia, which the Tuatha celebrate to this day in their "heroic" tales. They view the Æsir, on the other hand, as an adorable, bumbling bunch who try to be good despite their savagery; they respect Odin, at least, who venerates wisdom above all.

PANTHEON PATH OF THE YAZATA

Asset Skills: Integrity, Leadership

Scent the Divine: Juniper and sandalwood smoldering in a crackling fire, a murmured prayer.

Virtues: *Honesty and Free Will.* Honesty is a way of life for the Yazata. Truthful speech is the highest Virtue that helps a soul cross the Chinvat Bridge to Garö-Demánæ, but Honesty is more than words: it's the refusal to look away from the face of evil, and the commitment to confront The World's ugliness with that unwavering eye. It's upright action and forthright motives.

Good can triumph with humanity's help but *compelling* them to make the right choices would rob that victory of all significance. Free will is the conviction that everyone has the freedom to choose what they stand for. They even have the freedom to reject Asha, if that's their decision. The Yazata reject caste and destiny in favor of personal accountability.

A Yazata Scion is caught between these Virtues when he must choose between forcing someone to be Honest and allowing them to do the wrong thing, knowing he'll have to destroy them once they do. A Scion drifts away from Honesty when he compromises his morals to achieve a goal, or others choose dishonesty when he gives them the freedom to choose. A Scion loses sight of Free Will when he strips others of their agency to compel righteous behavior.

The Yazata see the Shen and Kami as self-obsessed and too concerned with the formalities of order, but they've always considered the Shen to be friends despite the endless paperwork involved, and respect the Kami for their veneration of Ahura Mazda and Vata-Vayu as Ashura and Fujin, respectively. They have a shaky relationship with the Netjer thanks to Persian conquests, but they can unite in suspicion of the Theoi and they see strong similarities between Asha and Ma'at. Likewise, the Theoi destroyed the Nemetondevos during a time when they were a common enemy for Gauls and Persians, and the Yazata offered refugees — mortal and divine — a new home, which they make a point of mentioning whenever the newly reincarnated Gaulish Gods argue with them.

GREATEST WEAKNESS

The Yazata are so dedicated to truth, order, and justice that it's difficult for them to believe someone would *want* to lie, sow discord, or be unjust. They are trusting and kind when they're not flying into a self-righteous rage, giving them an earned reputation for naiveté; if they're not careful, more unscrupulous divinities can turn the Yazata's zealous wrath and insatiable drive to their own ends with a bit of manipulation and a few good deeds.

SIGNATURE PURVIEW: ASHA

Motif: An offering of oil, prayer, and sandalwood to a sacred fire proves one's purity, coaxing magic to leap forth from the flames.

The Threefold Path encompasses the dictums of Good Thoughts, Good Words, and Good Deeds. Taken together, they create the beautiful and multifaceted force that is Asha. Asha is Truth; it is Being; it is Right-Working; it is Cosmic Order; it is Harmony. When Asha is present, the

whole of reality is greater than the sum of its parts. When Asha is absent, conflict divides individuals and thwarts progress. Mortals, Scions, and Gods attune themselves to Asha to aid in the eternal struggle against the Titans. With this Purview, the Yazata and their Scions harmonize with Asha to expand their senses and empower their oaths.

Innate Power: Asha requires a balance between Honesty and Free Will. You may attempt a Feat of Scale when rolling to take an action that moves you toward the center of your Virtue track.

GARMO-VARAH

Cost: Spend 1 Legend

Duration: Condition

Subject: One oath

Clash: Presence + Legend vs. Composure + Legend

Range: Short

Action: Simple

Purifying flames envelop but do not harm you as you seal an oath. If any character making the oath does not consent to being bound by this Boon, this requires a Clash of Wills. Ghostly flames haunt anyone who breaks the oath, following in their wake and burning about their head like a crown. This fire is real but doesn't shed heat or set anything ablaze. Instead, it marks them as an oathbreaker and tells you their direction and distance relative to you. This is a Condition that imposes a rank 2 Complication on the oathbreaker's Social rolls, which rouses suspicions if they don't buy it off, and grants Enhancement 1 on your rolls to track the oathbreaker. Making appropriate reparations — such as aiding the Scion in a quest or finding another way to fulfill the broken oath's terms — resolves the Condition. If more than one character breaks the oath, they each gain the Condition separately. Using this Boon on trivial characters is free.

KNOW THE NATURAL ORDER

Cost: Imbue 1 Legend

Duration: One scene

Subject: Self

Action: Simple

You attune yourself to Asha and sense disruptions to the cosmic order. Ask the Storyguide one of the following questions:

- In what direction, and roughly how far away, is the nearest Titan or titanspawn?
- What is disrupting order within long range? Disruptions include any use of the Chaos or Deception Purviews, disturbing the peace, corrupting officials, and obstructing justice (regardless of legality; it's certainly possible for a police officer to obstruct justice by performing unjust acts).
- Who within medium range is currently under the influence of an illusion or magical deception?
- Who within medium range has told the most egregious lie within the last day?

This knowledge grants an additional two threshold successes on your next successful roll, which can only be spent on stunts that relate to using the knowledge. This Boon only grants one answer at a time, even if there are multiple possible responses, though you can activate the Boon (and spend its cost) multiple times to ask the same question repeatedly if you suspect more than one applicable answer.

So, she thought, this is new. Dilar's experiences with ažis usually consisted of fighting for her life and running away. Yet here was Abr-e Sîāh, his sinuous form bowed before her.

"Dilar Darya," the titanspawn rumbled, "You are responsible for this blight upon me. Remove it!"

That wasn't entirely true. She did create the flame dancing around the dragon's head, but it only manifested when Abr broke his oath to stay out of Utah. Still, arguing about technicalities wouldn't get her what she needed.

"Not so fast, Abr. Only a deed of penance breaks an oath-breaker's curse. Luckily for you, I have something in mind."

A short while later, darkness enveloped the pair. Mounted on Abr-e Sîāh's back, Dilar called on Asha to guide her as they plunged into Druj-Demánæ to liberate stolen souls.



MANTLES

Scion: Hero (p. 43) briefly brings up the subject of divine Mantles, but as Scions move closer to Apotheosis, Mantles take on a more important role. This section dives into a bit more depth on what a Mantle is and how it works metaphysically. You can find a more thorough description of how to use Mantles in play in **Scion: Demigod**.

A Mantle is the Fate-woven accumulation of a God's Deeds that persist throughout their history, even when the God who created it has died. A Scion whose actions become so Legendary as to uplift them to the ranks of the immortals can take on a Mantle of their divine parent; this can cause history itself to recognize their origins to have always been true. This is why the genealogies of Gods seem so complicated: It is the result of many Scions forging Mantles and incorporating their own stories retroactively into the whole.

Because Scions' Deeds define their Mantles, the differences between Mantles of the same God connect to moments of Worldly history. Ares took on the Mantle of Mars and its associations with agriculture in part because the survival of the Roman Empire required sustenance as well as aggressive expansion. The Loa arose because Scions of the Òrìshà, the Vodun, and other Gods took on new roles in response to the traumatic realities of enslavement across the Atlantic.

A Hero striving to become a Demigod is, aware of it or not, trying to create a Mantle. It's a framework built upon their Deeds and resting on the shoulders of their mortality. The Mantle is not stable yet, but if they persist, then when they shed the last of their humanity to join the Gods, it's strong enough to stand on its own.

Some Demigods never achieve that final transition, leaving their Mantles adrift. Their stories remain incomplete until another Scion takes them on, follows their path to the same point, and tries again. The epics are full of the children of Gods who live lives worthy of Heroes and even Demigods but fail to rise to their parents' exalted status. A Scion dedicated enough to imitate their Deeds eventually comes to the same moment of crisis and may triumph where the other failed.

Gods are less dependent on individual Mantles. They can change between them as easily as changing clothes, manifesting Incarnations as one or another to suit their needs. They can, if they choose, bestow a Mantle upon a Scion they consider worthy, or Choose a Scion to wear a specific one of theirs. If the Scion dies along the way, that's okay. There are always others.

When Gods die, it sets their Mantles free. It's common for whoever kills the God to claim one or more for themselves as a risky, but rewarding, form of Apotheosis. Otherwise, these Mantles can remain untouched and unembodied for centuries, as has happened to the Nemetondevos, or much, much longer. The World is full of dead Gods whose Deeds

have been forgotten but whose Mantles still exist, waiting to be taken up by the right Scion.

Once a God takes on a new Mantle, they possess all the qualities associated with it, including its memories. They know its tale and how their predecessor came to the point where they lost the Mantle. They remember its Deeds and, just as importantly, they remember the first bearer's friends, enemies, and lovers. Taking on an unfinished Mantle may mean finding those other people, or new people Fatebound to play the same roles, if they want to progress. For the Mantles of Gods long dead, it's a challenge worthy of any Apotheosis.

ADDITIONAL GODS

Scion cannot offer an exhaustive list of Gods for its pantheons. Some of them famously have thousands to choose from, any of which can be inspiration for a character's divine patron. The Gods in this section cover a few of the better-known names that did not appear in the base descriptions of the pantheons in **Scion: Hero**, and whose roles fill some of the gaps in Callings and Purviews.

BRAGI, GOD OF MUSIC AND POETRY Æsir

Aliases: Bragi Boddason, Bragi Högnason

Bragi began life as a simple man with an extraordinary talent for music and poetry, thinking nothing was particularly special about him. Unbeknownst to him, he was the product of the brief but unlikely union between Odin and the Jötunn Gunnlöð, which stemmed from the All-Father tricking her into giving him three sips of the Mead of Poetry (**Scion: Hero**, p. 216). Instead of raising him herself, Gunnlöð hid her son with mortals in Miðgarðr to spare him the wrath of the Jötnar as well as the Æsir — being the child of two worlds meant he was part of both but belonged to neither.

As Bragi grew into his own, his skill with words in poem and song became known far and wide, well enough that some lesser poets took his name as their own to ride his coattails. Eventually, the wisdom Bragi spoke while serving the court of several Swedish kings attracted Odin's attention, who recognized the young man as his own blood and claimed him as the tale-spinner of his Great Hall. After all, who doesn't want to take credit for their kid's talent?

While not as strong nor fair as his half-brothers Thor and Baldr, Bragi is renowned among the Æsir as the first *skald* — a Norse poet who composed epic poetry for the court — who gave rise to the skaldic tradition among mortals. His words are his greatest weapons, although like any other Æsir God, he is fully capable with a sword when need be. His Incarnations usually appear as a youthful, ginger-bearded hipster with kind eyes, a notebook, and a pen. Bragi is always ready to witness and write down whatever transpires as both warning and remembrance, posting these stories exclusively to his blog.

Bragi is more involved in the lives of his Scions than his own father was in his. They come from all walks of life and he expects them to be self-sufficient, but mindful of where they came from. They use their voices and artistic talents to warn others of myriad dangers. It's easy for these bardic Scions to get lost in thought or singularly focused on their art, staying up for days to complete their next masterpiece or interrupting a conversation to act on a sudden burst of inspiration.

Callings: Creator, Guardian, Sage

Purviews: Artistry (Storytelling, Poetry, Song), Epic Dexterity, Fortune, Passion (Joy)

VISHVAKARMAN, DIVINE ARCHITECT

Devá

Aliases: Bishukatsuma-ten, Brahmanaspathi, Tvastar

The All-Maker, the lord of sacred speech, swift as thought — we will call to him today to help us in the contest. Vishvakarman, son of the Primordial Brahma (and occasionally mistaken for his divine father, much to his chagrin) was born before the elements themselves existed. He was vital in the creation of the universe and the other Devá, crafting the bodies that would become the shapes they took. More reclusive than his peers, Vishvakarman is content to work on the outskirts of creation, his many faces watching over the multitude of universes that exist

and drawing inspiration from the past, present, and futures yet to come.

Having Vishvakarman craft a piece for you is considered the ultimate status symbol within the pantheon, and Indra wanted the architect God to build the grandest palace in all creation for him — as the greatest of all Devá, of course. But nothing Vishvakarman made satisfied Indra's ego, causing the Divine Architect enough distress to seek out Lord Vishnu and Lord Shiva for advice in knocking Indra's arrogance down a few pegs. It might have involved hundreds of thousands of ants, all claiming to be Indra's past Incarnations, but it got the point across: Material possessions account for little when death makes all equal until the next turning of the wheel, and Indra never again questioned Vishvakarman's work.

Vishvakarman's earliest Scions — Manu, Maya, Tvastar, Shilpi, and Visvajna — founded the Vishvakarma, the craftsman caste, to honor their patron's Calling as a Creator. Blacksmiths, carpenters, metal casters, stonemasons, and goldsmiths aplenty number among Vishvakarman's Scions, some of whom he Chooses and others of whom he Creates with his own hands. From the struggling art student to the self-made construction magnate, those who carry the Divine Architect's spark manifest his blessings in their creativity, and in turn inspire others to creative endeavors, thus creating a more beautiful World. While declining to be a visible presence in their lives, Vishvakarman takes pride in the works of their hands and hearts.



Callings: Creator, Guardian, Liminal

Purviews: Artistry (All), Beasts (Doves), Chaos, Forge, Order, Prosperity

OMOIKANE, AMATSUKAMI OF WISDOM AND INTELLIGENCE

Kami

Aliases: Tokoyo-no-omoikane-no-kami, Yagokoro-omoikane-no-mikoto

When you're a literal know-it-all, little takes you by surprise. As such, Omoikane is a valuable ally to those who choose to put up with his stodgy pedantry. Gifted with the ability to see and consider all sides of an argument, Omoikane's chief duty is to act as a go-between when the Amatsukami and Kunitsukami are at odds, reminding them of their roles in the grander scheme of things. When Amaterasu hid her light from The World in a cave, Omoikane contemplated the best way to coax her out, eventually deciding Ama-no-Uzume's bawdy dance would be most effective; his foresight brought about the Sun Goddess' return, to the relief of all Heaven and Earth.

Since Omoikane is considered one of the most trustworthy Kami, Amaterasu entrusted him alone to enshrine one of the three sacred treasures, the Yata no Kagami (Eight-Hand Mirror; see **Scion: Hero**, p. 80), in the Grand Shrine at Ise. Though it was lost long ago, Omoikane hasn't

shown any indication that he knows where it is — although given his nature, the other Kami assume he does and just isn't telling.

Preferring practicality over the flashy appearances his peers favor, Omoikane has since gone on to publish a series of books offering everything from sensible solutions to life's difficulties to scathing takedowns of modern political discourse. Omoikane's Scions are all impartial thinkers of one stripe or another, such as moral philosophers, corporate troubleshooters, or court-mandated mediators who take in multiple perspectives and advise based on their best judgment. But "best judgment" is subjective, and not without the potential for mischief. Omoikane may be pragmatic, but he prefers to render simple solutions to complex problems and isn't above giving advice that prioritizes illustrating a point over meeting expectations. He expects his Scions to be unbiased, but decisive and steadfast in the choices they make.

Callings: Judge, Sage, Trickster

Purviews: Artistry (Rhetoric), Deception, Order, Prosperity, Sky

BIBOONIKE, THE WINTER-MAKER

Manitou

Aliases: Gichi-Biboon, Jack Frost, Old Man Winter, The North Wind



Winter is rarely a welcome season. So it is that Biboonike, the Winter-Maker, is unwelcome among the Manitou for his capricious and cantankerous nature. When he isn't luring humanity into a false sense of security with a mild start to winter before plunging them back into record cold snaps, Biboonike often runs other Manitou through a gauntlet to test their mettle and abilities to survive whatever the old man can throw at them. It's become a sort of tit-for-tat game of wits that keeps the entire pantheon on its toes as a reminder not to allow themselves to become too complacent.

With global warming interfering with his domain, Biboonike has taken to not announcing when he intends to make an appearance, whether among other Manitou or his own Scions. He deliberately shows up at the most inopportune time and requests they perform some act in his name or presents a challenge to them whether they agree to take it on or not. He believes hardship builds character, encourages adaptability, and serves to make both his children and the rest of humanity stronger.

The Winter-Maker's Scions often choose the path of most resistance and meddle in the affairs of others to ensure they do the same — for their own good, of course. These Heroes take on demanding tasks that require sharply honed skills and a willingness to impose adversity on someone else, becoming dogged wilderness game hunters, bounty hunters tracking down criminals, or wild animal trainers. Biboonike and his Scions do have a soft spot underneath their icy exteriors, though, advocating for those not yet strong enough to stand for themselves through no fault of their own, such as orphans too young to fend for themselves or those suffering illnesses they struggle to overcome. Knowing a thing or two about being an unwanted and misunderstood part of a family, a curse he shares with Pukawiss, when Biboonike Chooses Scions he does so from those who have been abandoned or turned out from their own families and have not only survived this isolation, but turned their hardship into strength.

Callings: Hunter, Liminal, Trickster

Purviews: Chaos, Darkness, Frost, Sky, Wild

UPUAUT, OPENER OF WAYS

Netjer

Aliases: Ophois, Wepwawet

Upuaut, the wolf-headed warrior God, was once top dog in battling the Netjer's enemies. His seat of power was Asyut, which the Greeks called Lycopoli: the City of Wolves. The eponymous beasts fought alongside the humans there to protect the city, whose patron Gods were Upuaut and Anpu, both canine funereal deities. As wolves were sacred there, the people often mummified them after death.

Over the years, Bast eclipsed Upuaut in popularity as a War God under the Mantle of Sekhmet. He was also sometimes mistaken for Anpu, the God most assumed to be his father, which led to some confusion and awkward Mantling

thanks to the Netjer's convoluted family tree. Eventually, Upuaut hit the road as a God of Journeys, patron of travelers and opener of the way to Duat for those soon to depart the mortal coil.

Upuaut knows when the tides of battle turn and when to accept loss. Life and death are both journeys, and no one makes it to Duat alone. Upuaut stands as one of Anpu's assistants, leading the deceased through the Underworld and guarding them along the way. He keeps his ear to the ground and serves as the Netjer's forward scout, keeping track of enemy movements and reporting them to Bast — thus opening the way for armies, as well.

A consummate lone wolf who wanders from place to place, Upuaut usually appears as a road-weary drifter traveling long roads on an old motorcycle he maintains himself. Sometimes he takes the form of a great golden wolf like Anpu, or a man with a white wolf's head — which tends to spawn urban Legends in towns he passes through. When his bike breaks down, he takes it as a sign that he needs to stay put for a while to protect the vulnerable or ease the passage of the dying. Sometimes he acts as a macabre tour guide in places with long supernatural histories or famous hauntings, like New Orleans, Savannah, Port Arthur, and the catacombs of Paris.

Upuaut's Scions experience intense wanderlust, unable to stay in one place for long as the adventure of the open road sings in their blood. Although this can make relationships difficult to maintain, many of these Scions enjoy the companionship of their father's canine messengers, who keep an eye on their charges and remind them they aren't alone. They have strong scruples and work to defend the less fortunate in whatever arena suits them best, be it as independent bounty hunters, law enforcement officers, or special military operatives. Others work in funeral homes, graveyards, or morgues to ensure proper burials.

In addition to Birthrights common to the Netjer in general, Upuaut's Scions often possess Creature for wolves and other canine companions — which are sometimes also mummies — and Covenant, reflecting their father's roots as Asyut's divine protector.

Callings: Hunter, Liminal, Warrior

Purviews: Beasts (Wolves), Death, Epic Dexterity, Epic Stamina, Journeys, War

ERINLE, GOD OF HEALING AND HUNTING

Òrìshà

Aliases: Àbatàn, Erele, Inle

Erinle, one who is worthy to enjoy life with, it is you who are my guardian. Erinle stands on the shores of the river, where he gathers the plants that comprise his healing medicines. Erinle is the river itself, catching fish for those who need them. He has many lovers among mortals and Òrìshà alike who love him as much in return. And why wouldn't they? Erinle always meets them and their needs on their own terms.

This adaptability is part of why Erinle always appears wealthy and successful wherever he goes. His home may be in the Nigerian river that bears his name — the site of his Apotheosis — but waters flow far and mingle easily, so he travels widely to be with those he cares about. Wherever he goes, he appreciates comfort and the finer things in life. Because he knows both require the basic needs of health, food, and love, he offers those three first.

In keeping with his nature, most of Erinle's Scions are Born into diverse families. As a parent, he can be monogamous or part of a polyamorous cluster, occupying any role, traditional or not. What's important to him is that his children are born from love and grow to be people who appreciate all the forms in which beauty can manifest.

Erinle's many children must find a way to enjoy comfort without sinking into indolence. Yes, they are fortunate — often born into wealth or blessed with privilege that makes daily life easier than it is for people around them — but Erinle wants them to be aware that not everyone has the same advantages. He remembers the struggle to live off the land as a hunter and the painstaking labor of finding and blending medicines by hand. If the children of Erinle have it better now, it's up to them to share their good fortune with others.

Callings: Hunter, Liminal, Lover

Purviews: Beauty, Epic Stamina, Epic Strength, Passion (Love), Prosperity, Water

DOUMU, MOTHER OF THE BIG DIPPER

Shén

Aliases: Marīci, Marishiten

Doumu, mother of the Nine Emperor Gods, literally holds the destiny of every human being in her hands. It's not the only copy of the Book of Destiny that circulates among the Shén (they do like their backup copies of their records), but it is one of the more authoritative versions. This is because each of her sons has control over a portion of any person's life, and because they are loyal sons, they listen when Doumu asks them to increase or reduce their influence.

Doumu's sons are the seven visible stars of the Big Dipper and two invisible attendant stars. Temples to them are common, and their October festival is popular wherever the Shén are honored, but Doumu prefers a more hands-off approach. She's the matriarch of the family, making decisions for them and those around them with unquestioned authority. Her Incarnations act as mothers and other matronly figures in large families, often the owners of multi-generation businesses whose influence extends throughout entire communities. She knows everyone's activities, both public and private, and never hesitates to make her opinion known if somebody upsets the elaborate balance of Yin and Yang that she determined for them. If she needs to make a stronger impression, she manifests as

the eight-armed, three-eyed bodhisattva Marīci on a platform supported by boars, but it's rarely necessary: A sharp comment and a shake of her head conveys her disappointment just as well as any demonstration of power.

Doumu's Scions tend to come from large families themselves and are expected to keep close ties to them after their Visitation. They often have children of their own as well. Despite her hands-off approach, they should be ready for her to arrive on their doorstep for an annual accounting of their actions and accept whatever criticism she delivers if she feels they haven't accomplished enough.

Callings: Judge, Leader, Sage

Purviews: Beasts (Boars), Fortune, Order, Prosperity, Stars

XOLOTL, GOD OF OUTCASTS

Teōtl

Aliases: None

Unlike his twin brother, Quetzalcoatl, Xolotl has no interest in the daylight world and little interest in humans who thrive there. He made his peace long ago with being the messenger to Mictlan, the common sacrifice, and the patron of things the Teōtl cast aside. Do they remember it was him, not his brother, who retrieved the bones of humanity from Mictlan to populate The World? Do they remember his sacrifice at the birth of the Fifth Sun? No. Of course not. He's just a dog.

It's as a dog that he usually manifests: an old hound with muddled fur, untrimmed and dirt-encrusted claws, and cataracted eyes that constantly weep tears. The collar around his neck is the only thing that's clean. It shimmers with the colors of his brother's serpent plumage as a reminder of their kinship. When he takes human form, it's as a frail, painfully thin man who shuffles slowly with the help of a pair of canes and hides his sightless eyes behind dark glasses. The stray dogs of the neighborhood are never far away.

Xolotl's Scions have borne more than their fair share of misfortunes in their lives. Whether they're bitter and resentful or determined to rise above their situation matters little to him. What does matter is that, when the time comes, they make the sacrifices The World demands. Xolotl hesitated once when he was called upon to sacrifice himself for the sake of others and refuses to let his children make the same mistake. His Scions work (if they are lucky enough to work) in careers that keep them isolated. They're morticians and reclusive scholars, but also the people who spend their nights on telephone hotlines for those in need or work as guards in the most dangerous prisons. Many work in shelters and rescues with dogs and other animals, especially ones abandoned as too old or bad-tempered to keep.

Callings: Creator, Hunter, Liminal

Purviews: Beasts (Dogs), Chaos, Darkness, Death, Earth, Journeys



HECATE, LADY OF THE CROSSROADS

Theoi

Aliases: Brimo, Perseis

When Zeus and his brothers divided The World up among themselves, they apportioned a share to Hecate as well: land, sky, and sea are theirs, but above them all, the stars belong to her alone. Despite her status, and despite the fact that she fought alongside the Theoi against the Gigantes, she has never accepted a place on Olympus. She can see the goings-on in The World much better from her own vantage point among the stars, or from the crossroads where Gods and mortals make the choices that reveal their Fates. The only Gods she speaks to regularly are Hermes and Persephone, the two who most often cross the thresholds she makes her home.

Hecate's Incarnations possess an intensity that goes beyond whatever physical form she adopts. While she no longer wields the twin torches she once did, their fire is still there in her eyes; their brightness is as fascinating as it is frightening. When she chooses to act, she does so swiftly and relentlessly — as when she led Demeter to find Persephone when no other God would help — but rarely harshly. She isn't without kindness. She just prefers to get things done as quickly as possible.

While it's true that Hecate's most famous Scions in the past were women — Circe and Medea — they don't conform to any particular gender. What they do have in common is a willingness to take decisive action in the name of their convictions. A self-styled witch or magus might catch Hecate's attention by naming her in their prayers, but unless they're ready to pack up their grimoires and go out to confront problems directly, she looks at them with little more than mild amusement. She's more likely to favor a doctor operating an illegal clinic in an impoverished area or a gang leader who smashes trafficking rings than any armchair occultist.

Callings: Healer, Liminal, Sage

Purviews: Beasts (Dogs), Darkness, Fortune, Journeys, Moon, Stars, Wild

MIDIR, GOD OF HUNTING, GAMES, AND STRATEGY

Tuatha Dé Danann

Aliases: None

Midir loves his foster son, Aengus, and raised him as if he were his own child. He loves his wife, Étain, whom he pursued in more than one Incarnation after losing her to the jealousy of his first wife and the passage of time. But some would say that above these two treasures, what Midir loves most of all is winning.



Whether it's sports, board games, or elaborately conceived schemes, Midir pursues victory with single-minded patience. He never wagers more than he can afford to lose, and he never enters a contest or conflict without a clear strategy. He is also, as anyone who has bet against him points out, almost completely unrestrained by any concept of fair play: "Almost," because he always ensures that his opponents join the game willingly. When he famously tried to regain the reborn Étain from her mortal husband, Midir first asked if she wanted to leave with him. It was only when she agreed that he set his plans in motion. He took on more and more difficult tasks without complaint until he finally sealed the deal.

Midir's Incarnations have only two modes: pursuit and possession. What they want, they will acquire. What they acquire, they will keep. If they seem cold and distant, even to their own Scions, it's because they're in the midst of a scheme that may take lifetimes to complete and think of other people as pieces on the board. A distant Midir, though, is preferable to one who's set his focus on something nearby. Anyone with common sense should move out of the way.

Midir's Scions inherit, or are Chosen because they share, their divine parent's drive. Some of them make boardrooms and political parties their favored arenas. Others chase their obsessions as journalists, corporate whistleblowers, athletes, or dogged detectives. But whatever role they play,

they share one common trait: The nagging suspicion that they, too, are pawns in one of their father's games.

Callings: Hunter, Judge, Liminal

Purviews: Deception, Earth, Fortune, Passion (Single-Mindedness)

NEW BIRTHRIGHT: COVENANT

This Birthright depicts a sacred pact between a people — a family, a city, members of a profession, even an entire nation — and a divine being. Gods with Covenant are most often national Gods like Ériu (personification of Ireland) and Columbia (national God of America), or tutelary Gods like Athena (patron of Athens) and Amaterasu (patron of Japan's Imperial family).

Gaining Covenant requires swearing an actual agreement, or reaffirming an existing one, with an individual or group representing the chosen community. This pact must have a physical representation no larger than Scale 4: an object, structure, or terrain feature that symbolizes it. Example symbols include a tree, a statue, a stone tablet, a shrine, a contract, or a pond. With the community's acceptance of the offer, Fate recognizes the Covenant, and they become the Scion's people.

If the tutelary deity or Scion betrays or harms their sworn people, or if the physical representation of the pact

COVENANT BENEFITS

COVENANT EFFECT

•	The Scion gains Enhancement 1 on rolls to interact socially with her chosen people. If she has no Pantheon Signature Purview, she also gains a new motif and Path based on who the people are and the role she plays for them. This Path functions just like a pantheon Path and counts as one for purposes of a starting character's three Paths; see p. 91 for guidance on how to create a custom pantheon Path.
••	As •, but increase to Enhancement 2. If she has no Pantheon Signature Purview, she may now purchase Covenant Boons as though they belonged to such a Purview.
•••	As ••, but increase to Enhancement 3, and it also applies on rolls to solve problems facing the chosen people.
••••	As •••, and the Scion automatically learns the Ear to the Streets Knack (below).
•••••	As ••••, and the Scion automatically learns the Civic Paragon Knack (below).

is destroyed, they lose this Birthright's benefits until they perform a Deed to atone for the breach and reaffirm the Covenant. In the case of a destroyed sacred symbol, the Deed must include rebuilding it or finding a new one with sufficient meaning for the community.

INDEPENDENT GODS

Some Gods — and thus, some Scions — belong to no pantheon and possess no Pantheon Signature Purview. They can instead substitute a Covenant for some of the benefits of belonging to a pantheon; see the “Covenant Benefits” chart for details. One example of such a God is Columbia, who was once a Scion of Athena but followed immigrants and refugees across the Atlantic to become a God no longer affiliated with the Theoi. The pact these Scions make with their chosen people lends them power and a place in The World.

Systems: A Scion whose patron God does not belong to a pantheon gains one free dot of Covenant at character creation for a people of the player's choice. She also gains a Covenant motif and can perform marvels through any Purview she knows using that motif.

With 2+ Covenant dots, Scions without a pantheon also gain access to two Covenant Boons. They may purchase these Boons exactly as if Covenant were their Pantheon Signature Purview. If they join a pantheon later, they keep their Covenant dots but lose the additional benefits as their Fates realign.

COVENANT KNACKS

Ear to the Streets (Heroic): You have a sixth sense for threats to your people. The Storyguide should give you warnings in the form of ominous portents before a threat manifests, giving you enough time to potentially intervene. Spend 1 Momentum to double successes on a roll to notice or pinpoint such a threat.

Civic Paragon (Immortal): When you take an action to which this Birthright's Enhancement applies, imbue Legend rather than spending it to invoke your Legendary Title as a Feat of Scale.

COVENANT BOONS

A Scion without a pantheon relies on her chosen people instead to provide her with a community defined and empowered by divine connections.

EMISSARY OF THE COVENANT

Cost: Imbue 1 Legend

Duration: Indefinite

Subject: One Fatebound character

Range: Short

Action: Simple

You designate a character who's Fatebound to you and falls under your Covenant as your emissary, blessing him with the ability to represent both you and your chosen people among the masses. As long as he acts on his people's behalf and in their best interests, he can perform marvels that don't require spending Legend with one Purview you know through your Covenant motif at no cost, once per scene; you choose the Purview when you activate this Boon. You can communicate mentally with your emissary and vice versa no matter how far apart you are, and you may invoke his Fatebinding even if he's definitely elsewhere. You may also invoke it one extra time per session.

As a Simple action, you can ride your emissary's senses, letting you see, hear, and smell things as though you were there. If he does something to betray or harm his people, this Boon automatically ends; even if you're not watching at the time, you get a sense for what happened. This Boon also immediately ends if your emissary's Fatebinding ends or resolves, or if he's Imperiled (**Scion: Hero**, p. 198) and you don't resolve the Peril by the end of the arc.

SANCTUARY

Cost: Imbue 1 Legend

Duration: Indefinite

Subject: Self

GODS OF THE PEOPLE

Some deities belong to no pantheon at all, and have no Pantheon Signature Purview. Such deities who make a Covenant essentially create their own personal pantheon, using Covenant's Boons as their PSP-equivalent and generating the other benefits and traits of a pantheon when they adopt the Covenant, based both on who their chosen people are and the kind of role they play for those people.

Generating Virtues can be tricky. Virtues are parallels to each other but not necessarily diametric opposites, even if they often conflict. The Virtues featured in **Scion** take their cues from the traditional tales and mythologies of the Gods who evince them. When creating a lone God without a pantheon as a parent or patron for a character, consider the themes and values expressed in the stories people tell about that God. Good Virtues are recognizably distinct from one another, clear in the ways a character might act with or against them, and poised to inevitably conflict even if they're not opposites. Both should be clear behaviors that the God in question or their people are known for.

Gods who belong to a pantheon get lesser benefits out of Covenant, but the Birthright is not useless; they're starting from a position of greater strength and mythological support, whereas deities without a pantheon have more room to grow. Vanishingly few Gods exist without a pantheon or some level of Covenant. The Gods of **Scion** define their identities and Mantles through relationships with mortals, using humankind as a mirror for their own divine selves. If they don't exist within a pantheon framework, and they don't have some codified and defined relationship with a particular people, what exactly are they a God of?

Action: Simple

You're always at home within your domain. Residents of your sacred city or members of your chosen people treat their Attitude toward you as one level higher. You

can always find food and shelter in your city or among your people, and any effort to find you if you wish to remain hidden or disturb your peace while you remain among them suffers a rank 2 Complication.



CHAPTER FOUR MAKING YOUR MARK

People believe, thought Shadow. It's what people do. They believe. And then they will not take responsibility for their beliefs; they conjure things, and do not trust the conjurations. People populate the darkness; with ghosts, with gods, with electrons, with tales. People imagine, and people believe: and it is that belief, that rock-solid belief, that makes things happen.

— Neil Gaiman, *American Gods*

The World never runs out of myths, and we make more every day as we tell each other stories and turn great Deeds into Legends in the telling. **Scion** is only capable of presenting a finite number of Purviews and pantheons for use in a game, but that doesn't mean you're limited to using only those printed in a book. This chapter walks through how to build a Purview, including more specialized versions of existing Purviews as well as brand new ones from scratch, and then shows how to create your own pantheon using the fictional Atlantean Gods — the Teros — as an example.

PURVIEW CREATION

The Purviews listed in **Scion: Hero** are extensive, but not comprehensive. If your Scion or God needs a Purview to express a certain aspect of their Legend and none of the existing ones work, you can create a new one to fill that void. Making a Purview is a three-part process: defining the Purview's concept, designing an innate power, and designing the Purview's Boons.

PURVIEW CONCEPT

Most Purviews fall into one of two categories: aspects of the natural world, like Beasts, Fire, Moon, and Wild; and aspects of human experience, like Artistry, Beauty, Order, and War. The line between the two isn't always clear, and it doesn't have to be, but framing your concept in one of these two ways can be helpful in designing it. Regardless of category, a Purview's core concept should be something fundamental to The World, something almost elemental in nature. For example, "Illusion" wouldn't make a great Purview concept, because it isn't a fundamental part of either the natural world or human experience — but "Deception" is definitely fundamental to the latter and thus a solid basis for a Purview.

Once you've picked a concept, flesh out what falls within its scope. Every Purview encompasses some things that aren't part of the core concept but are either conceptually associated with it or symbolically connected to it. Darkness covers sleep and dreams, as well as literal darkness; Fire covers hot-headed passion and the spark of inspiration, as well as literal flame; Moon covers cyclical change and lunacy, as well as the actual celestial body. The more difficult a Purview's core concept is to directly apply to gameplay, the more its conceptual penumbra should encompass concepts that are easier to apply: Stars themselves are pretty hard to make relevant in a game — they're too far away! So, the Purview also holds sway over time and space.

PANTHEON SIGNATURE PURVIEW

Pantheon Signature Purviews and standard Purviews don't differ much mechanically. Only Scions and Gods of the appropriate pantheon can gain a pantheon's Signature Purview, and Birthrights can't grant one. PSPs also only have two Boons at each tier instead of three.

The main difference is in what a PSP represents. Unlike the fundamental and elemental forces over which standard Purviews reign, a PSP represents either the cultural magic and rituals of a pantheon's worshipers elevated to a divine scale — like the Æsir's Wyrð and the Òrisha's Gún — or a unique trait members of that pantheon and other associated mythological creatures possess — like the Theoi's Metamorphosis and the Teōtl's Nextlahualli.

INNATE POWERS

Innate powers are useful effects but not necessarily the most exciting or awe-inspiring ones. Being totally immune to heat and fire is neat, and it's a potential lifesaver when it comes up, but it's too situational to want to spend a limited Boon slot on. That's why it's Fire's innate power, not a Boon. Innate powers are usually free to use and constantly active (or reflexively activated for an indefinite duration), but more powerful ones might require imbuing or spending Legend.

Some sample concepts for innate powers include:

- Complete immunity to a mundane source of harm related to the Purview
- Gain Enhancement 1 on a relatively broad range of appropriate rolls
- Gain Enhancement 2 on one specific type of action under a specific circumstance a character won't always be able to meet
- Gain Enhancement 3 on one specific type of action that's likely to be useful only once per scene
- Totally bypassing a certain type of Complication that's only likely to apply to a few kinds of actions
- Ability to sense or perceive a certain magical or mundane phenomenon associated with the Purview
- Ability to perform Feats of Scale (**Scion: Hero**, p. 191) with a non-Physical Attribute under certain conditions that thematically fit the Purview
- Gain Momentum (**Scion: Origin**, p. 70) when the character meets a specific condition that's either

disadvantageous to her or takes some notable effort to achieve

- Once per session, the character regains a Legend point when she succeeds on a roll to perform a meaningful task that thematically fits the Purview

BOONS

Each standard Purview has three Boons at Hero tier, while each PSP has two. As a rule of thumb, they usually encompass one Boon useful in combat, one useful in social interactions, and one useful in procedural gameplay, corresponding to the Storypath system's three arenas of action. This isn't an ironclad rule — not every Boon neatly fits into a category, and not every Purview makes sense with one Boon in each arena — but it's a good place to start coming up with ideas.

EFFECTS

Boons are a Scion's biggest, flashiest, and most reliable miracles. At their core, they revolve around wielding, controlling, amplifying, or understanding the substance of a Purview, whether that's the literal core concept or a more abstract part of the Purview's conceptual umbrella. At Hero tier, Boons are relatively small-scale, unlikely to have a huge geographic range or long duration unless their impact is weaker than most Boons to compensate. Scions are also limited to a finite number of Boons at one time, which means each one needs to be powerful, versatile, and/or cool enough to be worth taking. Because they require this level of investment, you can give them effects that are either more powerful or more efficient than using a marvel (**Scion: Hero**, p. 236) to produce a comparable effect.

When designing a Boon, it's best to work from the top down: Figure out what using that Boon represents in the fiction of the game, and *then* figure out mechanics to represent it.

Sample Hero-tier Boon effects include:

- Ability to make supernatural attacks, like growing claws or flinging bolts of elemental power, with the Aggravated tag or a similarly powerful tag for the scene
- Make a single supernatural attack with the Shockwave tag
- Gain or give to one other character Enhancement 2-3 on a specific type of roll
- Grant a group of characters Enhancement 1-2 on a specific type of roll
- Ask the Storyguide a question from a list of four questions, and gain Enhancement 3 when the character uses the answer in a way that benefits them
- Negate a single Complication from a broad, thematically appropriate category
- Impose a rank 2-3 Complication on a specific type of action

- Impose a Condition (**Scion: Origin**, p. 66) on a character that imposes a rank 2-3 Complication on certain kinds of rolls, or a similar level of obstruction or difficulty

- Instantly resolve certain types of Conditions

- Raise or lower a character's Attitude (**Scion: Origin**, p. 78) toward someone by one step under thematically appropriate circumstances

- Regain one Legend point under thematically appropriate circumstances once per session

- Waive the Legend cost of a single Feat of Scale (**Scion: Hero**, p. 191)

- Invoke a thematically appropriate Path an additional time per session

COST

A Boon can have one of three types of costs: imbuing Legend, spending Legend, or none (**Scion: Hero**, p. 236).

Most Boons cost imbued Legend. Scions start character creation with few Legend points, and thus almost no Boons require imbuing more than one Legend.

Reserve *spending* Legend for the most powerful effects, such as supernatural attacks against multiple enemies, scene-long Scale bonuses, debilitating effects that either last for a long time or affect multiple characters, long-term Enhancements, resolving Conditions, or teleporting long distances. Characters should spend Legend on effects of great impact that they shouldn't be able to pull off in every scene.

Free Boons are the rarest of all. They have some other kind of built-in limitation instead that makes a Legend cost unnecessary, like only being usable once per session or modifying another power whose cost the character does need to pay.

DURATION

A Boon's duration describes how long it lasts. In theory, it can be any unit of dramatic time; in practice, the most common durations are:

- **Instant:** The Boon's effect happens immediately upon use. Instant Boons always require spending Legend or are free, since no time passes in which to imbue Legend.

- **Indefinite:** The Boon lasts until the Scion chooses to end it.

- **One scene:** The Boon lasts until the current scene (**Scion: Origin**, p. 71) ends. This is the most common duration for significant power-ups, especially combat-related ones.

- **One session:** The Boon lasts for the rest of the session (**Scion: Origin**, p. 71). Session-length Boons almost always require spending Legend.

- **Condition:** The Boon inflicts a Condition on a character and lasts until that Condition resolves. These Boons almost never prompt a Clash of Wills but most require spending Legend.

Boons never measure durations in in-game units of time like days or hours.

SUBJECT

A Boon's subject simply describes who or what it affects. A Boon that affects multiple characters is more powerful than a Boon with the same effect but only one subject, so balance it out with a downside like increasing its cost or reducing its duration.

CLASH

Usually, Boons just work without resistance. Some, however, require a Clash of Wills (**Scion: Hero**, p. 223) to affect non-trivial targets; save this for effects that do something powerful and impactful in a way that doesn't use ordinary rules, leaving the target with no way to resist or oppose them without the Clash. If walking up to Zeus himself and using the Boon on him without giving him any chance to avoid it feels like too much, add a Clash.

Clash of Wills rolls use (appropriate Force or Finesse Attribute) + Legend vs. the target's (appropriate Resistance Attribute) + Legend; choose the Attributes based on what the Boon's effect does in the game's fiction.

RANGE

Boon ranges map to those used in action-adventure play: Close, Short, Medium, Long, and Extreme (**Scion: Origin**, p. 119). An extreme-range Boon is much more powerful than a close-range one with the same effect, so it needs a higher cost, lower duration, and/or other downsides to compensate.

Rarely, a Boon can have Infinite range. Such a Boon can affect a target no matter how far away they are. Usually, these require spending Legend. Some might also require a link to or representation of the target, like their secret name or a lock of their hair, depending on the nature of the magic.

ACTION

A Boon can require one of three types of actions to activate it: Reflexive, Simple, or Complex (**Scion: Origin**, p. 72). Reflexive is the most advantageous option, so give it to Boons that are personal in scale or those that only make sense in action timing when quick reactions are desirable. Simple activation is best for Boons that affect other people on a relatively small scale and that make sense to take effect after a moment's interaction. Use Complex activation for Boons that work on a large scale, have highly variable, compound, or open-ended effects, make more sense as rituals, or supplement actions that are already complex by nature.

SPECIALIZED PURVIEWS

Instead of creating an entirely new Purview, you can customize an existing one, narrowing its focus to one particular aspect. Doing so imposes some thematic limitations on how that Purview's marvels can be used in exchange for gaining access to one unique Boon reflecting the specialization at each tier.

To specialize a Purview, a Scion must invoke one of her Legendary Titles that resonates with the aspect of her Purview she wants to focus on. Each of her Legendary Titles can only be used to specialize a single Purview (which means a starting character can only have one specialized Purview). A player can make this choice anytime, although it's best to do it during downtime or between sessions, so she and Storyguide have time to work together on developing the specialized Purview.

Example: Vivian Raine, Scion of Frigg, decides to specialize her Fertility Purview, focusing it on the aspect of Children. To do this, she invokes her Legendary Title of "Guardian of Mothers and Children." This gives her access to the Tender Years Boon.

Specializing a Purview doesn't grant a new motif the way some Purviews, like Artistry and Beasts, do when they limit a Scion to a specific subset of them.

The following specialized Purviews are illustrative examples, not a comprehensive list. Any Purview can be specialized, including a limited one like Passion (Rage), and the same Purview could have many different possible specializations.

ARCHERY (EPIC DEXTERITY)

Your Legendary prowess lies in feats of killing at a distance. The specialized Archery Purview belongs to divine masters of the bow, like Oshóssi, Apollo, and Artemis, as well as modern Heroes skilled with guns and artillery.

Drawback: Your Epic Dexterity marvels are limited to superhuman feats performed with ranged weaponry — they won't enhance proficiency in close combat or speed.

EYE ON THE PRIZE

Cost: Spend 1 Legend

Duration: Instant

Subject: Self

Action: Simple

When you loose your arrow, death is certain. Make an attack with a ranged weapon (not a thrown one) and treat your target's Defense as 0 against it. If she's more than two tiers higher than you, subtract her Defense from your threshold successes — to a minimum of one — before spending them on Stunts. You can only use this Boon once per scene.

CHILDREN (FERTILITY)

Your divine grace shines on mothers in labor, parents making ends meet, and babes in arms, protecting them from the World's perils. The specialized Children Purview belongs to Gods who are protectors of parents or children, like Hera, Bast, and Yemoja.

Drawback: Your Fertility marvels can't create or manipulate plants or animals.



TENDER YEARS

Cost: Imbue 1 Legend

Duration: Indefinite

Subject: All characters in range

Range: Long

Action: Reflexive

Your blessing spares the innocent from suffering. Characters who are 18 or younger — or of analogous age, for non-humans — gain +1 Defense and +2 soft Armor, as do any characters actively protecting such children. Mortal children that are (Scion's Legend + 4) years or younger cannot be damaged, harmed, or negatively affected by any means, rendered invincible by their tender years. Children within this Boon's range can sense that you're the source of safety; their Attitude toward you improves by one step, or two steps if they're (Legend + 4) years old or younger. This doesn't stack with other Attitude-improving magic.

Childbirths that occur within this Boon's range during the duration are painless, quick, and without complication. Medicine rolls to treat children no older than 18 or to provide obstetric or gynecological care gain Enhancement 4.

MYSTERY (DECEPTION)

Not all secrets are meant to be known. The specialized Mystery Purview belongs to Gods associated with secret knowledge or concealing information, such as Djehuty and Tezcatlipoca.

Drawback: Your Deception marvels can't aid in lying to others, nor can they create illusions of things that aren't there — although they might conceal real things behind illusions.

FORGOTTEN LORE

Cost: Spend 1 Legend

Duration: (Legend) sessions

Clash: Cunning + Legend vs. Intellect + Legend

Action: Simple

You conceal a specific piece of information from the World — something brief enough to be stated in a single sentence, and narrow enough that it's a single idea, without much room to go into greater detail. "My phone number is 555-540-2074" or "John F. Kennedy's real killer was a titanspawn" would both be valid, but "Gods exist and wage war against the Titans" or "all of math" wouldn't be.

Characters who already know the concealed information must roll a Clash of Wills to remember it for this Boon's duration. Nontrivial characters suffer a rank 3 Complication on any action that would reveal the suppressed fact; trivial characters can't learn it at all. Magic that would reveal it prompts a Clash of Wills.

You can only conceal one fact at a time with this Boon.

PROPHECY (FORTUNE)

The specialized Prophecy Purview belongs to patrons of diviners and oracles, like Òrúnmìlá and Apollo, and Gods who are themselves seers, like Frigg, the Morrígan, and Bast.

Drawback: Your Fortune marvels can't cause overt manifestations of incredible luck or improbable events — they're limited to subtle manifestations of synchronicity.

ORACLE'S GIFT

Cost: Spend 1 Legend

Duration: One session

Subject: One character

Range: Close

Action: Simple

You bless another character with the gift of prophecy. Choose one of the following Prophet Knacks: Glimpses Forward, Obnoxiously Prepared, or Failure of Virtue (**Scion: Hero**, p. 316). That character can use that Knack once this session. You can't give a character the same Knack more than once per session with multiple uses of this Boon.

RIVERS (WATER)

Yours is the power of the sacred rivers, from which divine blessings and mortal bounty flow. The specialized River Purview belongs to deities specifically associated with a specific river or rivers in general, rather than all waters, like Oya, Ọshun, Sarasvati, and Sobek.

Drawback: Your Water marvels can't create or manipulate lakes, oceans, or other non-fluvial water.

GO WITH THE FLOW

Cost: Imbue 1 Legend

Duration: One scene

Subject: Self

Action: Simple

You dissolve into a streaming torrent of water. You can seep through openings of any size, allowing you to permeate all but truly waterproof obstacles. You gain +1 Defense and +1 soft Armor against attacks, except those capable of affecting your watery form, like fireballs or lightning bolts.

VOLCANO (FIRE)

You are the mountain that spits fire, the blazing blood of the World. The specialized Volcano Purview belongs to Gods associated with these geographic phenomena and their lavatic payload, like Chantico and Hephaestus.

Drawback: Your Fire marvels can't create or manipulate any emotions except anger.

ERUPT

Cost: Spend 1 Legend

Duration: Two rounds

Subject: One range band

Range: Medium

Action: Simple

You call an upswelling of volcanic devastation to smite your foes and anyone who happens to be standing too close to them. This Boon's effect takes place over two rounds. On the turn you use it, pick a range band within medium range that's on solid earth or the ground floor of a building. Roll (your highest Power Attribute) + Occult against the Dexterity + Athletics of everyone in that range band; characters who fail are knocked prone. They count as threatened by you if they rise from prone on their next turn (**Scion: Origin**, p. 72), regardless of the distance between you.

On your next turn, you can take another simple action to trigger an eruption of lava in the chosen range band. This is an attack rolled with (your highest Power Attribute) + Occult and the Aggravated, Ranged, and Shockwave tags. The lava remains afterward as dangerous terrain (**Scion: Origin**, p. 73), imposing a rank 3 Complication on attempts to move through it. Characters who don't buy it off take one Injury.

CREATING NEW PANTHEONS

The canonical pantheons presented in **Scion** are based upon the myths and beliefs of real-world cultures, historical and extant. This roots the game's divinities in an authenticity of human experience and faith. Where such beings elicit wonder or terror, it is in large part because actual people have shared in those things. This narrative power comes bundled with a responsibility to do justice to the representations of these faiths and the peoples who hold them as truth. However, the game cannot address every possible mythology extant (or may not have gotten to it yet), so Storyguides may find they want to add a pantheon themselves.

Further, we have ample and compelling literary precedent for deities that sprang fully formed from their creators' minds, as the works of H.P. Lovecraft, Michael Moorcock, Jack Kirby, and innumerable others attest. Storyguides who delight in worldbuilding might wish to add wholly fictional pantheons, either their own or borrowed from fictional works like the examples above.

This chapter provides loose guidelines for pantheon-building, a task far more art than science. To help navigate the process, each step presents and develops a fictional Atlantean pantheon as a full example ready for inclusion. This take on Atlantis doesn't come from any one preexisting source, but rather draws upon a confluence of mythological and pop culture "lost continent" stories and synthesizes them into a unique mythology custom-tailored for **Scion**. The canonical status of this pantheon is deliberately modular and murky. Outside of this chapter, Atlantis is known to Egyptian and Greco-Roman Gods as a ruined and lost Terra Incognita. Whether that is an incomplete understanding or another example of all myths being true depends on the needs of your own stories.

STEP ONE: WHY AND HOW?

Building a pantheon ranges from challenging to Herculean, depending on whether the Storyguide adapts an existing work for use in **Scion** or creates a new mythology entirely from scratch. Consequently, before embarking on such an endeavor, it behooves Storyguides to think about the scope and intent of their project.

ON THE SHOULDERS OF GIANTS

Some groups want to add pantheons because they know and love a particular mythology that **Scion** hasn't gotten around to addressing. Others are fans of someone else's fictional work and want to explore that original mythology in a game using the vehicle of **Scion**. Both are valid approaches.

The best part about using existing Gods or a writer's inventions is that someone else has already done most of the hard work of figuring out the deities and cosmology. However, it still involves figuring out how the new mythology integrates with all the others already present in the World. For example, if not only Atlantis itself but its Gods

have hidden themselves away from the rest of the World for eons, their reemergence necessarily shakes up relationships between other pantheons who forge alliances or enmities with the "newcomers" among them.

One pitfall to watch out for when adapting fictional Gods is that their mythologies don't necessarily fit smoothly into canonical **Scion**, necessitating changes to the setting itself, the adapted material, or both. For example, Gods in some settings are created by and/or dependent upon human worship for power, which is expressly not the case in **Scion**. Fortunately, the game's setting tolerates more contradictions than most, what with every creation myth being simultaneously true; but if contradictions are intense enough, something must give. If the end result is that the adaptation feels notably off from its source material, players who know the work may not enjoy it as much for breaking with its own canon. Just consider how much criticism movies often get for changing key details from adapted books and comics. On the other hand, if a more faithful reproduction differs too sharply from the World as presented, you might run into confusing inconsistencies as you play. Try to ride the line as best you can — if inconsistencies crop up, you can turn it into a mystery in the story that characters can solve.

Another issue to be mindful of is that ancient real-world religions and the works of writers with internal biases can have problematic beliefs embedded in them. **Scion** already deals with this; for instance, the blatant philandering of many Theoi Gods is hardly in line with making players comfortable at the table but central to much of the source material. Gods change more slowly than mortal society does; thus, Scions must drag them into a more egalitarian present via Fate and Deeds of their own. Fictional Gods crafted by those who held prejudiced beliefs require the same sorts of hard looks at what to use and what to modify.

THE HARD WAY

Storyguides can also come up with pantheons entirely on their own. The obvious downside to this approach is that it's the most time-consuming, as no research is possible. Every answer to every question must come from within. On the upside, you can get *really weird* if you are okay with the setting changing accordingly. Perhaps the first astronauts on Mars discover and awaken the torpid Gods of the long-extinct Martians, becoming adopted children tasked with restoring life to their dusty world! This is the sort of idea the printed game could never include without notably changing the framing and focus of everything else.

An important thing to remember when building pantheons from the ground up is that you don't have to have everything worked out in advance. Like any other part of the setting, you can fill in details as the answers become relevant to the characters. If a particular Titan vanished, it might be dead or imprisoned, or might have wandered off to some other world. Until and unless the Heroes try to go find it, its current location is moot. However, some Storyguides are more comfortable improvising on the fly than others, so if you need to have all the answers worked out with exhaustive

detail before you feel comfortable using your new pantheon, that's fine, too.

THE MIDDLE PATH

While Storyguides can adapt Gods from another fictional work and incorporate them as-is, presenting them as closely as possible to their original depictions, it's rare to find an adaptation that doesn't change something major when shifting to a new medium or platform for the content. Ultimately, most new pantheons fall somewhere in between adaptations and original creations, a muddled and messy middle road that leaves room to be creative while remixing symbols that hold power and meaning for their creator. The Gods of Rome provide a real-world example that was more remix than original, taking Greek mythological figures and spinning them to reflect different cultural mores and Roman nomenclature.

This, fundamentally, is the most important advice. Take inspiration where you find it, not only in the stories of the past, but in the present and in assorted dreams for the future. Mythmaking isn't only something ancient people did long ago. It is a living and ongoing process. Steal ideas from the books, comics, games, and movies you love. Go ahead and loot pop culture, because all that stuff was popular enough to lodge itself in the collective awareness and that means it really does have narrative power.

Remember one important caveat: Be respectful of your sources and *especially* your players. Incorporating things that look cool with no understanding of their cultural significance can easily slip into cultural appropriation if not handled carefully. The lines between inspiration and appropriation are muddy at best, and usually come down to the spirit of the endeavor. If you borrow ritual trappings of real cultures out of context, it behooves you to change those elements enough that they do not inadvertently mock their source or consult with someone who has firsthand knowledge and listen to what they have to say. Empathy should guide such decisions. What considerations would you want someone to take who was borrowing from your personal beliefs or culture? What would feel off-limits or inappropriate? As always, talk with your players to find out their feelings and make sure they are comfortable with what you include, especially if they have a personal or cultural connection to it.

Example: The Atlantis presented in this book lives somewhere in the middle of the derivation-originality continuum, with a mostly original cosmology that borrows elements from numerous stories about lost continents sunk beneath the sea. Some of the cultural and ritual trappings are Mediterranean (particularly Greek), especially with the decision to locate

the island in that sea, but that isn't the primary focus. Since Atlantis has been depicted so many ways in so many forms of media, it is more the idea of Atlantis than any one particular incarnation that guides this portrayal.

STEP TWO: HOW DOES IT FIT?

Once you determine whether to make a pantheon from scratch, adapt someone else's creation, or something in-between, the next step is to figure out what the new mythology adds to your game's already complex conversation about the nature and role of the divine. The Æsir wrestle intimately with Fate on a level that other pantheons don't; it's part of what makes them special and provides a lens through which to experience the setting. Introducing another pantheon with unusually close ties with Fate isn't inherently a problem, even if the specific take is similar, provided that's fun for everyone. However, if you have two pantheons with such ties, they are undoubtedly going to have opinions about one another, and interactions forced upon them by that mutual proximity to providence. In other words, being original isn't the point; incorporating the new Gods meaningfully into the existing setting is. What makes your new or adapted pantheon feel interesting to the players? What does interacting with their beliefs do for those who hold them, and for those who decidedly don't?

All pantheons have something mythic to say about humanity, so ask yourself what big-picture questions yours wrestles with and what conclusions it posits. What does it have to say about the meaning of life, the nature of death, the nature of correct or sinful action, the origins of things, and prophecies of things to come? What is the deeper meaning that makes it more than just an exercise in worldbuilding, but an evocation and expression of something that speaks to the players? Without such an anchor, no amount of detail will imbue the pantheon with life.

Example: As an addition to the setting, Atlantis explores the metaphysical and philosophical concept of a great and highly-advanced civilization that overreached and destroyed itself, a narrative that is more mythically relevant than ever as technological progress accelerates exponentially, and the world's climate grows increasingly hostile to human life with rising seas threatening to swallow many lands. This concept of Atlantis as a fallen technological power undone by hubris and sin stretches back to the continent's earliest references in classical writing. One need only look at the current popularity of apocalyptic and post-apocalyptic literature in the real world to see the broad fixation on this archetypal story.

TEROS OF ATLANTIS

In the canonical World of **Scion**, Atlantis is fallen, a ruined and lost Terra Incognita. Its Gods, if they ever existed at all, are long dead. The Atlantean pantheon depicted here is “optional canon” — something Storyguides can choose to integrate into their series if they want.

Atlantis was the first city and the beginning of history. The birth of Ytar and Aeva, the Twin Gods of Time and Space, from the Void’s womb also marked the birth of the World, and Atlantis was there at its center. As centuries passed, humanity and its Gods came to Atlantis as refugees from some ancient crisis, led throughout their flight by Badarus of the Oceans and Amnis of the Rivers. Ytar and Aeva, who grew lonely watching the World from distant stars, witnessed the rise of Atlantean civilization and descended to greet its Gods — now collectively called the Teros. The twins granted wondrous gifts to both the Gods and mortals of Atlantis — miracle-machines, God-technology, and knowledge of transcendent sciences.

Atlantis became a utopia unimaginable to even the most technologically sophisticated modern societies. Towers of crystalline song gleam in the sun, their interiors twisted through hyperspatial architecture to accommodate vast forge-temples and palatial estates. Gene-forged clone lines and memory transplant gems afford Atlantis’ nobility nigh-immortality. The mighty arsenal of the Gods, from many-minded super-soldiers to word-weapons made of living stories, have held at bay the aggression of the Titans, whom Atlantis calls the Deros.

Long has Atlantis sequestered itself from the World, enjoying a splendid isolation from the discord of what it sees as its primitive neighbors. While the myth of Atlantis is well-known throughout the World and many have sought it out, the island’s space-folding engines and singularity cloaking keeps it concealed from even the most intrepid explorers. Ruled by an immortal aristocracy and cut off from the rest of humanity, Atlantean culture has grown stagnant over the millennia.

But now, some Atlantean Scions advocate for ending its isolation, for reaching out to the rest of humanity and taking a place on the World stage. They’ve uploaded extensive primers on Atlantis’ history and culture to the mortal internet and begun establishing secret lines of communication with government leaders. Other Atlantean Scions, scattered to the World’s four corners by their divine parents’ wanderings, can feel their homeland’s return in their souls. Atlantis can no longer remain hidden away — but what will happen when it returns?

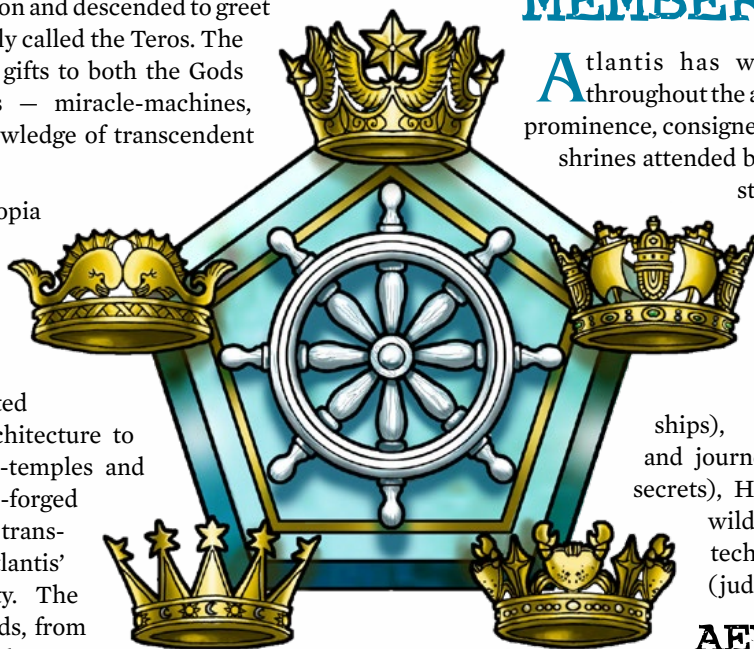
PRINCIPAL MEMBERS

Atlantis has worshipped many Gods throughout the ages. Some have fallen from prominence, consigned to history books or small shrines attended by esoteric cults; others are still prominent today.

The Gods of the Teros include: Aeva (time and death), Ytar (space and void), Amnis (rivers and prosperity), Badarus (oceans and ships), Kuros (communications and journeys), Demosia (night and secrets), Hesbon (outsiders and the wild), Skaft (invention and technology), and Versak (judgment and the sun).

AEVA, GOD OF TIME AND DEATH

Aeva is one of the genderless twin Gods of Reality, alongside their twin Ytar. When Aeva was born from the Void, their first act was to sing. Their music was the first thing in the World that had an order and a pattern to it; and the first thing that changed, marking the beginning of linear time. Though this was necessary for the World to begin, it also gives Aeva an ominous reputation, for the beginning of time was also the beginning of entropy, which guarantees that death and destruction must come to all things. Aeva takes on a three-faced form, gazing into past, present, and future simultaneously.



STEP THREE: ORIGIN AND STORIES

Once you know what you're trying to accomplish with your pantheon and where you're taking inspiration from, the next step is to figure out the Gods themselves and their stories, especially any relevant creation myths. This can be a lengthy process. If your deities come from a specific mytho-historical or fictional source, the answers may already exist for you, though you may have to fill in details the author never thought to describe. However, if you are doing mythmaking of your own, you have a lot to consider.

It's difficult to come up with a creation myth without knowing the players involved, but this is a bit of a chicken-and-egg issue, as it is also hard to come up with deities without a sense for where and how they emerge. The truth is that these processes exist more in tangled parallel than succession. As you make a creation myth, it will help you conceive Gods as explained on **p. 73**, and vice versa. Explore those interconnected loops until you figure both out. Ultimately, who made the World? What forces were involved? What lessons are embedded in the tale for Gods and/or humankind? And perhaps most importantly, does it matter? Not every pantheon cares about beginnings or offers definitive answers, instead focusing on the state of the spiritual world right now.

The specifics of a pantheon's creation myth makes a profound statement about its deities and their worldview. A mythic cycle wherein children slay their parents to seize control of the universe begets an unending cycle of violence and generational mistrust. Whether the creator figure is predominantly benevolent or malevolent, whether the events of the beginning are due to the battering currents of Fate or carefully crafted divine will; it all adds up to say what the pantheon is all about. Does the cosmology posit a grim take on the World? Hopeful? Outright apocalyptic? Is it a saga of terrible suffering, great Deeds, both, or something else entirely?

Example: The story of Atlantis has a decidedly cosmic feel in which the trappings of super-advanced divine technology replace purely mystical concepts. This is not a scientific origin of the universe, but it presents itself with language that feels more at home in science fiction than urban fantasy. This establishes quickly that the Atlantean pantheon has a distinct flavor all its own. They may share some cultural roots with the Theoi, but they are very much their own thing. Also, the idea that reality is fundamentally broken is a key component of Atlantean stories. The apocalypse isn't something looming on the horizon, but a cataclysm that came and went, and ruined everything so badly that even the Gods can't assert how the World was before or how it was supposed to be. Atlanteans often dwell in the past, and this blinds them to many dangers even as it motivates them to find a way to rebuild what was lost.

As God of Time, Aeva receives worship from those who seek to forestall its ravages, postponing death, illness, or decrepitude by one day more. When the end comes, Aeva solemnly oversees the dissolution of the soul into the Void. Not all of Aeva's roles are so grim; they're also the protector of procrastinators, musicians, horologists, and broken-hearted lovers. Aeva's favorite Incarnations are singers and other musicians, though they sometimes take on the more macabre roles of hospice nurses, gravediggers, crisis hotline volunteers, and executioners. Most of Aeva's Incarnations travel outside Atlantis, where they can escape the baleful reputation associated with them.

Aeva's Scions are almost all Chosen; the God feels uneasy bringing new life into linear time. Their Scions tend to be steely and reserved, ready to do whatever's necessary even if it's unpleasant — leading bloody revolutions against oppressive governments, providing counseling and therapy in the aftermath of tragedies and disaster, amputating a limb to save a patient, investigating criminal conspiracies at great danger to themselves, and the like.

Callings: Creator, Guardian, Liminal

Purviews: Artistry (Music), Death, Fertility, Forge, Health, Order, Passion (Dread), Stars

YTAR, GOD OF SPACE AND VOID

A carefree fool and merrymaking trickster, Ytar is the other twin God of Reality. When Ytar was born from the Void, they stretched out their limbs wide, unfolding all of space so the World could take form. Their most common manifestation is a human-shaped silhouette cut out from a great darkness, filled with spinning galaxies and gleaming stars. Ytar holds no formal position among the Teros, abhorring responsibilities, but is venerated by God and mortal alike for sharing the wondrous technology of Atlantis.

As the God of Space, Ytar answers the prayers of cartographers, navigators, architects, physicists, and those seeking lost things. They spend much of their time devising sophisticated tricks to play on both their fellow Teros and Atlantis' mortal rulers, teaching them lessons Ytar believes they'd benefit from learning. They can take this jovial, lackadaisical manner to excess, shunning Godly duties even in times of crisis; their twin Aeva forces them to live up to their responsibilities. Ytar takes on Incarnations as a way to enjoy the variety of mortal life, taking on roles that leave them well-placed to work mischief on the powerful and haughty: a multibillionaire C.E.O.'s secretary, a president's chief of staff,



a news anchor's makeup artist, and so on. Ytar doesn't limit their Incarnations to staying within Atlantis, enjoying the World's diversity, though they're careful to keep their true identity secret.

Some of Ytar's Scions are Created in their divine workshop from dark matter, crystalline nanomachines, or stranger things; others are Chosen from the ranks of mortals whose mischief impresses Ytar; and a few are Born through liaisons with mortals. These Scions tend toward a combination of creative genius and eccentricity that gives them a unique perspective on the World: hedonistic Silicon Valley entrepreneurs, absurdist writers, problem solvers tackling challenges the rest of humanity hasn't even noticed yet, eccentric nuclear physicists, and politicians or media moguls who use humor and spectacle to draw attention to pressing issues.

Callings: Creator, Trickster, Sage

Purviews: Chaos, Darkness, Deception, Epic Strength, Forge, Journeys, Passion (Joy), Stars

DESIGNING AEVA AND YTAR

Aeva and Ytar fill two archetypal roles: They're the Atlantean mythology's creator Gods, and also divine twins. Their different roles in creating the World contrast the differences in their nature by associating

them with different kinds of creation myths: Aeva's role follows the model of the God who brings order out of the formless chaos of the void, while Ytar belongs to the ranks of the trickster Gods who play a role in creation.

Both Aeva and Ytar have the Creator Calling because of their role in the creation myth, along with their invention of Atlantis' miracle-technology. Aeva's role in staying off death and misfortune gives them the Guardian Calling, while their status as the God who oversees the progression of the dead into the Void and their status as a voluntary outsider gives them the Liminal Calling. Ytar's fondness for making mischief and playing tricks imparting vital wisdom to their recipients qualifies them for the Trickster and Sage Callings.

Aeva and Ytar share the Forge Purview to reflect their joint invention of Atlantis' God-technology, and the Stars Purview, which encompasses both time and space. They also share the Passion Purview, but with opposite emotions. Aeva's Artistry and Order Purviews reflect the way they created time; their Death, Fertility, and Health Purviews reflect their role as both the cause of death and a guardian against it. Ytar has Darkness and Journeys as the God of Space, Epic Strength to reflect their part in creating the World, and Chaos and Deception because of their trickster God status.



AMNIS, MOTHER OF RIVERS AND DESTROYER OF WANT

Every river that runs across Atlantis belongs to Amnis. She is the great mother, bringer of fertility and healing, wife to Badarus and mother of the Teros. She is not just the pantheon's mother, but its leader, and Atlanteans worship her as the chief deity among the Teros. Amnis manifests in the theophanic form of a woman giving birth to a stream of water; in subtler Incarnations, a blue skirt suffices for the symbolism.

Amnis used Ytar and Aeva's gifts of divine technology to eradicate hunger in Atlantis, ushering in the city's endless prosperity. She is the patron Goddess of genetic engineers, reproductive health practitioners, and pioneers in all manner of biological technologies. In ancient times, she was a Goddess of trade, which occurred via Atlantis' rivers, though merchantry became rare after the proliferation of God-technology and the island's isolation; today, the only vestige of this role is her association with prosperity. Her Incarnations rarely stray from Atlantis, keeping watch over her city. She doesn't conceal her identity from mortal Atlanteans; they should know their divine mother watches over them.

Amnis' Scions follow after their divine mother, often holding the highest positions within the Atlantean aristocracy by right of divine blood. They're leaders and

philanthropists, unafraid to challenge or overthrow the status quo in pursuit of their ideals. Some sit throned in Atlantis, but others hold positions of power among mortals elsewhere — senators who campaign on reform, directors of nonprofits, and socialist organizers. Others embody their mother's nurturing nature as doctors at free clinics, urban farmers fighting to end food deserts, or biologists seeking to eradicate disease through genetic engineering.

Callings: Creator, Leader, Healer

Purviews: Fertility, Forge, Health, Journeys, Order, Prosperity, Water

DESIGNING AMNIS

Amnis is a fairly traditional fertility Goddess, with the twist that she occupies the leadership role in the pantheon that often belongs to a male sky-father God. Her Leader Calling acknowledges this, while her Creator and Healer Callings express her role in developing Atlantis' miraculous biotechnologies. The Journeys, Water, and Prosperity Purviews relate to her role as a Goddess of Rivers, while the Fertility, Forge, and Health Purviews express her divine patronage of biotechnology. The Order Purview lets her manifest her sovereignty as the Teros' leader and uphold the fabric of Atlantean society.

BADARUS, FATHER OF OCEANS AND DIVINE SHIPWRIGHT

Far-ranging Badarus plies the World's seas in a great vessel of orichalcum, rarely returning home to Atlantis. He is Amnis' husband and father of the Teros, but claims he has never had any desire to rule them — though certain myths speak of a time in the past when he sought to lead, and the disastrous consequences. He takes the form of a horned man with the lower body of a fish or serpent, and always sports a bushy beard.

Badarus used Aeva and Ytar's God-technology to create the mighty ships of Atlantis, ranging from ocean-going vessels to the transcendent voidbirds that traverse the winds of space. He is the divine patron of all such vessels and of transportation technology more generally, worshipped by pilots, mechanics, and urban planners. Before Atlantis fell, he was its envoy to other pantheons, and he's enthusiastic about the prospect of reemerging into the World so he can once again take up that role. His Incarnations include sea captains, flight attendants, food critics, mountain climbers, taxi drivers, ambassadors — anyone whose life revolves around travel.

Most of Badarus' Scions are fathered outside Atlantis, though he usually marks his rare visits to the island by siring a child with Amnis. He also Creates Scions by uplifting sea life with his divine blessing. These Heroes are never content to stay still, always crossing the boundaries demarcating their experience of the World. Some take this literally, adventurers who explore the most extreme challenges nature has to offer or plumb mysterious Terra Incognitae for the sheer thrill of it. Others seek new horizons as diplomats or anthropologists to expand their knowledge of the World's cultures.

Callings: Creator, Liminal, Sage

Purviews: Artistry (Travelogues), Beasts (Marine Life), Epic Stamina, Forge, Journeys, Passion (Wanderlust), Water

DESIGNING BADARUS

Badarus is an archetypal ocean God. He has the Creator Calling because he invented Atlantis' ships, the Liminal Calling because he is always wandering and because of his formal role as divine diplomat, and the Sage Calling to reflect his learning along his travels. His Beasts and Water Purviews reflect his ties to the oceans, as does Epic Stamina, which allows him to swim to the depths unharmed. His Artistry, Forge, Journeys, and Passion Purviews all relate to his inventions and wanderings.

KUROS, MESSENGER ON THE WINGED THRONE

Kuros, born with disabled legs, is the wisest of the Teros and the most beautiful of Amnis and Badarus' progeny. His keen mind drew Ytar's favor, and they taught Kuros many secrets of God-technology that even his parents could not master, including the invention of the winged obsidian throne on which he rides, which can take him anywhere in

the World with but a thought. When Demosia, the Deros of the Moon, exacted vengeance on Atlantis by withholding the night and plunging the World into endless day, the Teros appeased her by marrying Kuros to her, bringing her into the pantheon's fold.

Kuros is the Atlantean messenger God, bringing Amnis' correspondences to far-flung Badarus, delivering prayers from mortals to the Teros' flying sky-citadel, and bringing his own love letters to Demosia each night. His role makes him the divine patron of all manner of communications technology, but he also oversees space-folding and reality-bending machinery, which are among the most sophisticated of Atlantis' God-technology. All Atlanteans who seek knowledge worship him, from the student on his first day in the shrine-laboratory to the venerable professor compiling his lecture notes. His marriage to Demosia also makes him an object of veneration for cross-culture diplomats and those wishing to find love. In person, he's quiet and contemplative, but good-humored. His Incarnations rarely draw attention to themselves, though the wise may spot them, as they always share his disabled legs.

Kuros Chooses most of his Scions from those of keen intellect or sagacious wisdom; he only sires children with Demosia. His Scions aren't just intellectual but tenacious and self-sacrificing: The pioneering researcher willing to brave unknown perils to break ground in a new field of study, the tutor who goes above and beyond to help troubled students succeed, and the criminal defense attorney taking death row appeals *pro bono* are all among them. Many are involved at least tangentially in the communications field, such as investigative journalists, programmers working on (or against) social media platforms, or best-of-the-best bicycle couriers.

Callings: Liminal, Lover, Sage

Purviews: Beauty, Epic Dexterity, Journeys, Order, Passion (Love), Sky, Stars

DESIGNING KUROS

Kuros is an archetypal messenger God, and his marriage to Demosia emulates many myths in which marriages between deities are used to end conflict. His Liminal Calling fits his role as a messenger, his Lover Calling reflects the mythic significance of his diplomatic marriage, and his Sage Calling reflects his great wisdom. His Epic Dexterity, Journeys, Sky, and Stars Purviews all relate to his divine speed and many travels, while the Beauty, Order, and Passion Purviews reflect how he secured peace through his marriage.

DEMOSIA, QUEEN OF THE NIGHT AND KEEPER OF SECRETS

Demosia was once counted among the ranks of the Deros, the monstrous Titans that set themselves against the Atlantean Gods. An avatar of the moon, she held an ancient grudge against Aeva for their creation of time, which

cursed Demosia to an existence of constant mutability and change between phases. She fled deep beneath the World so night might never come, cursing Atlantis to an endless day beneath the blistering sun. Badarus plumbed the World's depths to parley with her, promising marriage to his son Kuros in exchange for peace. Seven times Demosia refused him, but finally, when Kuros himself appealed to her, the God's sincerity and beauty drew forth Demosia's smile. She returned night to the World and married into the Teros, a Titan no longer.

Demosia is the queen of night, retiring from Atlantis to a palace of jade and onyx upon the moon each night to listen to the World's secrets. She keeps her favorite ones locked away in a talisman that hangs from her neck, and Atlanteans pray to her to safeguard their secrets and privacy — which also makes her the divine patron of cryptography and cloaking technology. She retains her ferocious temper and reveals the shameful skeletons in the closets of God and mortal alike when spurred to anger. She sends Incarnations across the World to act as a thousand eyes and ears, finding positions in which they'll be privy to the choicest secrets, such as intelligence agents, gossip columnists, archaeologists, and corporate lawyers.

Demosia has Born Scions with both Kuros and mortals across the World. Her Scions are drawn to lives of subterfuge and secrecy, whether as idealistic hacktivists, government intelligence agents, private investigators, or high society gossipmongers. Others throw themselves into vocations where they can hide their true selves: actors, masked wrestlers, spies, or costumed vigilantes protecting the streets.

Callings: Guardian, Judge, Trickster

Purviews: Beasts (Nocturnal Animals), Darkness, Deception, Frost, Moon

DESIGNING DEMOSIA

Demosia is an archetypal night deity and, like Loki, Sun Wukong, and many others, a Titan or similarly inimical monster integrated into a pantheon. All of her Callings evoke her relationship with secrets: As a Judge, she uncovers them; as a Guardian, she keeps them concealed; as a Trickster, she reveals them. Her Beasts, Darkness, and Moon Purviews reflect her status as queen of the night, while the Deception Purview reflects her fondness for secrets and mysteries. The Frost Purview relates to the literal chill of night (not to mention the surface of the moon) as well as Demosia's cold heart in stealing night from the World.

HESBON, WHO BRINGS THE TOWERS DOWN

Hesbon is a divine runaway, a daughter of Amnis and Badarus who fled the crystal spires of Atlantis to dwell in the island's wild places. According to the most common myth, she grew weary of the city's stifling perfection, and of the stagnancy bred by safety and surety. Wielding a God-weapon of awful strength, she destroyed three-tenths of the city and

forbade any to rebuild those areas, demanding they be given over to the wilderness instead.

As the Goddess of wild places, Hesbon allows mortals to reap nature's bounty so long as they are willing to accept the cost of uncertainty. Her lands are filled with wild beasts, poisonous plants, and natural hazards; the foolish or unlucky may not live to carry their rewards home. Thus, she is associated with luck, and any Atlantean who undertakes a risky venture might pray for her favor. She's also a patron of Atlantean dissidents, outcasts, and revolutionaries. Her Incarnations are fierce and powerfully muscled, sporting horns, claws, or other bestial features. She does not limit herself to Atlantis but acts as a guardian to wild places all over the World.

Hesbon both births Scions and Creates them by uplifting wild beasts to human intelligence. Ferocity and uncompromising zeal are their birthrights: They are militants who travel overseas to fight in wars they deem just, conservationists devoted to protecting endangered species, firebrands rallying mass movements against social injustices, and radical artists who break every convention of their field to express their vision.

Callings: Guardian, Hunter, Liminal

Purviews: Beasts (Predators), Chaos, Earth, Epic Dexterity, Epic Strength, Fertility, Fortune, Passion (Fury), Wild

DESIGNING HESBON

Hesbon is a God of chaos and wilderness, a personification of humanity's inability to ever fully subjugate the natural World to its will, even with Atlantean supertechnology on their side. The Guardian and Hunter Callings embody her protection of the wilderness and pursuit of those who'd despoil it, while the Liminal Calling reflects her place outside Atlantean society. The Earth, Fertility, and Fortune Purviews represent the bounty of nature she offers, while the Beasts, Chaos, Passion, and Wild Purviews reflect the dangers petitioners must face to claim it. Epic Dexterity and Epic Strength reflect the personal prowess with which she wielded her God-weapon to demolish parts of Atlantis.

SKAFT, THE GREATEST INVENTOR

Legends say Skaft began life as an ordinary mortal but demonstrated such ingenuity in her youth that Kuros (or, in some tellings, Ytar) uplifted her as a Chosen Scion, proclaiming her the greatest inventor they had ever seen. And it's true; while many of Atlantis' Gods have created technological miracles, Skaft's innovation, creativity, and tireless labor are without peer.

Skaft has a mind full of machines and blueprints, leaving her workshop only when called to perform maintenance on Atlantis' miracle-machine infrastructure (though some legends say that her love for Hesbon also calls her away from

work). Every Atlantean worships her, both as an indefatigable worker who protects them, and because they believe she holds the secrets of Apotheosis. If that's true, she hasn't shared them. In person, she seems perpetually distracted, never paying more than partial attention to the present situation — unless she's working on an invention or work of art, in which case her mind is laser-focused. She rarely Incarnates in the World; perhaps her original taste of mortal life proved sufficient.

Skaft's Scions are almost universally Created in her many laboratories, excepting those she sires with Hesbon. They're architects and engineers whose projects define the skylines of cities, DIY advocates, artists working with cutting-edge technology, and futurologists inspired by childhood dreams of comic books and sci-fi stories.

Callings: Creator, Guardian, Sage

Purviews: Artistry (All), Earth, Epic Stamina, Fire, Forge, Passion (Curiosity), Prosperity

DESIGNING SKAFT

Skaft is a classic forge God, a paramount inventor in a pantheon filled with great inventors. Her Creator and Sage Callings reflect her status as the pantheon's supreme engineer, while her Guardian Calling represents the importance of her inventions in safeguarding Atlantis. Her Artistry, Forge, and Passion Purviews all relate to her innovation, while Epic Stamina represents her as a tireless worker. Her Earth and Fire Purviews give her a symbolic tie to the forge, even if most of her tools are far more sophisticated. The Prosperity Purview reflects the wealth and luxury her creations allow Atlanteans to enjoy.

VERSAK, THE JUDGE OF ALL EVIL

The sun God Versak is Amnis and Badarus' eldest child and appears even older than his parents in his semblance. Haughty and proud beyond all measure, he proclaimed himself the judge of all things, recording and punishing the transgressions of Gods, Titans, and mortals alike.

Versak offers guidance to Atlantis' judges and the scholars tasked with maintaining its code of laws, though he attends personally to matters of great importance, such as the sentencing of Hesbon for her crimes against Atlantis. He is also a psychopomp to those executed for their crimes, attending their souls alongside Aeva so they might give their final penitence before falling into the void. As a solar deity, he is also the divine patron of mass surveillance, optics, and scanning technology. His Incarnations are just as devoted to punishing crime, whether as prosecutors, street vigilantes, programmers developing facial recognition algorithms, internal affairs investigators, ethics professors, or security guards. They're also uniformly beautiful; Versak is too proud to take on any guise less radiant than the sun.

Given his proclivity for beautiful forms, Versak sires a great number of Scions. Many share his predisposition for ceaseless vigilance and dedication to justice, pursuing careers as prosecutors, law enforcement, judges, bounty hunters, bodyguards, or private security. Those who inherit their father's good looks might become actors, musicians, or sports stars who use their celebrity to advance important social causes.

Callings: Guardian, Judge, Liminal

Purviews: Beauty, Death, Fire, Order, Passion (Pride), Sky, Sun

DESIGNING VERSAK

Versak is a combination of two divine archetypes: the sun God and the judge of the dead. His Guardian and Judge Callings depict him as an all-seeing authority who guards the social order from disruption, while his Liminal Calling encompasses his role as psychopomp to the condemned. His Beauty, Fire, Passion, and Sun Purviews all relate to his nature as sun God, the Order Purview is tied to his nature as a divine judge, and the Death Purview reflects his role as a soul's final confessor.

STEP FOUR: FACES OF DIVINITY

How many Gods do you want in your pantheon? Having many can make them seem prosperous as a whole yet detract from the individual importance of any one God. Storyguides need not work out all this information in exhaustive detail up front; even published pantheons only address the most prominent figures, notably those most likely to have Scions.

Who is in charge, if anyone, and did the leader come to power through violence, the dictates of Fate, or some particular competence? This speaks to the pantheon's priorities and themes. Having a bloodthirsty warlord Goddess in charge makes a clear statement about what those Gods value and how they (and their followers) exert power in the World.

Likewise, each primary deity's Purviews make a statement, especially regarding divisions of power and ways of categorizing the World. A God of war and agriculture is different from a pure war God, who is different from a God associated with war and technology. What are their rituals of worship? What are their defining strengths and weaknesses?

In designing individual Gods, consider the three essential sections that make up each published description. First, what are their attitude and personality like, and what's their mythic origin? Second, what are their powers and approach to issues, and how does this inform what players should expect from their Scions and Incarnations? Third, how do they project influence into the World — in particular, how do they do so through their Scions — and what important story hooks can you derive from this information?

Don't forget the forest for the trees. Look at the pantheon not just as individuals, but also as a family or community caught in repeating patterns of interactions based on their

ASSIGNING CALLINGS AND PURVIEWS

A God's Callings reflect those archetypal aspects of their nature and legend that are most crucial and central to their identity. Not every single feat attributed to a God needs to be represented by a Calling — a deity who fought off a monster doesn't necessarily need the Warrior Calling if combat and warfare aren't fundamental parts of who she is.

Likewise, a God's Purviews reflect aspects of the World that are core to their divinity — things they are unmistakably the God of, things they're worshipped for. Gods can have between three and 10 Purviews, but the vast majority fall somewhere in the middle. Remember that a God with many Purviews knows fewer Boons in each one, while a God with only a few Purviews has a much greater depth of investment in each; let that guide your choices.

specific personalities and spheres of influence. What relationships do the Gods have with each other? Which Gods are later additions and how did they change the pantheon?

Example: Atlantis worships eight principal Gods of the Teros, attended by a retinue of lesser deities and Demigods serving as assistants, attachés, and champions. This is enough to give some depth to interactions between its deities, but the pantheon adds a ninth God in Demosia, who was once a Titan, to add interesting complexity and provide more story hooks for Scions to get involved with. The pantheon's leader, Amnis, rules as a sacred mother figure over the other Gods and their people; to be in command is to bear the responsibility of making life and providing for that life. This is not a pantheon with a tremendous amount of internal strife, especially since so many of them have happily paired off; rather, the Atlanteans feel connected through their shared isolation from, and technological superiority to, the rest of the World. However, the budding disagreement between them on whether they should rejoin global society bears the rumblings of a larger schism.

SCIONS

Scion is literally the name of the game, so naturally it is extremely important to figure out how a new pantheon regards its Scions. This varies from God to God, and even from Scion to Scion of the same God, but it's worth establishing a few meaningful trends. Do the Gods view their half-divine offspring fondly or with fear? Are they tools first or family first? Are there any especially noteworthy Scions of the pantheon currently running around the World and doing epic Deeds? Were any prominent historical or mythological figures associated with the pantheon?

Example: Atlantis treats its Scions as artisan aristocrats who are expected to protect the island nation from outsiders and rival powers. Recently, though, some Gods have begun to

direct their children to scope out the possibility of reaching out to those outsiders instead, causing a bit of a rift that promises to only get wider.

STEP FIVE: COSMOLOGY

Cosmology isn't just about Gods, monsters, and their stories, but also the settings where those stories take place. Consider the ways in which these beings and sagas impose their power upon the World and places beyond.

What other realms of existence play a role in the pantheon's myths as Overworlds or Underworlds? For the latter, knowing which Gods are Death Gods (or just dead Gods) certainly helps. Also, remember that you can have more than one of any type of Terra Incognita. Alternately, a pantheon can lack Underworld, Overworld, or even both. Similarly, what Midrealms exist and what does each of these locales symbolically embody that is important to the pantheon's Legends? Don't include a realm just to have a box checked off. Every place should be a setting that helps tell the sorts of stories the pantheon is all about.

Do any Axes Mundi or gates lead to any of the pantheon's realms? Most pantheons have at least a few. If they don't, that's significant and means travel between worlds is harder; did these methods of access ever exist, or is the pantheon naturally isolated for some reason? How about associated Touchstones and strange places? What sort of weirdness is important? How does this pantheon warp the forgotten corners and seams of the World? Consider whether the pantheon has any special connection with Fate, and to what extent such a connection defines or constrains everything else they do.

Example: Atlantis lacks an Overworld but possesses an Underworld of sorts: the Void of unshaped chaos where souls go after death. That Underworld holds innumerable Midrealms for those souls to wash ashore if they're lucky; if not, they might float through the Void forever. Atlantean Scions once traveled to these worlds easily via the Gods' voidbirds and an Axis Mundi made of stars; but when the pantheon decided to isolate itself from all others, many passages through the Void closed without explanation or warning. Scions wonder whether ending their civilization's self-imposed exile will open them again, or whether they're gone for good.

TITANS AND OTHER BEINGS

Who are the Titans and Primordials associated with this pantheon, as enemies (former and current), rivals, family, allies, or weird forces the Gods must deal with from time to time? To the extent that Titanomachy is part of the pantheon's mythohistory, what became of these vast and ancient enemies? Were they slain? Imprisoned? Banished? Some combination? Are they coming back now and causing trouble, or does the pantheon eschew the Titanomachy as an outdated or shameful war? What does the specific nature of these beings and the ways they are inimical to the pantheon's values and goals say about these figures' thematic relevance?

A cosmology that only features Titans, Gods and Scions is plenty fleshed out, but most pantheons come bundled with assorted other beings as well, including creatures, Denizens, and mortals with supernatural Paths. Who are these others? Where do they come from? What roles do they play, and which Gods or Titans do they serve, if any? How does their presence add distinctive flavor to their associated pantheon?

Example: The fiercest Titans of the Deros include Akrath, the Broken-Faced Laughter, embodiment of all nightmares that never were and must not be; Hastatar the Fool who corrupts all wisdom with pettiness and turns students from their teachers; and Z.Z.Z., the Unspeakable who ate of her own true name until she was filled to bursting and vomited out endless fountains of monsters upon the lands and waters.

Atlantean titanspawn include quantum krakens Vasq the fathomless dreamshark, and the time-traveling scouts of the Men of Uranium who will inherit the Earth when iron rusts away. Other creatures include assorted prototypes of artificial humans invented both before and after the island's isolation. Over time, some of Atlantis' divine inventions have manifested sapience or life of their own, becoming cyber-Denizens and other beings available for Scions to take as Creatures, Followers, or Guides.

STEP SIX: RELIGION

Regardless of where the ideas for a new pantheon come from, its collection of Gods and beliefs comes with worshipers and their impact on human civilization. Most pantheons belong to a people or a community. Where are these people located and who are they? Are they also a fictional people, necessitating a reworking of the World's history and geography to account for their inclusion and activities? Are you adding a new landmass somewhere or redistributing the known world across different borders? Is the pantheon's following local, regional, or global in scope? It is also possible for a pantheon's worshipers to be part of an extant culture as a subset, counterculture, or secret society rather than a fully independent people. For instance, the cultists of nameless eldritch horrors may hide among all nations and tribes, with members publicly pretending at other allegiances and faiths while secretly working together to carry out their terrible agenda.

How are your Gods worshipped? What are their important sacred rites and practices? To what extent is this worship directed by the Gods themselves versus growing organically as a result of beliefs taking on a life of their own? How do the Gods regard their worshipers? How do cults preserve and pass on their teachings? How are new members inducted? Have there been any major schisms among believers?

Example: Atlantis is a hidden, insular nation with a closed society and a close relationship with its Gods. The ubiquity of miracles in everyday life gives them a peculiarly blasé attitude toward spiritual matters, not because they don't take such things seriously, but because that is their normal existence in the same way that having electricity is normal for the so-called developed World. The culture and religion of

the Atlanteans are functionally interchangeable and largely monolithic, though the ever-present tension between those who wish to reveal themselves to the World and those who wish to preserve their secrecy may tear that monolith down in the near future.

BIRTHRIGHTS

Relics are the most common Atlantean Birthrights, for the workshops of the Teros overflow with wonders, but their Scions have plenty of other inheritances to claim as well.

FOLLOWERS

Atlantean Super-Soldiers: Born from Amnis' gene-forges, Atlantis' guardians are designed on the cellular level to be perfect warriors. Their bodies are living biochemical weapons factories, and their minds are implanted with multiple tactical auxiliary consciousnesses.

Students: To learn the secrets of the World at the feet of a Scion is a supreme ambition of — and status symbol for — Atlantean scholars, each a prominent academic in their own right. They range from engineers versed in divine technology to data anthropologists who analyze outside cultures through the mortal internet.

GUIDES

Speaking Stars: These seven-sided emeralds are vessels for complex artificial intelligences woven on Skaft's data looms, providing guidance and instruction to Scions who bear them, as well as acting as interfaces for much of Atlantean technology.

RELICS

The Countervallence Lance: This is the terrible weapon with which Hesbon smote Atlantis in a conflagration of many-colored musics and antifactual mathematics. Versak sealed the Countervallence Lance away in his vaults but might entrust it to a Scion in a time of great crisis — or a wily godling might steal it.

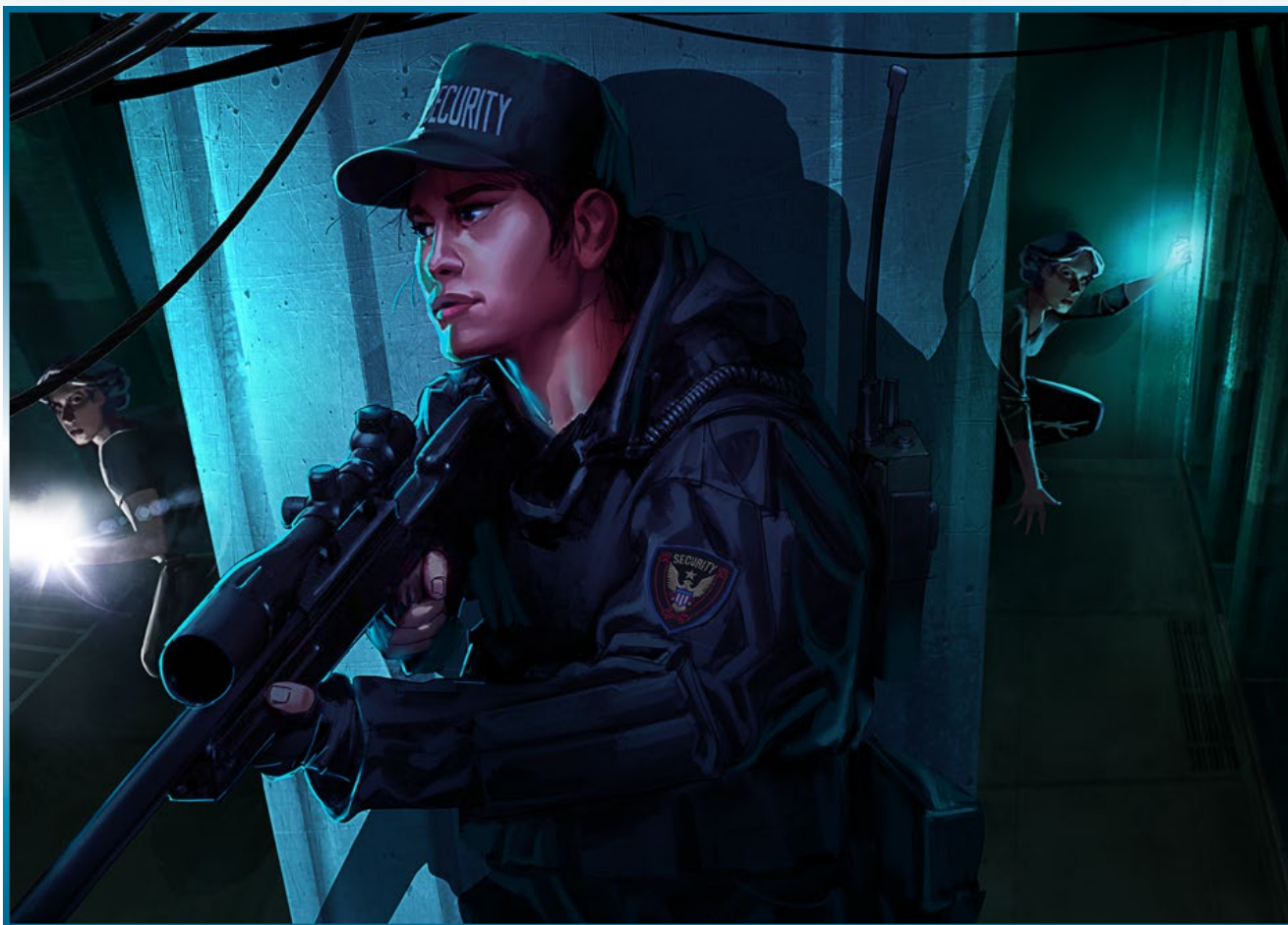
Hyperion Keys: Devised by Kuros, these orichalcum scepters house space-folding technology capable of opening short range portals.

Soul-Ship Entelech: Among Baradus' greatest inventions, the *Entelech's* engines draw power from its pilot's will to travel by warping the World around it.

STEP SEVEN: BIRTHRIGHTS

What sorts of gifts do the Gods of the pantheon bestow upon their Scions and most devoted followers? The selection of creatures you provide and the fleshing out of important relics helps set a mythic mood and tone, while the specifics of guides and followers available show how the Gods cultivate their children's talents and raise them up as leaders.

For advice on designing Birthright mechanics, see **Scion: Hero**, pp. 201-221.



Example: Atlantis has an advanced divine technology infrastructure that requires specialized learning to build and maintain, so guides play a valued societal role. Followers may just as likely be synthetic lifeforms and robots as actual human beings. The most prevalent Birthrights among the pantheon are, unsurprisingly, relics of all sorts produced by their transcendent and miraculous science. An Atlantean Scion who doesn't have a relic has a very unusual background; it is expected that Scions have access to the tools they need unless they have gotten in serious trouble.

STEP EIGHT: RELATIONSHIPS

Some of this work is already done by this point in the process, inasmuch as Storyguides have already figured out how the Gods of the pantheon get along with one another (or don't). However, that's just the starting point. Beyond figuring out any factionalism or schisms, creating a pantheon also means dealing with a World populated by other Gods and establishing how the deities relate to humanity generally.

As the canonical pantheons of **Scion** demonstrate, Gods from different cultures may have complicated and often challenging relationships with their cousins in other pantheons due to mortal history or divine wars. Differences in philosophy get out of hand when fueled by deific Virtue. If the new pantheon has always been present and active within the setting, establishing historic alliances and enmities is important. However, if the pantheon has been isolated and is only now coming into contact with the rest of the World,

these relationships will be established as plot unfolds. For example, if alien Gods invade, that's a pretty straightforward animosity that might make allies out of former enemies. Nothing smooths over old wounds quite like a common outsider threat.

You can also create relationships across pantheons between Gods who have a lot in common, which can give rise to strange bedfellows and conflicts of interest, and even give rise to interesting Birthrights or strange places. A canonical **Scion** example is when Odin and Ogmia hung out and drank poetry mead together to invent magical runes. Also, one of the functions of Scions is to act as bridges between pantheons, connected by friendships, rivalries, and romances. This function is not always intentional on the part of any divine patron but happens regardless and offers important plot hooks.

It's uncommon that a pantheon cares solely about mortals who worship them and no others. Deities must also deal with the World, albeit usually indirectly. If they are heavily tied to a particular people or culture, they naturally take more interest in World affairs that intersect with their people. The enemies of your followers are generally your enemies. The friends of your followers are generally your friends. And what about proselytizing? Does the pantheon actively seek new worshipers from outside their core cultural group, or do they grow and function more like an insular

PANTHEON PATH OF THE TEROS

Asset Skills: Science, Technology

Scent the Divine: The sound of crashing waves, the scent of ozone, and the inescapable feeling that change looms on the horizon.

Virtues: *Nostalgia* and *Vision*. Nostalgia keeps the Teros comfortable in their isolation, clinging to the idea that opening their doors would mean losing everything. Teros Scions idealize their own histories and yearn for what they've lost (or what they think they've lost); it helps them find the will to keep going and take pride in their heritage despite the total lack of recognition outside their Atlantean bubble. Nostalgia also blinds them to the mistakes and messier realities of the past.

Vision guides Teros Scions toward what is to come. They feel a drive to spur progress, to forge ahead toward a brighter and more glorious future filled with unimaginable wonders. *Vision* guides them to turn the wheels of change in search of improvement, even when the current ways work just fine. When these Scions lean heavily on *Vision*, they find the axiom "don't fix what isn't broken" abhorrent.

As they seesaw back and forth between the extremes of *Virtue*, Atlantean Scions fixate upon the past and the future in turns, too often leaving them unable to fully live in the present. Their *Virtues* lead them to greatness, but they are never satisfied and always restless. Nostalgia and *Vision* come into conflict when looking into the future means letting go of the past.

tribe? What is humanity doing, if anything, that attracts the attention of these Gods and their children?

Come up with a few major priorities the pantheon as a whole shares and agendas they task their Scions with furthering. Are they all-in on the Titanomachy, or are they out to prevent it? Do they mostly ignore the Titans and instead pursue more Worldly power or influence? Is there a threat or project specific to the pantheon they prioritize due to events in their history or the nature of their cosmology? Finally, consider a pantheon's weaknesses as a group. In what ways are they vulnerable? What are their blind spots?

Example: Atlantean Gods get along, by and large, and keep themselves busy with the many irons they have in the fire. Their compulsive need to fix everything whether it is broken or not leads to any number of tense situations and misunderstandings, both with each other and with any other deities with whom they deign to interact. They're not interested in a full-on Titanomachy, but they do prioritize keeping the Deros away from the World and their people, and occasionally must deal with incursions. Still, their success turning Demosia to their side gives some of them incentive to try diplomacy once in a while. A rift has begun to form between Gods who want to preserve their isolation and Gods who want to fling wide the doors; the brewing conflict brings hermits out of the woodwork and roamers back to the island's shores, unearthing old rivalries and bringing old friendships into contention.

Despite their isolationism (or perhaps because of it), when something elsewhere in the World does attract Atlantean attention, that attention tends to be obsessive and frighteningly pronounced. Whenever another pantheon invents something they've never seen before or discovers their hiding place, it invites the spies and agents of Atlantis to spare no effort or expense to get their hands on the new

toys or quietly manipulate the would-be intruders away. They play nice at first, but if that doesn't work, they won't hesitate to use force. Lately, though, the faction that favors reconnecting with the larger divine community has made cautious overtures in the form of Scions, anonymous messages from the deep web, sacred messenger drone-saints, and other quiet communications that invite other Gods with similar interests to parley.

Since Atlanteans cannot openly use their full strength for fear of revealing that power and catapulting themselves to the center of the World stage, they act furtively and through proxies, or when no witnesses are around (whether the situation arises naturally, or they take pains to bring it about). Atlanteans fall into the trap of overconfidence easily, as they are accustomed to having the technological advantage, the element of surprise, and not much competition. They underestimate other sources of power and are dismissive toward methods they view as primitive – which are basically any methods that aren't their own.

SIGNATURE PURVIEW: DEMIURGY

Motif: Sufficiently advanced technology is indistinguishable from a miracle.

Atlantean Scions channel their divinity through hyper-technology. They wield Relics with great proficiency, capable of coaxing wondrous power from their tools, and can integrate miracle-machines and God-engines into their Legend itself.

Innate Power: You gain Enhancement 2 on any roll that relies on mundane technology invented within the last 30 years. Additionally, whenever you craft a makeshift project (p. 95), reduce the total Flaw rank by one if you're a Hero, two if you're a Demigod, and three if you're a God.

GOD-SIGHT

Cost: Imbue 1 Legend

Duration: One scene

Subject: Self

Action: Simple

You overlay a hypertechnology scanning interface across your mortal perceptions, piercing through subjectivity to the truth of the World. Ask the Storyguide one of the following questions:

- How do I use, fix, or destroy this piece of technology?
- What item here can be most useful or valuable to me?
- What is this relic's origin and history?
- What's one Knack this character possesses or this relic provides?

This information grants Enhancement 3 on any actions that benefit from it.

HYPERTECH UPGRADE

Cost: Imbue 1 Legend

Duration: Indefinite

Subject: One relic

Action: Simple

Channeling Legend into a relic, you transform and reconfigure it into an advanced state capable of more fully evoking its divine power. Give it one of the following benefits:

- Increase an existing general Enhancement by one (to a maximum of +3), or an existing situational Enhancement by two (to a maximum of +4). If the Enhancement's already at maximum, you can spend one Legend to increase it by +1 for a single action.
- Increase the social Enhancement from a relic's Deed by two (to a maximum of +3). If the Enhancement's already at maximum, you can spend one Legend to increase it by +1 for a single action.
- Add two dots' worth of tags to a relic weapon or piece of armor. Alternatively, you can spend one or more of these dots to remove negative tags instead. Granted tags must be appropriate to the item enhanced.

- Use a relic to enact a *deus ex machina* (**Scion: Hero**, p. 205). The Tempted Fate you gain causes you to lose all the relic's magical benefits until the Condition resolves. A given relic can only provide a *deus ex machina* once per arc.

STEP NINE: PANTHEON PATH

A collection of Gods bound together through a common pantheon identity shares more than divine relationships. They also share collective values, priorities, and distinguishing metaphysical traits. Asset Skills should reflect the endeavors most prized by the pantheon and its originating culture, the sorts of Deeds that form a bedrock assumption of their myths.

Figure out how the Heroic Knack Scent the Divine (**Scion: Hero**, p. 224) detects beings and phenomena associated with the pantheon. How do these sensory impressions capture these Gods' symbolic imagery? This usually comprises a literal scent as well as sounds, feelings, and other kinds of stimuli or tells.

Finally, consider what the Gods collectively want and how they believe it is right or necessary to act. Such drives manifest in the tension of opposing Virtues. Remember that these two Virtues don't have to be diametric opposites, but rather competing priorities. They also need to be traits that can get characters into trouble as much as help them solve problems — traits that ensure members of the pantheon tend to follow certain kinds of narratives even when it isn't convenient for the characters.

To design your pantheon's Signature Purview, follow the guidelines on p. 73.

Example: Atlanteans have Science and Technology as Asset Skills and experience a tension between an obsession with the past — Nostalgia — and a grand, idealized dream of the future — Vision — as their Virtues. This reinforces the narrative of Atlantis as a civilization isolated from Worldly progress and captivated with its own greatness, too often overlooking threats and neglecting meaningful relationships in the present, and thus encouraging Teros Scions to act with the self-absorbed hubris of their divine heritage. The sensations experienced by those sensing them via Scent the Divine evoke massive, ominous changes on the horizon of an island in a vast sea, both literally and metaphorically; this plays into the inevitable conflict between continued isolationism and turning their comfortable solitude completely on its head.



CHAPTER FIVE CRAFTING AND RELICS

I will so repair / the break in the gold
That a ring more fair / Thy lord shall behold
And a ring more bright / Thy queen shall proclaim
And to thy delight / Thou shall think the same.
— *Vulundarkvipa, Stanza 28*

How many heroes' Legends hinge on the act of creation? Reforging a shattered sword, fabricating a false idol, constructing an unbreakable wall? The wrights of legend are those who translate imagination into form, whether by devising material solutions to impossible problems or producing spoils of victory from the bones of adventure. When an awful wyrm surfaces from Lake Tahoe, the artisan may devise a new weapon to pierce its bulletproof hide, or a cunning trap to draw it from its lair. And when the beast lies dead, paens sung to its slayers across national television, the artisan may make of its skin an armor like no other.

EXPANDED CRAFTING

This section expands on the rules for crafting (**Scion: Origin**, p. 75).

DIFFICULTY AND COMPLICATIONS

The minimum Difficulty to create an object with a crafting project is equal to its tier. Storyguides should increase this Difficulty by 1 for projects that are especially precise or beautiful, like exquisite cuisine meant to impress a connoisseur, or a living clockwork owl. Working with rare materials or new designs without guidance also increases the Difficulty by 1.

Common Consolations for failing a craft challenge are Unlooked-For Advantage (**Scion: Origin**, p. 70) as the character salvages useful parts from failure, and Fateful Encounter as she discovers something useful or interesting from her failed attempts. Alternatively, the Storyguide can allow her to create the item anyway, but with Flaws equal to the challenge's Difficulty.

Complications in crafting impose a Flaw of equal rank if not overcome. Working with substandard or improvised tools or materials, an unskilled workforce, or a poor design creates a rank 1 Complication; multiple negative conditions stack to increase the Complication's rank. Rushing work on a project can halve the length of its intervals but also imposes a Complication equal to its tier. Makeshift projects (p. 95) are a more extreme version of this approach.

FLAWS

Most Flaws are the result of poorly executed projects or outright sabotage, and can be avoided or removed through reforging. Some relics, however, have Flaws included in their design, as drawbacks to counterbalance

NEW CRAFT STUNTS

Spare Parts (2-4s): Aaron eyed the herbs on his desk. The recipe called for all of them, but with modern distillation, he was certain he'd have extra left over. **Result:** The character creates an additional, small tier 1 item from leftover materials, spending successes equal to the project's Difficulty + 1.

Quick Build (2s): Eileen finished compiling her code, glancing at the clock with a grin. Sure, she'd cut some corners, but it was still good enough. **Result:** The item reduces by one the total rank of any Flaws imposed by hasty work, such as makeshift construction or a Complication from rushing.

their divine power — these are described in **Scion: Hero** (p. 211), and cannot be removed without redesigning the relic to compensate.

Flaws must be relevant to the item being created or repaired; if a character improvises a makeshift lockpicking kit, the Storyguide should ensure that its Flaws make it harder to use as a lockpick and aren't easily ignored.

An item with many Flaws can quickly become cumbersome, so Storyguides can fuse the overall value of individual Flaws, where possible. One rank 5 Flaw is easier to manage than one rank 2 and three rank 1 Flaws.

Sample Flaws are in **Scion: Origin** (p. 77) and **Scion: Hero** (p. 211).

MILESTONES

Each milestone in a crafting project represents one element needed to complete it, as though the milestone were a montage in a movie. A character might make a breakthrough in research, secure a source of rare and sacred wood, or perfectly etch a haiku on the side of a handgun.

When solving a problem with crafting, milestones can represent an alternate, indirect path to victory — instead of fighting a grootslang in a risky action scene, the bandmates might split up to each play their part in laying a trap for the mythical beast.

Don't be afraid to award milestones without a roll. If the band already "earned" part of the project in a previous scene, episode, or even story, such as winning access to



Ptah's workshop for one night, then reward them for calling back to these triumphs. When a character completes a craft project in which one of the milestones was completed as a significant part of a Deed, they regain a spent Legend point.

A project normally takes a number of milestones equal to its tier. However, the Storyguide should modify that total if circumstances require extra steps. Add one required milestone when the character lacks a key component, such as the basic materials, tools, design, or assistants she needs to begin the project in the first place; the extra milestone is intended to represent remedying whatever she's missing through a challenge, like using (Subterfuge + Cunning) to steal materials. If the project is large enough to have a Size Scale, like a car or a temple, add milestones equal to that Scale.

MASSIVE PROJECTS

When a character undertakes a massive project to create something outside the scope of personal use, like a temple to Shàngó or a giant animated Buddha statue, she needs to reach extra milestones as described above; as a result, massive projects are always complex challenges. She also needs a Path that provides a team of assistants — even the most skilled artisan cannot raise a fortress alone without an impressive miracle.

Nor was Rome built in a day. When determining the minimum interval of a massive project, use the higher of its tier or effective Size Scale (up to Size 4). For example, a character who takes charge in building her band's new

private investigating offices is technically undertaking a tier 1 project; but as the offices are Size 3, she can roll once per episode, and earning an unrolled milestone would be equivalent to an episode's worth of play.

INTERVALS

In some complex actions, intervals are a constant series, following one after another. An oni drink-off or dizzying rock climb leaves little room for other activity.

Craft projects and similar long-running challenges are an exception. These intervals are spaced out over the course of multiple adventures, and characters are assumed to be working on their projects during downtime, between sessions, or while other characters are playing out a scene without them. In general, only intervals the entire band is working on as a team should be tackled in full.

An interval's length therefore describes the minimum time between rolls, rather than the time the character has to dedicate to her work "on screen." When building his new muscle car, Eric Donner does not need to spend every minute sequestered in a garage — he can browse a motor catalogue during another scene, give his vehicle a tune-up between sessions, or assemble a new engine over a period of skipped time. When he rolls, it is as a dramatic conclusion to all the work he is assumed or suggested to have been doing in the meantime. The Storyguide should offer brief roleplaying opportunities for the player every so often or ask what kinds of project-related activities a character might be doing in their spare time between scenes or sessions, to let the player

describe epic montages at the forge or meticulous detailing on a fine coat.

The Storyguide can even allow a character to make a crafting roll mid-scene, to dramatically reveal that she already completed the project and has the item available for use, or slice off the head of a titanspawn fiend in epic fashion to collect its blood as the culmination of a milestone to gather needed materials.

INSPIRATION

Nothing is created in a vacuum. Legendary creators pass down their skills, mortal heroes steal divine secrets, and the beating of a bird's wings strikes sparks in the mind of a prisoner brooding over his perfect labyrinth.

When a character successfully studies an object as part of an information-gathering challenge, she can draw *inspiration* from it as an enhanced Stunt (**Scion: Origin**, p. 67), which helps her replicate, modify, or counteract that item (or a similar example). She might analyze a vial of hydra venom to brew an antidote, study photos of the Navaratna to improve her forgery, or reverse-engineer the magic of a shredded hagaromo feather dress.

In addition to an Enhancement, inspiration can reveal or stand in for proprietary secrets that would normally require a specific Path to access, such as the runic tutelage of dwarves. A character cannot draw inspiration more than once from a single item, unless the Storyguide deems the process suitably distinct. A swordsmith who admires the cutting edge of the mech-samosyok cannot draw on its principles for every blade she forges but might later investigate its self-swinging enchantment to help her create an animated servant.

A character can also draw inspiration from something other than direct study of an existing item, such as dissecting a mythological beast with suitable traits, or undertaking a psychological analysis of the subject for a painting. Divine tutelage or direct access to recipes and blueprints can also provide the benefits of inspiration, without a challenge.

The difference between finding inspiration and achieving a milestone is largely one of intent (and Difficulty). A character who overcomes a challenge to understand the workings of a computer virus can gain inspiration for creating her own or counteracting the original. A character who seeks out demonic code written by Ahriman himself to serve as the basis for her own program can treat the challenge as a crafting Milestone.

MAKESHIFT PROJECTS

When time is tight, even the most perfectionist Hero must set aside her standards to pull together a *makeshift* solution.

A character can complete a makeshift crafting challenge in a fraction of the normal time by jury rigging components and trimming corners, provided the Storyguide deems the challenge's goal doable in the time available. She might lash together a crude spear from a kitchen knife and a broom, rush repairs of a broken radio with chewing gum

to stick wires together, or ignore several stages of distilling a love potion.

A simple (tier 1) makeshift crafting challenge can be completed in just one round. A complex makeshift challenge instead occupies a full scene, with the character rolling throughout until the challenge is resolved; in action time, the challenge's intervals take one round each. As with normal projects, the Storyguide can resolve tier 1 makeshift projects without a roll if no risk or tension is involved.

Makeshift items always come with Flaws, as though imposed by a Complication. The player and Storyguide work together to choose these Flaws, which have a total rank of no less than (milestones x 2). Most commonly, a makeshift item can only be used for a single challenge or scene — but a hastily built item might also be unreliable, fragile, or downright dangerous.

REPAIRING AND REFORGING

Characters have two ways to fix a broken item, whether it's a biplane torn to shreds by tengu or a long-lost Atlantean mechanism clogged with silt and brine: **repairing** or **reforging**.

Some broken items are still functional, but suffer a Complication as a result of wear or damage, like a burst tire or rusted sword. Others are only missing a single component, like a radio with a lost antenna. These items can be repaired as a normal crafting challenge, with a Difficulty equal to the Complication the character is trying to remove. The repairing character must be of an appropriate tier and must have access to a suitable Path, tools, and materials.

Repairs usually have an interval of about five minutes — much less time than it would take to craft a new example of the item from scratch. A character can also perform makeshift repairs to patch up an item even more quickly in exchange for Flaws, following the usual rules for makeshift projects. Should a character fail to repair an item it remains broken, and she can't try again for the rest of the scene.

An object that is completely destroyed, or so damaged as to be unusable, must instead be reforged. This is functionally the same as recreating it from scratch, but a character familiar with the item can gain the benefits of inspiration without a challenge, and the reforging project receives a single free milestone if the original object was tier 2+. The Storyguide decides whether an item is too far gone to be meaningfully reforged; a character can't "rebuild" a letter from its ashes or salvage a rotten cake for a new baking project, unless she has powers that allow such miracles. She could, however, recreate a sword from its broken shards or a book with charred pages, as long as she knew enough about the original to reconstruct it.

Reforging an item to remove a Flaw is a complex project with a Difficulty equal to the item's tier and milestones equal to the Flaw's rank (i.e. a rank 5 Flaw on a tier 1 item can be removed with five Difficulty 1 milestones). Reforging can remove Flaws brought about by Complications, story events, and so on, but not Flaws inherent to the item's

design, such as Flaws a relic carries to offset additional benefits.

AMPLIFICATION

Sometimes, even the treasures of Heaven fall short, and canny artisans must **amplify** their creations beyond normal limits. A character might need to keep her truck going despite running out of fuel, urge her rainbow sword to burn more fiercely than ever before, or stretch a tiny bottle of antidote across her entire band.

A character who needs a stronger tool can try to temporarily amplify it. This challenge works exactly like a make-shift project but improves an existing item instead of creating a new one, most commonly by allowing it to provide a new or increased Enhancement, ignore a Complication, or gain some entirely new feature. These amplified benefits last for a scene at most, and come with a commensurate drawback (**Scion: Origin**, p. 65).

Several examples are given below, but the gist is simple: First, the player asks the Storyguide if she can do something unusual but plausible with her tool, such as overclocking a computer to provide a bigger Enhancement for the entirety of her hackathon. The Storyguide sets a Difficulty based on how extreme or outlandish the improvement seems, then presents a drawback for pushing the item that far, such as inflicting a new Flaw on the half-melted laptop after the scene is over.

PURVIEWS AND CALLINGS

To a Scion of the Forge, the World reveals itself as an unformed jungle of clay, eager for a sculpting hand. Others may marvel at her propensity for having just the right tool on hand, or devising a makeshift solution in moments, but her Purview is the hammer Fate wields to forge destiny. Is it any wonder she sometimes sees life as a collection of parts just waiting to be assembled, an endless parade of inspirations?

A Hero who forges a relic is working with as much saga as substance, its construction a chronicle poured into form. The lion-fang arrows that sit on her worktable are sharpened with the primal fury of a Nemean bite, sanded with the bitter thrill of victory, fletched with the latent power of a beast tamed and quivered. The relic is a living Legend, each part and process resonating like a chorus with Deeds — those it was made for and those that made it possible.

A Scion can use Forge marvels to bypass Complications (and Flaws) for hasty work or poor materials, chancing upon happy shortcuts or diamonds in the junkheap. She can also ensure she always has equipment on hand, whether she uses the wind itself as a lathe, discovers an old soldering kit in an abandoned flat, or conjures a blender from the stuff of divine imagination. The Storyguide may also allow a character to spend 1 Legend as a Forge marvel to perform a project roll at a dramatically appropriate but logically unlikely moment.

EXAMPLES OF AMPLIFICATION

Signal Boost (Technology + Resolve):

A phone, computer, or radio can receive and send signals in an area normally isolated from transmissions. **Drawback:** The signal only lasts long enough for a single message or challenge and immediately draws attention to the character.

Appeal to the Gods (Occult + Presence):

A relic with an associated Purview grants access to an additional Boon in that Purview for the scene. **Drawback:** The relic burns out or runs rampant — using it carries a rank 3 Complication for the next full episode.

Tune Up (Technology + Cunning):

A vehicle gains a level of Speed Scale for a single contest. **Drawback:** The vehicle immediately breaks down once the contest ends and carries a rank 5 Complication that must be repaired.

The Artistry, Fertility, and Prosperity Purviews can approximate many applications of Forge within their respective areas of expertise.

While Creator is the Calling most directly suited to crafting, not every Creator is a literal artisan, and Scions of any Calling can develop Knacks to assist projects of their own. Hunters work with the hides and bones of mythic prey, Tricksters produce ingenious forgeries, Lovers draw inspiration from paramours, and Leaders design grand monuments with ease.

PATHS

The Path that enables a project grounds it in the World. It encourages players to explain how a character would approach her goal and to consider what resources she can easily call on. Other traits that behave similarly to Paths, like Followers or Guides, can also be used to start appropriate projects. The right Path may provide specialist facilities and basic materials, but it can also offer more abstract assets, like contacts, experience, and opportunities.

For example, Eric Donner can use his Muscle Car Boy Scout Path to start any project rooted in mechanical repairs and tune-ups, and can call in favors to access an auto shop or basic parts; but if he's trying to make a goatskin jacket from his father's steeds (it's fine, they're immortal) his Path might let him draw inspiration from his memory of the time he tried making his own leather fittings, or let him encounter a biker who does his own leathers and can pass on some advice.

Exploring a Path in creative ways can also open up milestones (and in turn, Complications) that would never otherwise emerge. Eric might use (Pilot + Stamina) to complete a long-haul delivery to Alfheim for an elven trucker

and return with his half-finished jacket adorned with Alfar decorations, or even invoke a Twist of Fate for a more contrived opportunity on the road.

EXPANDED RELIC DESIGN

When the Artemision Bronze was dredged up from a shipwreck two millennia old, it was celebrated as a work of bronze beauty, a God from the Sea. What none could say, however, was whether it depicted Zeus or Poseidon — for the God's upraised hand was empty. Did it hold a thunderbolt, or a trident? A relic alone drew the line between one God and another.

Forged from slain beasts or awarded for great victories, divine arms and mystical talismans are among the most iconic elements of a Hero's legend, and among the most fun for players to design and claim. Examples are included in this book (p. 100) as well as in **Scion: Hero** (starting on p. 212), but players and Storyguides can work together to design new relics or represent legendary tools that haven't yet been detailed in a **Scion** book. **Scion: Hero** gives basic guidelines for doing so on p. 212; this section is an expansion of those.

MOTIFS

Relics that grant access to Purviews also possess motifs. A relic's motif describes its nature and themes in a short phrase. Two relics that share the Sky Purview seem very different if one's motif is "a cloak of feathers and flight," and the other is "I'll huff, and I'll puff, and I'll blow your house down." These motifs obviously allow the two Scions to perform different kinds of marvels and also suggest the other powers these relics might each provide through their themes; they also suggest the kinds of marvels they *can't* perform, which is in some ways a more useful benchmark.

Like the Scion who wields it, a relic isn't just a collection of powers. Players should determine how each Enhancement, Knack, or Flaw actually works — its flavor in the world of the story — using the relic's motif as a guide. Does an amulet provide a disguise Enhancement by clouding the minds of others, by casting shadows across its wearer's face, or by containing an ampoule of exceptional makeup? If it needs to be recharged after use, does that mean praying over it, polishing it clean, or brewing more magical cosmetics?

When designing a relic, a player who already has a strong image for it can come up with a motif first and then choose suitable powers based on that. Others might work backwards, choosing the abilities they want and reverse-engineering a suitable motif and flavor — a gun with infinite ammunition and the Fire Purview could shoot bolts

of flame, for instance, with the motif "fire-breathing dragon." This imagery in turn lends itself to Flaws like burning the wielder's hands, or powers like a Stunt for setting targets on fire.

If a relic encounters unusual milestones or picks up interesting Flaws during the crafting process, don't be afraid to tweak its final design to accommodate the changing story of its creation. Legends can be born from such unexpected twists of Fate.

POWERS AND FLAWS

Relics may offer a number of different effects, from Enhancements or new Stunts to unique Knacks or access to Purviews. These are each assigned a point value in the table below; the total value of a relic's effects cannot exceed its dot rating. Unless otherwise specified, relic effects can be chosen multiple times, and stack with themselves and each other.

A relic can also include Flaws in its design, which subtract from the total effects value by a maximum of the relic's dot rating, offering greater power in exchange for drawbacks. Flaws developed from Complications or similar events don't allow additional effects — only those included deliberately in the original design.

Many relics are items with their own existing traits, such as a sword. The basic Enhancements and tags for these tools don't need to be "bought" with relic dots and aren't included in sample entries, but a relic's total Enhancement (from both basic traits and relic effects) cannot exceed +4 unless otherwise specified. Note that a relic can enhance rolls greatly divergent from its usual field as a tool, depending on its motif and other powers — ordinary binoculars offer Enhancement 1 to spotting details from a distance, but relic binoculars could also enhance stealth, botany, or public speaking, depending on the motif.

When translating a complex idea or artifact into a relic, it helps to boil its abilities down to their simplest elements:

- Does the relic help you with or make you better at a specific task, like a lightning-fast car? That's an Enhancement, or an ignored Complication.
- Is it a tool with unusual properties, like a burning spear? Try adding a new tag or Stunt.
- Does it offer broad expressions of mythic power, influence, or authority, like a starforged gauntlet? That's probably best represented as a Purview.
- Does it have a specific, isolated power that can't be executed through a challenge or Stunt, like slippers of flight? Look to a new Knack or a standalone Boon, especially if one already exists that does basically what you want.

RELIC POWERS

ENHANCEMENTS AND TRAITS

- Enhancement 1 that only applies in one narrow circumstance
- Reduces a narrow Complication by 2 ranks, or a broad set of Complications by 1 rank
- Weapons/Armor Only: Gains one point of tags, replaces one tag with another of the same point cost, or loses one negative point of tags (such as Loud or Slow)
- Weapons Only: Gains infinite ammunition
- Enhancement 1 that applies to a broad set of actions
- Total relic Enhancement is halved and converted into an appropriate Scale rank (rounded down); point value is separate from value of adding Enhancement
- Imbue 1 Legend to increase the relic's appropriate Scale rank by one for the scene

PURVIEWS

- The Scion may learn one Boon from a Purview the relic doesn't grant as a Boon of a Purview it does grant instead, appropriate to the relic's motif; this doesn't increase the Scion's usual Boon maximum
- Grants access to one Purview, up to two
- Modifies Duration, Subject, or Range of one Boon the Scion already knows, appropriate to relic's Motif; the Boon's Cost, Action, or whether it requires a Clash may need adjustment when used through the relic, subject to Storyguide's discretion
- Grants access to a third Purview; a relic can't grant more than three Purviews
- Can store up to (relic dot rating/2) imbued Legend points for later use, rounded down. Imbued points count as spent for purposes of replenishing spent points, but draw obvious attention to the relic
- Grants one Legend point that can be imbued or spent on the relic's Purviews or appropriate Knacks, and returns after one full session once spent

KNACKS

- 0 Carries some harmless, unusual sensory effect (e.g. glows, talks, is scented, hums paeans)
- Enables one new Stunt not normally available for an item of its type
- Grants one Heroic Knack; both Knack and Calling must be appropriate to its motif
- Can function without fuel, electricity, or some other basic requirement
- Can alter one physical attribute (e.g. length, shape, material) for the scene, as a simple action; this transformation can replace one tag with another of equal or lesser value, other than Aggravated, Melee, or Ranged
- Can be conjured and dismissed, each as a simple action
- Has an alternate physical form with the same motif, but its own tags and Enhancements (those from relic effects are chosen separately for each form); swapping between forms is a simple action
- Grants one Immortal Knack; both Knack and Calling must be appropriate to its motif
- Indestructible except through divine intervention
- Can transform all its physical attributes for the scene, as a simple action; this transformation can replace any number of tags with others of equal or lesser value, other than Aggravated, Melee, or Ranged
- Has a consciousness and personality, and can be Fatebound using mortal character Conditions. In addition to the usual resolution options, the relic's Condition could result in losing it somehow; this is not necessarily permanent, but if the Scion reclaims it, the Strength of the Fatebinding resets to zero.
- Has a consciousness and personality, and is also a follower with dots equal to relic dots added; create the follower as normal (**Scion: Hero**, p. 203) when the Scion obtains the relic. Scion can spend a Momentum to allow relic to act independently, with its own spot in the initiative roster, for the scene; its actions no longer take up her turn.

EXAMPLE RELIC CREATION

Here are two examples of how to use the relic design system, and how to combine it with the crafting system.

ADAPTING AN EXISTING RELIC

Harriet's creating her first character, Meghanada, a teenage Scion of Indra who was star of the archery club before his Visitation. She wants him to have a powerful relic, one of the Astras mentioned in **Scion: Hero**, and after skimming Wikipedia settles on the Nagastra.

Harriet works with her Storyguide to design the relic and starts by reviewing what the Nagastra actually does: It's a guided arrow that turns into constricting snakes. This gives her a clear motif: "Inescapable serpent coils."

She then looks into representing these powers: Snakes binding her enemy sounds like the Establish Grapple Stunt, but you can't normally do that with an arrow. Fortunately, "unusual Stunt" is listed as a 1-dot effect, and she also adds the Grappling tag so her snakes can perform grappling Stunts on bound enemies. Her Storyguide agrees, though the dice pools and restrictions surrounding grapples will need a tweak.

She also grabs a rank of Enhancement to improve the Nagastra's accuracy, bringing it from 2 dots to 4. Then, because she really wants to land that grapple, she picks up a more specific Enhancement that only works on an Establish Grapple Stunt.

The result is a rank 5 divine arrow that can turn into serpents to grapple her opponent with Enhancement 2; but how does she get it back once she's fired it? Having to

retrieve the snake-arrow for every shot sounds an awful lot like a Flaw, and the Storyguide thinks it most resembles the need to recharge after each use. As a 2-dot Flaw, this reduces the Nagastra to Relic 3.

Since Harriet actually wants it to be Relic 5, she adds the Beasts (Serpents) Purview. An affinity for snakes isn't strictly in line with the original Nagastra, but it fits the motif, so the Storyguide gives her the go-ahead. The relic is complete!

CREATING A NEW RELIC

With a few arcs under his belt, Meghanada has become a Demigod, slain monsters, and won the affection of Xu Langxian, high-powered businessman and grandson of the immortal white snake. Harriet now wants to deal with the band's money troubles and has her eye on the Blessed Wealth Boon (**Scion: Hero**, p. 258), but no one has the Prosperity Purview. A Boon without an associated Purview is a 1-dot effect, so Harriet decides to pick it up as a simple one-dot relic. Now she just needs to work out what it is.

Fortunately, last episode Langxian offered Meghanada his shed snakeskin, imbued with immortal power — perfect relic material! Harriet brainstorms with her Storyguide. Money, snakeskin, serpents, businessman...maybe a snake-skin wallet that always has cash inside? She likes the idea and uses it for a tongue-in-cheek motif: "White snake sugar daddy."

A one-dot relic is a tier 3 project, so Meghanada needs a suitable Path to craft it, and can roll once per episode. Harriet points to his role as a Semi-Pro Monster Hunter,





and the Storyguide agrees he probably knows someone who can offer tips on making a monsterhide wallet. The Storyguide decides he'll need three milestones, since the wallet is a small tier 3 item and any missing materials or tools should be trivial to acquire.

The Storyguide judges that the immortal snakeskin provides an unrolled milestone — the trials Meghanada already went through to earn Langxian's affection substitute for the usual challenge. That same episode, Meghanada offers sacrifices to his cousin Ganesha with (Occult + Composure), winning the snake-belted god's blessing as a second milestone for his wallet.

Next session, he actually tries to sew together the wallet itself; Harriet makes a Difficulty 3 (Survival + Intellect) roll — and completely blows it. Rather than delay the project another session, Harriet asks if she can just keep going. The Storyguide agrees, and gives her the final milestone, but inflicts a rank 3 Flaw in exchange.

The White Snake Wallet is complete, but its clumsy stitching leaks good fortune, adding a point to the Tension pool whenever Meghanada uses its Boon to draw out a fresh wad of bills. As this Flaw isn't an intrinsic part of its design, he can reforge the White Snake Wallet down the road to remove it.

NEW EXAMPLE RELICS

Below are some example relics to accompany the new pantheons presented in this book.

KEY OF SAINT PETER (•)

Motif: *When one door closes, another opens.*

Legba is the gatekeeper, the crossroads God who stands at the beginning and end. In his time, he's picked up many keys to many places; those made for divine doors and Godly gates can command any mortal lock with ease and often find their way into the hands of Loa Scions.

Knack: A gold key provides the Scion with the Unbarred Passage Boon (**Scion: Hero**, p. 255). A silver key provides an inverted version of the same Boon, allowing her to *create* a suitable Complication at rank (lower of Legend or 3). These Boons can only affect portals and other barriers that can open and close, like a door, train crossing, or manhole. A pair of one-dot keys, bound by sacred cord, instead provides the Journeys Purview.

CARNYX (••)

Motif: *Fear is the mind-killer.*

The carnyx is the mouthpiece of the Gods, a great bronze trumpet that curves upward into the sky, its head molded like that of a boar, snake, or other terrible creature. This horn sends spineless foes scattering in animal terror, its cry a basso nightmare. Modern iterations of it turn up here and there, too; one child of Taranis drives around in a car covered in bestial decals with a massive relic subwoofer, clearing streets wherever he goes.

Boon: The Scion can use the Irresistible Impulse Boon (**Scion: Hero**, p. 257), as though he had the Passion (Fear) Purview. He can *spend* the Boon's Legend cost instead of imbuing it to affect as many characters as she wants within close range of the original target.

Flaws: Whatever form it takes, the carnyx is bulky and requires both hands to use. If it's installed in a larger object, such as a vehicle, it imposes a rank 1 Complication to use that object.

HAMMER OF KAVEH (•••)

Purview: Chaos

Motif: *Build a better world, even from ashes.*

When the mutant king of darkness called the leading folk of Iran to his court, one man stood to denounce him: Kaveh, a blacksmith of skill and principle. Kaveh's sons had been arrested by Zahhak's secret police, disappeared to satisfy the unnatural appetites of the three-headed serpent emperor, and no bribe would quiet his fury. He

stormed from the capital to forge arms for Fereydun, the prophesized hero, and in the process started Heaven's own revolution.

Knack: The Scion can extend the innate power of the Chaos Purview (**Scion: Hero**, p. 243) across up to (Legend x 2) extra people.

COUNTERVALENCE LANCE (•••••)

Motif: *A weapon so terrible that reality cannot survive it.*

Enhancement: Scale 2 when used to attack

Hesbon tricked — or inspired — her lover Skaft into creating a weapon of such pure logic that it sunders reason itself. The bulky polearm's blunt tip opens like a luminous flower, its iridescent trceries offering a glimpse of mathematical perfection; the World reacts violently. The resulting burst of impossible light and unknowable sound dissolves all in its path, leaving a foaming scar on space-time.

Tags: Aggravated, Long-Ranged, Piercing, Ranged, Shockwave, Loud, Messy, Two-Handed, Unconcealable

Knack: The Countervalance Lance needs no ammunition. Once per scene, upon successfully hitting a structure, the wielder can impose the full effect of an Upheaval marvel (**Scion: Hero**, p. 238) at no Legend cost, as a Stunt costing 20 successes.

Flaws: The Scion must recalibrate the Countervalance Lance after each shot, which takes a simple action. If her next shot is a botch, she messed up her calculations and instead launches an attack against *everything* within short range, including herself.



CHAPTER SIX TRANSLATION GUIDE

Translation is not a matter of words only:
it is a matter of making intelligible a whole culture.

— Anthony Burgess

The World has changed a lot since **Scion First Edition**, though the heart of the game hasn't. This section allows you to take the characters and stories you created in First Edition and translate them into Second Edition, so you and your band can explore the updated World with all the new dangers and wonders it contains.

UPDATING YOUR SCION

Moving characters into the Storypath system requires changes in both terminology and mechanics. These new rules can represent the same characters, and even provide the tools to further refine them so you can continue to see in-game repercussions of roleplaying decisions in a way that is satisfying to players and makes for dramatic storytelling for the whole group, just like you did in First Edition. Below is guidance for creating a Scion using the Second Edition character creation rules in **Scion: Hero** starting on p. 182 when you already have an existing First Edition character to inspire you.

First, though, please note that this guide is intended to provide context, not hard-and-fast rules for conversion. Your Scion is unique, and inflexible rules would only serve to take away some of the ways in which your character lives outside the numbers on your character sheet. During this transition, always make the decision that best preserves the things you love about your character, and don't be afraid to cast off any guidance that feels restrictive.

CONCEPT, PANTHEONS, AND DIVINE PARENTAGE

One defining feature of a Scion is the parent or patron who provided them with the divine spark that lifted them above the mortal throngs of humanity. Most of the divine beings that were available in First Edition are still present in Second, as well as new ones — make sure to check under the Aliases section of your pantheon's Gods if you are having trouble finding your divine patron. If your pantheon is still listed but your divine parent is not, feel free to pick a new one who can still connect your Scion to the values they hold within the same pantheon. If you'd like to recreate the original God instead, the guide to creating new pantheons and deities on p. 73 of this book can help you rebuild your deity in this World.

Alternatively, you can take this opportunity to ally your Scion with an entirely new divine being. In both editions of **Scion**, it is not uncommon for Gods to adopt or foster one another's children. In Second Edition, the only prerequisite for a mortal or Hero being adopted by a divine patron is that their potential for achieving great Deeds be recognized, and your Scion will undoubtedly perform many great Deeds in their adventures.

REINVENTING THE WHEEL, AND WHEN NOT TO

First Edition and Second Edition have a lot in common, and when translating characters and concepts to the new game, you probably don't need to recreate everything. Attributes and Skills (formerly Abilities) may need to be reassigned, as these traits have sustained some changes, but there's no need to change the number of dots the player can assign (although some reverse-engineering of Paths may be in order to explain which Skills they choose). Similarly, the Legend trait still determines how far a Scion has traveled down the path toward Godhood, and if your group is comfortable with where they are, that number can stay the same. Birthrights can remain the same as far as what they represent in the story but need some of their mechanics redone, and any Purviews they grant access to may need to be adjusted.

Example: Holly has been playing Samson Gilford, Scion of Geb of the Pesedjet, in a First Edition cycle that is now being converted to Second Edition. Looking at the Netjer in the Second Edition book, she sees that Geb is no longer included. While the closest analog is probably Heru, she feels like Samson's commitment to justice and connection to nature is better represented by Wesir. Although she considers retconning Samson so that he was always the child of Wesir, Holly and the Storyguide decide it would be fun to play with the character experiencing difficulty in transitioning from being the chosen one of a farming God to serving a God of death. They create a narrative together: Geb has drifted further from The World to focus on the war with the Titans, and Samson's great Deeds drew the favor of Geb's son Wesir, who offered Samson patronage if he would undertake a great quest in Wesir's name. Normally, being adopted by a new patron wouldn't allow Holly to make changes to her character's sheet; since this adoption is part of translating her character to a new edition of the game, she and the Storyguide agree that she can update her sheet to reflect how Samson's new patron has changed him.

PATHS AND SKILLS

Every Scion begins with three Paths that define in which Skills she's proficient — one related to her divine heritage, one to her early life, and one to her current role in The World or in her band. In First Edition, these Favored Abilities were strictly defined by the Scion's divine parentage, but in Second Edition the character's mortal life plays a more prominent role. When translating your character,

decide whether to preserve the same Favored Abilities, or whether the Scion's mortal experience led her to favor Skills less commonly associated with her heritage. You can copy most of your Abilities and Specialties over into Skills directly, but take the opportunity to consider whether any changes could help solidify your character by pushing her further down one of her Paths.

Unlike making new characters from scratch, you already have a good understanding of how your Scion sees The World and how her experiences, both recent and more distant, shape her. Since one of your Paths relates to her current role, it can provide mechanical benefits for playing the way you already enjoy and can justify whatever Skills you put points into, even if your divine parent has nothing to do with such endeavors.

Example: For Samson's pantheon Path, Holly chooses Soldier for Truth; to represent his origin and youth, she chooses Navy Seal; and to represent his time with his band, Holly gives him the Path of Conspiracy Theorist. With these Paths chosen, Holly can assign them Skills: Close Combat, Integrity, and Empathy for Soldier of Truth; Firearms, Close Combat, and Athletics for Navy Seal; and Academics, Occult, and Subterfuge for Conspiracy Theorist.

ATTRIBUTES

Both the wording and mechanical concepts behind Attributes have changed some in Second Edition. Make sure you understand how these changes affect each Attribute's application before directly translating values.

For Physical Attributes, Strength is now Might to broaden its application; Dexterity and Stamina remain unchanged.

In the Mental Arena, Perception and Intelligence have been more-or-less combined into Intellect, and Wits has become Cunning. This makes way for the new Attribute Resolve, which represents the Scion's resistance to persuasion, both mundane and supernatural; in First Edition, this was treated as a subset of Wits. Decide whether points spent in Wits need to be reassigned to Resolve instead.

In First Edition, Social Attributes included Charisma, which is now Presence, and Appearance, which is now Composure. These new terms further clarify the applications of these Attributes. Manipulation remains unchanged.

Example: Samson has always been a Physical powerhouse. Holly translates his 5 Strength directly into 5 Might, and copies his Dexterity and Stamina scores. His 4 Charisma dots could go straight into Presence, but after a moment's thought, Holly decides to redirect one of those dots to Composure — Samson was never much of a looker, but he radiates an air of confidence, and with the new terminology she is more comfortable giving him a higher rating there, ending up with 3 Presence and 2 Composure. Holly combines Samson's 2 Intelligence and 1 Perception into 3 Intellect. For Samson's 4 Wits, Holly decides most of that reflected his mental fortitude. Thus, she puts 3 dots in Resolve and 1 in Cunning.

CALLINGS, KNACKS, AND PURVIEWS

The Storypath system relies on a character's Callings to determine what Knacks they can access and, ultimately, the ways in which they can advance — these Callings can relate to the First Edition Callings but now have additional mechanical repercussions. Since you have a good idea of your Scion's recent history, choose Callings that encapsulate how she has interacted with The World throughout the series thus far. Her experiences should guide your decision more than her divine parentage — remember, your character is carving her own place in The World through her Deeds and actions, not relying on her patron's Legend to sustain her.

Once you have three Callings that fit your Scion's role, choose Knacks from those available that fit what they have done in the game so far. Since Second Edition does away with the idea of permanently applied Epic Attributes (see p. 105 for more about that), Knacks pick up some of the slack in terms of how Scions are inherently more impressive than ordinary people. If you're torn between Knacks that both seem applicable, don't forget you can buy additional Knacks with Experience.

Finally, your Scion should have access to Purviews that grant Boons corresponding to her frequently used abilities. These are fairly similar to the Purviews and Boons in First Edition, but Second Edition allows for a lot more flexibility in terms of improvised effects — if you can justify how a Purview applies to a miraculous effect, you can attempt it as long as it falls within the confines of an applicable motif. This flexibility can bridge the gap from any Boons the Scion had access to in First Edition that aren't available anymore.

Example: Louisa has been playing as Ro, Scion of Athena. As her band fought off the incursions of otherworldly entities, Ro fell into the role of cautious advisor, so Louisa chooses Sage as one of her Callings. Having made extensive use of the Perfect Memory Knack in First Edition, Louisa takes the new Palace of Memory Knack. As a Scion of the Theoi, she gains the Signature Purview of Metamorphosis, and she chooses the Order Purview from her divine mother. Her relic mechanical owl, TuVo, gave her access to the Divination Purview, but since that Purview no longer exists, she and the Storyguide agree that Fortune ties in nicely with Ro's penchant for telling the future with tarot readings and redesign the relic to grant her that Purview under Second Edition rules. Finally, Louisa picks the Boons Divination (to cover the fortune telling) and Code of Heaven; even though Ro wasn't previously dedicated to law enforcement, Louisa thinks it might be fun to combat evil spirits with long-winded lectures about the intricacies of property damage to statues, and it is in keeping with her role as a supporting scholar.

BIRTHRIGHTS

As in First Edition, Birthrights have dot ratings that represent their potency. However, in Second Edition, this value affects a Birthright's nature in different ways.

Creatures now have dice pools generated from their dot value, and dice from this pool can be exchanged for Antagonist Knacks and Flairs; see **Scion: Hero**, p. 202, for more information on how to transition a creature's rating.

Followers gain tags that represent their power, number, and effectiveness. A list of tags can be found in **Scion: Hero** on p. 203.

Guides gain a Stunt and Skills commensurate with their rating, representing the ways in which a Scion can invoke that Guide. See examples in **Scion: Hero** on p. 206 that show how invoking a Guide can benefit the Scion.

Most importantly, relics still provide access to Purviews but now also assign a motif: a description of the item's themes and what kinds of marvels it can perform through the Purviews it grants. Similarly, a relic can still improve a Scion's capabilities, though it does so through Enhancements instead of adding dice to pools.

Example: Louisa translates Ro's mechanical owl from First to Second Edition by first determining his dot rating. In First Edition he had a rating of 2 — one dot for access to the Divination Purview, and one for the unique power that allows her to see through his eyes at night. Now that TuVo gives her access to the Fortune Purview instead, she needs to specify the motif it comes with. Given that Ro acts more as a mystic than an action hero, Louisa decides TuVo's motif should be "Mysterious Fortune-Teller," allowing her to perform marvels when she acts in the role of secretive soothsayer but not to (for instance) cheat at poker. TuVo's ability to allow Ro to see through his eyes at night remains unchanged, and the Storyguide agrees it's situational enough to count as a one-dot custom Knack, leaving TuVo as a 2-dot relic.

DEEDS AND EXPERIENCE

In Second Edition, a character gains Experience through the completion of Deeds — personal and team goals for both the story and the advancement of the Scion's personal desires. In normal play, you choose these goals ahead of time, and gain Experience when you accomplish them. Give Scions from First Edition Experience for the Deeds they've already performed in play when generating that character in Second Edition, so their sheets continue to reflect the wisdom and talents they gained through their previous adventures.

The Storyguide should determine how much Experience everyone starts with by taking into account how much the band has already accomplished and how long they've been together. Adjust this number up or down for each player to reflect how much of that experience has already been translated into increases in power and new capabilities through character advancement in the First Edition game.

Leave space for everyone at the table to adjust after the first few sessions of Second Edition play if it feels like there's a jarring change in the characters' effectiveness. This process is all about working together to recapture your beloved gameplay experience in the exciting new World of Second Edition.

Once all past Deeds are accounted for, pick new Short-Term, Long-Term, and Band Deeds for the characters going forward.

Example: Looking back on the First Edition cycle, Holly feels that Samson has grown significantly — he reconnected with his estranged brother, Tucker, and together they overcame their troubled past. He also saved a school from a murderous Dullahan, and his band faced off against a pack of titanspawn werelions. This all happened over the course of two arcs and eight play sessions. Further, Samson's original goal to uncover the hidden truth behind The World and reveal the conspiracy to cover up murders by divine creatures was fulfilled with the help of his bandmate Ro. But since the beginning of his adventures, Samson has gained 1 Legend and increased several of his Attributes already, so some of those Deeds have already pulled their weight. Altogether, Holly and the Storyguide agree this should add up to 4 Experience to spend on Second Edition's Samson. Finally, Holly decides Samson's Short-Term Deed is "Loyalty: Keep Tucker Safe" and his Long-Term Deed is "Justice: Expose the Secrets of the Titans." The players decide together on a Band Deed of "Valor: Save Humanity from the Escaped Demons."

MYTHS AND MECHANICS

Once the band has been recreated and is ready to strike out into the new World, everyone at the table should be aware of how the mechanics of the game have changed. Here is a brief overview of these changes.

STORYPATH AND DICE POOLS

Scion Second Edition uses the Storypath system, providing a different way to think about dice rolls. Unlike in First Edition, dice pools rarely change. Instead, bonus successes and Difficulty thresholds vary with the addition of Enhancements and Complications. Your Enhancements work to make the situation more of a foregone conclusion (and provide more opportunity for exciting Stunts!); Complications raise the number of successes that must be spent to achieve goals without caveats. Unlike Difficulty, not buying off all the Complications doesn't prevent success but may make the resulting scene more challenging (and thus, more dramatic) for the band.

All these changes in mechanical philosophy are covered in Appendix 3 of **Scion: Origin** (p. 178), and more information on the Storypath system can be found throughout that book.

DIFFERENT, BUT STILL EPIC

Scions are intrinsically magical, superior to mortals in ways that are occasionally subtle but always pervasive. In First Edition, this was represented by Knacks and Epic Attributes, and while Second Edition keeps Knacks (though driven by Callings instead of Attributes), Epic Attributes no longer provide automatic successes, passively boost dice pools, or

grant access to what Second Edition would call Feats of Scale. Instead, Epic Attributes are now Purviews, just like Sky or Fire, and thus the source of magical abilities and Boons.

Several of the Epic Attributes from First Edition have already been converted to Purviews in **Scion: Hero**, and the Boons listed there can take the place of any Knacks a Scion had in First Edition. If no Second Edition Boon replicates an ability from First Edition, use the section on creating Boons from this book (p. 74) to make your own. Alternatively, you can find another Purview or Calling that more closely represents the effect you're looking for; for instance, the Sage Knack may do the trick for replacing Epic Intelligence, and some Epic Attributes clearly fall under a different Purview, such as Appearance under Beauty or Manipulation under Deception.

For the remaining Epic Attributes, here are some examples to get you started. Expand or rewrite these as necessary to fit with your players and series. These were created using the guidelines in the Purview Creation section of this book (p. 73).

EPIC CHARISMA

The Gods love to be loved, not just for their beauty or their skills, but just for being lovable. Gods and Scions with the Epic Charisma Purview have an easier time getting along with everyone, and having them around inspires their allies to even more Legendary heights.

Innate Power: Even when people don't like you, it somehow works to your advantage. Once per scene, you may gain Momentum *and* improve someone's Attitude of you by one shift as a Consolation on any failed Presence or Manipulation roll.

BENEFIT OF THE DOUBT

Cost: Imbue 1 Legend

Duration: One scene

Subject: Self

Action: Simple

You can smooth out the wrinkles that arise in any social interaction. Gain Enhancement 2 on attempts to convince others that you are trustworthy and friendly. Each target of lower tier ignores the first time in the scene that you fail a Manipulation roll against them, writing it off as a faux pas rather than an attempt at lying, and therefore not worsening their Attitude toward you.

CAN'T HIT THAT FACE

Cost: Imbue 1 Legend

Duration: One scene

Subject: Self

Action: Reflexive

Opponents looking at your face are hesitant to harm someone so obviously likeable. All attacks directly targeting you suffer a rank 2 Complication. Attacks that target a group, or are made by sources without consciousness (like mindless undead creatures or environmental effects), are unaffected.

REASSURANCE

Cost: Spend 1 Legend

Duration: Instant

Subject: One ally

Action: Simple

Everyone wants you as an ally because you can bolster others by your presence alone. A smile and a nod from you is all it takes to set right the deepest wrongs. Using this Boon, you can resolve any one negative emotional Condition with a reassuring conversation, expression of affection or friendship, or other soothing interaction.

EPIC PERCEPTION

Scions need to keep their senses peeled, whether they're walking the streets of New York City or the winding lanes of Tír na nÓg. With Epic Perception, a Scion can pick up on the finest details and stay on top of things even amid chaos.

Innate Power: You are immune to all mundane attempts at surprise. In any combat with a surprise round, you automatically get a turn during that round without a roll unless the source of the ambush is supernatural, in which case you may Clash to notice it.

PREDATORY FOCUS

Cost: Imbue 1 Legend

Duration: Indefinite

Subject: Self

Clash: Resolve + Legend vs. Cunning + Legend

Action: Reflexive

When activating this Boon, announce the target you're focusing on. As long as you attack only that target, gain Enhancement 1 to all attack rolls. If that target is of lower tier, their attempts to hide from you or disappear from your view automatically fail. If they're of equal or higher tier, their attempts to hide prompt a Clash of Wills instead. If you take an action that's not a direct attack against the target, the Boon immediately ends.

LIVING SPECTROGRAPH

Cost: Free

Duration: Instant

Subject: Self

Action: Simple

By smelling, touching, or tasting any object or substance, you instantly gain complete knowledge of its composition. If it's poisonous or toxic, you know before putting it in your mouth. You also gain an awareness of any enchantments or curses currently active on it. This does not give away the source of the enchantment but does reveal its general nature — for instance, what Purview generated it.

THIRD EYE

Cost: Imbue 1 Legend

Duration: One scene

Subject: Self

Action: Reflexive

You open yourself to the magical World, spotting things others would overlook as mundane. Upon opening your Third Eye, you can see a halo around any supernatural person or object. The aura's brightness indicates the relative strength of the target, and their Legend rating if they have one. The aura does not reveal details about the type of magic, only whether it exists. This Boon also grants Enhancement 1 on any roll to see through magical illusions.

CHANGES TO THE WORLD

The World of **Scion** has undergone some significant changes, not only in tone but in its history. Running a game in Second Edition may require reworking some of the underlying concepts of your story.

TITANS

In First Edition, the Titans represented the greatest threat to the World and the Scions who protected it, and almost all conflicts arose in some way from the Titans and their spawn. Second Edition expands the scope, reframing Titans less as sources of evil and more as inscrutable fonts of energy — still powerful and capable of spawning horrors but not always actively working against the Gods or their creations. If anything, it was the Gods who turned against the Titans in the original Titanomachy, though in many cases they did it to protect humanity or themselves from Titanic threats. As a result, most Titans are now imprisoned or banished.

Greater Titans from First Edition are now Primordials, while Titans may have all different kinds of relationships with their associated pantheons; not all of them are adversarial, and in some cases there's not much difference between Gods and Titans. Indeed, some Titans are just Gods by another name who were relegated to Titan status by divine politics or losing a war, although thanks to Fate, even a purely political designation can have metaphysical repercussions. Second Edition muddies the waters by posing ethical and existential questions about who or what a Titan even is — for instance, the Òrìshà and Loa don't believe in the concept of Titans as anything other than victims of inter-pantheon prejudices and oppression. Meanwhile, the Tuatha fight their Titans all the time, but they also intermarry constantly and one of the pantheon's major Gods is straight up a Fomorian himself.

Because Second Edition treats the Titanomachy as mostly settled history that's only now threatening to erupt again as a cold war, the game has less of an emphasis on a wartime mentality. The Scions aren't suddenly back to fight escaped foes. They've always been here — a necessary defense against incursions of supernatural beings when needed, yes, but also as liaisons between

the mortal and the divine in any way the Gods require. Scions exist for a myriad of reasons, and defending humanity can play as large or small a role in their lives as they choose.

As a Storyguide, you can expand and diversify the ways in which the mythological world is or isn't hostile toward Scions and humanity. This doesn't mean you can't continue the grand machinations of your titanspawn antagonists, but feel free to add legendary creatures, rogue Gods, and good old human malevolence as adversaries too to provide a rich World filled with a variety of dangers.

This also means the Gods don't have to be a distant group distracted by the war they are fighting and too busy to involve themselves in the World. You now have some interesting choices to make about how and why the Gods need Scions and Incarnations to enact their wills. Gods are certainly busy, but they can also be selfish, short-sighted, and greedy manipulators who take advantage of their charges; or, they can be genuinely concerned with the well-being of the mortals who worship them but unable to act directly because of their relationship with Fate.

FATE

One of the biggest changes to the World is in the way Fate affects your adventures. In First Edition, Fate was a narrative tool for the dramatic revelation of coincidental entanglements that created a mythological feel to the story.

In Second Edition, Fate wields a subtler influence. Philosophically, Fate is less like a net that lays over the World waiting for Scions to stumble into. Scions are creatures of Legend, and when they apply their power, they impose their will on a World that otherwise follows rational, natural laws. The event horizon where epic story meets cold logic generates its own sort of gravity, and the people around figures of Legend find it all too easy to fall into their orbit.

Fate is an integral part of the underlying metaphysics and mechanics of Second Edition, which can be helpful to both players and the Storyguide, as Storypath includes some narrative mechanics that allow for streamlined cooperative storytelling. For instance, the Storyguide can spend from the Tension pool to ratchet up the stakes without arbitrary fiat, while players can use Twists of Fate for their own narrative editing, and Momentum to turn the tide in their favor. In the setting, Fate has a hand in all of these. If players find any given result farfetched, remind them that Scions can't go around wielding the force of Legend without expecting the World around them to react in ways that complement that Legend. Players familiar with First Edition may need encouragement to get them used to the increased narrative power they wield. If a player has an idea for how Fate could make things more difficult or complicated for the band in a way that would be fun for the players, don't be afraid to reward them with a point of Momentum for letting it happen.

FATEBINDING

Fate gets more direct when it comes to Fatebinding. A Legendary figure's passage through the World is enough on its own to nudge people one way or the other and cause the occasional coincidence, but the more heavily a Scion leans on the World with her power, the harder it is for ordinary mortals to avoid getting caught up in her story. In Second

Edition, Fatebinding is a Scion's primary way of regaining spent Legend, so First Edition players should make sure to familiarize themselves with it (see **Scion: Hero**, p. 195).

HIDDEN IN PLAIN SIGHT

The World is aware that magic and myths are real, and the divine has no need to hide. But there is a reason Scions aren't running the show unchecked, walking down the street breathing fire and toppling buildings when they're in a bad mood. In Second Edition, a Scion is only capable of so much interference with Fate before Fate interferes back, and mortals always want to bend a divine ear but never want to be around when a price needs to be paid.

First Edition rarely addressed this. Scions were treated like superheroes who existed on the periphery of human civilization. The unwritten rule was that Scions who became too public would upset the status quo and have retribution meted out upon them either by their divine parents or by the mortal institutions in charge. In Second Edition, this history is fleshed out in a way that provides more varied storytelling opportunities. The throngs of humanity have lived through a history where Scions have saved civilizations and averted disasters about as often as they have invited trouble by meddling in the domain of the Gods. It's valuable to have an advocate in the realms beyond the World who remembers the hardships of mortal life. You can read about this in **Origin** and **Hero** for more specifics.

The major difference to reflect in Second Edition stories is that mortals who witness the divine aren't shocked or terrified at something wholly unexpected. They might be nervous and

suspicious — is this one of the Scions who care about the little people, or one who turns the World upside-down on a whim? They might be desperate and hopeful — maybe this Scion is one who can help with their son's cancer or their sister's failing farm. They might be angry and violent — these Scion bastards are responsible for the building that fell and killed their dad. Generally, many Scions try to be at least a little subtle because everyone's trying to have a civilization here, for Heaven's sake.

THE BENEFITS OF FLEXIBILITY

As you can see, **Scion** has changed a lot. However, the focus of the game remains the same: Allow your group to tell a story together that is fun, dramatic, and epic in a way that makes you feel like you're a part of mythology. To that end, make sure when you convert to Second Edition you are bringing all the things you liked best, while trying out the ways in which things have improved. If something isn't working for you, feel free to house-rule it back to the First Edition way, or find a middle ground.

If you think there's a benefit to reworking some of the rules to more closely fit a one-to-one translation, like assigning Knacks to Attributes instead of Callings, or providing a free Boon when someone first gains access to a Purview, go for it. We loved First Edition, too — that's why we created Second Edition, building on strengths and shoring up weaknesses — and so we want you to bring all the passion you had for your old games into the new system. Experiment until you find a flow that works for you and you'll find a lot to be excited about in this new edition.



Though knowledge, wisdom, and the ability to see the unseen are many Scions' birthrights, the World holds infinite secrets. Gaze deep into Tezcatlipoca's mirror or the eyes of an avian bringer of omens, and no matter how sagacious you imagine yourself to be, you'll learn something new — or something older than time.

Scion: Mysteries of the World presents optional rules and new pantheons, expands upon setting elements and systems, and gives Storyguides and players both a leg up in not only understanding **Scion's** particular brand of the Storypath system, but fine-tuning it to meet their table's needs. You don't *need* this book to play a game of **Scion**, but if you want to explore the World and its many mysteries in more depth, it's got you covered.

This book includes:

- A system and advice for dialing elements of the game setting up and down to uniquely suit your game;
- An expansion of cults, crafting, and relics;
- Three new pantheons — the Loa of Haiti, the Nemetondevos of Gaul, and the Yazata of Persia — as well as the optional Atlantean pantheon, as an example that comes with advice and rules for how to create your own custom Purviews and pantheons;
- A guide for converting **Scion First Edition** characters and stories to **Second Edition**.

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