

Upon our children — how they are taught
— rests the fate — or fortune
— of tomorrow's world.
— B. C. Forbes

SEEDS OF TOMORROW

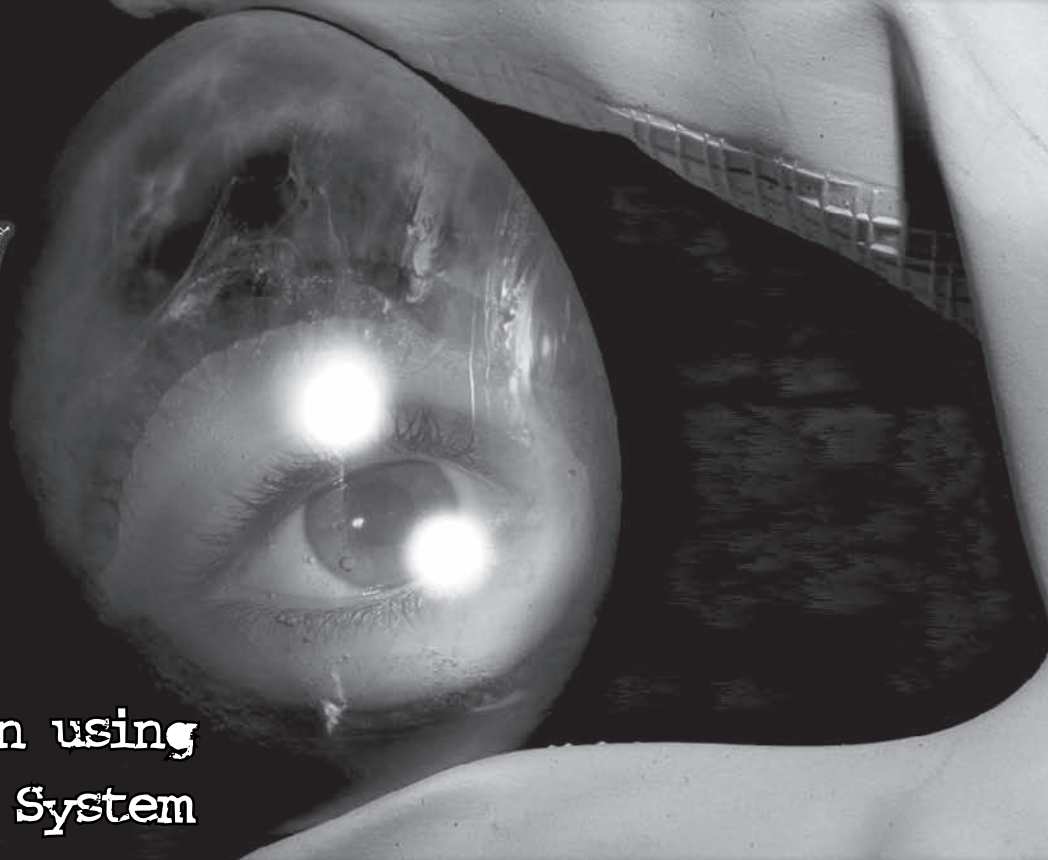
An adventure for Scion using
the Storytelling Adventure System

Written by Jennifer Lawrence Developed by Eddy Webb Edited by Genevieve Podleski
Layout by Jessica Mullins Art: Aaron Acevedo, Trevor Claxton, Eric Deschamps, Oliver Diaz,
Matt Dixon, Craig Grant, Andrew Hepworth, Jakub Kaspur, Ron Lemen, David Leri,
Peter Mohrbacher, Ryan Pancoast, James Stowe and Cathy Wilkens

STORYTELLING ADVENTURE SYSTEM	
MENTAL	●●●○○
PHYSICAL	●●●○○
SOCIAL	●●●○○

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STORYTELLING ADVENTURE SYSTEM		
SCENES 12	MENTAL ●●●● PHYSICAL ●●●● SOCIAL ●●●●	XP LEVEL Hero



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 2075 WEST PARK PLACE
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The assault came too quickly for Susan to process: the crash as the front door was smashed down, the deafening barrage of gunfire, her parents' screams, the stink of blood and cordite. She ran to her bedroom and locked the door as the gunmen turned. It took her a minute to shove her dresser in front of the door to slow the killers down. She found it easy to push open her bedroom window, but the drop was three stories.

The smiling sun-face necklace was warm against her throat the as she climbed onto the sill. The man she had met in the park last week had given it to her before trying to convince her that he was her real father, but she knew a pervert's scam when she heard one and screamed at him until people stared. "Then I have no daughter," he had said, looking angry and sad at the same time. She didn't know why she had kept the necklace. She was sure that it wasn't real gold — after all, she'd seen similar trinkets in gumball machines.

It didn't matter now. She jumped, landing unhurt and rolling on the soft grass, scrambling to her feet to run. She needed to call the police.

"Susan!"

She whirled. "Father O'Brien!" Relief surged through her as she ran to him, feeling safer than she had in days. He drew her toward the bushes at the far side of the yard, letting the thick foliage of the lilacs hide them. "These guys, they killed Mom and Dad, and..." She felt her self-control dissolving like sugar in water.

"Look," he whispered, pointing. The men that had burst into the house were pouring out the front door now, cheated looks on their faces as they piled into the olive-drab heavy truck that was parked haphazardly in the driveway behind her mother's Prius. She sagged into his arms as the fear bled out of her, watching the truck pull out of the driveway and speed off.

Shock and grief churned her thoughts into a disorganized mess, and she snatched on one at random, pushing it forward like a life preserver. "You were right, some pervert did try to convince me he was my dad, and thanks to you I knew what he was up to. I screamed at him until he left me alone."

"Excellent. I'd hate to have that sort get their hands on you. Now come along, Susan," he instructed. "We have to hide you in case they come back. Come with me and I'll explain to you what's going on. Everything's going to be all right now."

Introduction

Every politician, teacher and religious figure of the last century has made the motto "children are our future" a part of our accepted



philosophy. How a culture treats its children is considered a vital distinction between a civilized society and a barbarous one. Crimes against children — physical and mental abuse, sexual molestation, neglect, abduction, child labor, child pornography and murder — all tend to draw more serious legal punishments than equivalent crimes against adults.

The idea that children must be protected, taught and cherished is no less true when the children in question are Scions. Before the Visitation of a Scion's divine parent, the Scion in question is mortal, and as vulnerable to physical, mental and emotional danger as any other child. Yet they are also potential sources of great power, and (to those who might be able to identify them as such) prospective pawns.

In **Seeds of Tomorrow**, someone has indeed developed a way to detect such Scions-to-be, and is poised to take full advantage of them in a way that could change the Titanswar forever. Opposing forces are in place to reap a harvest of power in these children and turn it to their own ends, depriving their divine parents of aid and possibly allowing the Titans to gain the upper hand. The story can be readily worked into the events of an existing **Scion** cycle, or it can serve as the launching point for a new cycle detailing the characters' explorations of the world behind the curtain.



What's Inside

This scenario is broken down into three sections:

In this **Introduction** you'll get the background of the story to come, the full write-ups of the Storyteller characters and some other general notes.

The **Scenes** of the story are the heart of the action. Because of the way in which Storytelling games can flow, these scenes are modular and provide you with a framework upon which you can improvise, rather than locking you into rigid patterns.

The **Scene Cards** at the end of the scenario are a quick-reference resource for you to use as the Storyteller. If you don't have the option of printing up the entirety of **Seeds of Tomorrow**, you can just print up the scene cards instead and use those to get the overall gist of the story.

ABOUT THE STORYTELLING ADVENTURE SYSTEM

If this is your first Storytelling Adventure System (SAS) product, you've chosen a fine place to start. To keep this story kit lean and focused, though, we haven't included a lot of the core premises and Storyteller suggestions that are at the heart of the SAS. Whether you're a new Storyteller or an old hand, be sure to read the *free* **SAS Guide**, found at the SAS website:

www.white-wolf.com/sas

Here are some of the features available in **Seeds of Tomorrow**:

- **Interactive links.** Clicking on anything in gold will take you directly to the section referenced, or to an appropriate character sheet or prop. It may also take you to an external website that could be useful.
- **Scenes.** Clicking on a scene name in the scene flowchart or the page number in the scene card will take you to the full write-up of the scene.
- **Bookmarks.** This PDF is fully bookmarked, so you can jump to major sections at any time when the file is open.



Treatment

The Scions investigate the abduction of a number of children and teenagers. While Scions protect normal mortals and may prevent or solve crimes as part of the normal course of their duties against the Titans, their spawn and the human pawns of those creatures, this rash of kidnappings takes on greater importance when the characters learn

that the children who have disappeared are all newly-Awakened Scions who have rejected their divine parents and have been disinherited by those Gods in turn.

The story begins with the characters looking into a fire at a school and the deaths of several children there. Between the children who are still alive (though possibly injured) and those whose remains have been found in the rubble of the burned building, there is still one child missing. Initial inquiries by investigators indicate that the fire was set, and a talk with either fire or police officials reveals that two people — Angela Swift and Naomi Laughing Crow — are suspected of setting the fire and have been arrested.

If the characters manage to find a way to interrogate the prisoners at the jail, they learn that the suspects are Scions themselves, investigating a series of similar crimes, and that the others in the prisoners' Band were killed during their investigation. If the characters decide not to talk to the prisoners, believing that the crime doesn't require any further attention from them, they are approached at the arson site by a handsome, bearded, middle-aged man, who asks if they are investigating the fire. He then claims that he was passing the school on his way to lunch and saw the person who set the fire, and it wasn't either of the two being held at the jail, who were actively trying to put out the fire. Dr. Timothy Panaretos claims that the police won't listen to what he has to say, and wants to do what he can to help the Scions catch the real criminals.

Either way, the prisoners at the jail ask them to take up the investigation. The characters may choose to find a way to free the prisoners — who are not, after all, the culprits who actually set the fire — and have them accompany them on the investigation, or they may undertake the investigation on their own. There are any number of ways to look into the matter, both mundane and supernatural. If at any point in the investigation the characters become stumped or hit a dead end, Panaretos comes forward with a helpful tidbit that starts the investigation back on track again.

Panaretos, of course, has his own agenda. A Scion of Pan, Panaretos seeks to see the characters go up against the Order of the Divine Glory, the group behind the abductions of the children. With Pan working for the Titans and having impersonated Satan for several centuries, Panaretos would ideally like to see the characters and the branch of the Order responsible for the kidnappings wipe each other out. Failing that, only one of those two groups can win the battle that will take place when they meet, and the other group may well be weakened by the fight, at which point Pan has ordered his son to move in, slaughter



the victors and either take the children away to corrupt them to his own ends, or kill them as well.

The investigation leads the characters to a small religious school located in a remote area. The Storyteller should determine the exact location, choosing a locale appropriate to the ongoing cycle, if there is one. For example, if the characters' normal area of operations is in Chicago, the school might be situated out in the barrens of central Wisconsin. The characters have the choice of either taking the time to do surveillance on the school to gain further information about it before moving in, or just attacking.

Father Joshua O'Brien, who has been a member of the Order for almost forty years, runs the school. O'Brien has the assistance at the school of a dozen men and women, both as teachers and guards. These helpers are just mortals. The teachers have been hired and paid well to teach a specific curriculum — not particularly evil, just biased in a certain direction (specifically anti-pagan), further driving a wedge between the children and their divine parents. The guards are there more to keep others out than to prevent the children from escaping. Located in the school's infirmary is a supply of a drug made with Titan ichor that is used to break down the will of the children and make it easier to reshape them the way O'Brien desires.

During the eventual assault on the school, the teachers and younger children will seek to flee; O'Brien, the guards and the older children who have been brainwashed the longest will fight back. The three most recently-abducted child Scions (Susan, Brendan and Amanda) will attempt to shake off the brainwashing and fight against O'Brien on the side of the Scions.

During the battle, the characters will need to be careful in subduing the children without hurting them. Their main opponents will be the mortal guards and O'Brien, who is no Scion himself, but has the experience of seeing the Order deal with them in the past, and has several artifacts to use during the battle.

At the end of the battle, as the Scions finish mopping up the mortal guards and O'Brien (which they should, unless something goes very wrong), Panaretos makes his move. In hiding at the edge of the forest, he uses his abilities to create chaos. When he is discovered, he will first attempt to talk his way out of trouble, and then attack, forcing the Scions to fight him.

In the end, they are left with a number of teenaged Scions, some of whom are thoroughly brainwashed to hate their divine parents and all other Scions.

Theme: Dealing with Intolerance

The theme of **Seeds of Tomorrow** is that of the eternal struggle between those in power who would try to dictate belief, and the freedom of faith. Scions are the living, breathing proof of the reality of Gods other than those espoused by the main monotheistic beliefs extant in the world. While most people who believe only in one God are good, decent people who may or may not know about the existence of Scions and their divine parents, there are a small number of true believers who not only know that Scions exist, but fear and hate them for the affront to their beliefs that the existence of their divine parents poses to their own faith. Most of these believers are in no position to do anything about what they have learned. However, one tiny group, the Order of the Divine Glory, is far from powerless, and as part of their activities aimed at eventually converting belief in the old Gods to belief in the One, they have set their sights on the children who will, in the future, receive a Visitation from the other Gods and become Scions in their own right.

THE ORDER OF THE DIVINE GLORY

The information on the Order of the Divine Glory, the organization behind the abduction of the unawakened teenaged Scions in this story, can be found in **Secrets of the World**, part four of **Scion Companion**. However, you don't need **Secrets of the World** or the **Scion Companion** to run this story. Further, the general idea behind the story can be modified to suit your needs if you don't have the book or if want to change the flavor of the organization to better suit your cycle.



Mood: Dread

The mood of **Seeds of Tomorrow** is one of frustration, worry and dread. The Scions will soon realize that the conspiracy they have stumbled into has been underway for centuries, and that they are unlikely to be able to completely destroy it. At best, they will be able to rescue the children that have disappeared, but the chance that they will be able to overthrow the entire Order behind their abduction is slim to none.



A Story in Your Cycle

The events of this scenario can be used as a story in an ongoing cycle taking place in any large city. **Seeds of Tomorrow** works best in a game where the setting contains plenty of places where children and teenagers can be found — schools, foster homes, group homes, boys’ and girls’ clubs, scout camps, malls and orphanages. However, if the cycle you’re running is set on the road, this story will still work just fine. Assume the abductions of the Scions-to-be that the original group of Storyteller characters were investigating took place in different towns and cities along the road, and modify the information provided appropriately.

A Story By Itself

This scenario can be played as a stand-alone story using either the pregenerated characters in **Scion: Hero** or characters created by the players. It is possible to wrap up loose ends at the climax of the scenario by having any deprogramming attempts on the children definitively succeed after the final battle. Reducing the size, scope and influence of the Order of the Divine Glory is also an option to tie things up at the climax, and if Panaretos is either killed or decisively defeated in the fight, then both main antagonists are no longer a threat.

Backstory and Set-up

Backstory

The Order of the Divine Glory has been at work in the World for centuries, seeking to eventually convert the belief of the multitude of Gods in the World to the worship of the One God. Using Fatebinding as a tool to connect their agents to various Scions at work, they hope to ultimately co-opt their enemies into working toward their ends.

About five years ago, a converted Scion of Isis, working for a branch of the Order in Egypt, created a new spell that allowed the caster to detect Scions-to-be who had not yet been visited by their divine parent. The upper echelon of the Order instantly saw the potential in such a tool. Order agents could be moved in to befriend these unvisited Scions under the guise of school counselors, pastors at their family’s church and so on, offering them advice, warning them against wolves in sheep’s clothing and generally preparing them as much as possible

to reject their divine parent when the Visitation came. Thus awakened but repudiated by their mother or father, the Scion became a blank slate for the Order to shape in whatever way they chose. Another Scion the Order recruited found a way to use the blood of Titans to adulterate certain drugs to make it possible to brainwash these orphan Scions.

The Order chose to open a school where these Scions could be educated to follow the Order’s wishes, and ultimately be sent out into the world to recruit others. The mortal parents of the children seemed to have a knack for perishing in unfortunate accidents or attacks by gun-wielding soldiers – the armies of the divine parents, angry at being rejected, or so the children were told. Father Joshua O’Brien, a long-time Order agent, was chosen to run the school, and he staffed it with teachers and guards that worked for the Order, whether they realized it or not.

Recently, the Order “rescued” a young woman by the name of Susan Ray. A problem arose when it turned out that a Band of Scions operating in the city where Susan lived intervened. One of the Scions, Angela Swift, was a friend of Susan’s mother, and they began looking into the matter after Susan’s mortal parents were killed – ostensibly by militiamen answering to Apollo, Susan was told, but actually by soldiers working for the Order. However, an Order Scion with the Prophecy Purview warned O’Brien of their investigation.

O’Brien arranged for Scions recruited by the Order to be waiting for the investigating Band when the next child was abducted. Four of the six Scions investigating the abductions were killed during the kidnapping, and a fire was set by the Order’s operatives to destroy their bodies and help cover up the fact that one of the children was missing from the school where the battle took place. The fire was put out, and O’Brien made sure that a witness — in reality one of the Order’s zealous workers — told the police who were on the scene with the fire crews that they had seen someone set the fire, thus putting them on the trail of the two surviving members of the investigating Scion Band.

When the police came to arrest Angela and Naomi, the survivors of the Band, at the motel where they had retreated to after the fire, they were still in shock and recovering from the battle that killed their friends and left them injured. They chose to surrender rather than risk harming or killing any of the police officers who came to take them away. With her command of the Psychopomp Purview, Angela could walk through the walls of her cell and leave at any time, but she is unable to take Naomi with her, and will not leave without her lover.



Set-up

The Scions can learn of the fire in any number of ways, from a broadcast on the police radio, a Fatebound friend or ally who has a child attending the school that caught fire, passing the burning building on the street while on their way to lunch or in any other way that the Storyteller deems appropriate. A friend with a child at the school can offer the perfect motivation to get involved, or a Scion of one of the Tuatha dé Danaan may be Geased to protect children, or they may choose to look into the matter simply because such a heinous crime causes disturbances in the spiritual status quo — despair, grief and rage — that help break down morale among mortals and leave them susceptible to the corruption of the Titans.

The Cast

The Ghost of Joanna Devereaux

Quote: *“Protecting the children is the only thing that matters.”*

Background: Joanna is one of the deceased Scions from the Band that originally began investigating the disappearances of the children. An abuse victim herself as a child, upon her Visitation from her mother she took a vow to protect children. The mission her Band had set out on was extremely important to her, and her entire concentration was on rescuing the children the Order had stolen. Although she died during the battle with the soldiers from the Order, her strength of will and dedication to her vow were so strong that she survived as a ghost. Not only will she share what information her Band had about the missing children with any Scion that can access the Death Purview, she can temporarily attach herself to that Scion as a three-dot guide for the duration of the scenario.

The agents of the Order stole Joanna’s Relics after the battle ended and the remaining members of her Band fled. The Order saves such items to



give to the appropriate children in their care once their re-education is complete. Joanna had a silver bracelet decorated with a veve of Erzulie that allowed her to use the Guardian Purview, and a machete (use the stats for the spatha in **Scion: Hero**, page 202) that gave her access to the Cheval and War Purviews. These Birthrights are in the Order’s keeping, and may be reclaimed at the end of the scenario if the Scions learn about them and search the Order’s school for them.

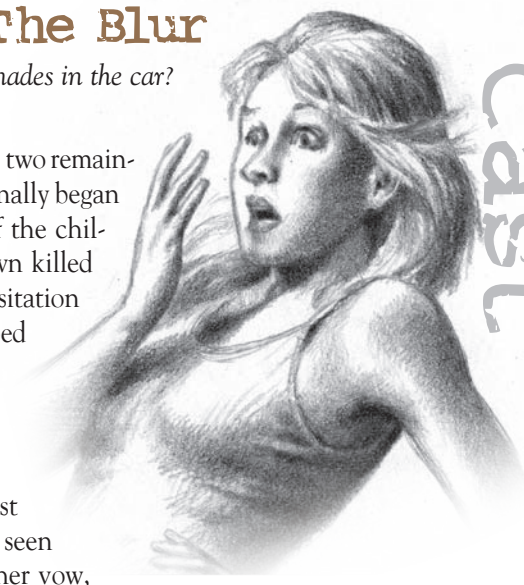
Description: As a Scion of Erzulie, Joanna was beautiful, but her beauty did not survive death. Her forehead took a diagonal slash from a bayonet mounted on a rifle. This blow not only split her head open and caused her death, it disconnected the skin from her skull. Her raven hair is matted with blood. The skin now hangs down halfway into her eyes and continuously drips blood down her face. A number of other wounds further disfigure her. The Epic Appearance Knacks – Come Hither and Lasting Impression – that she had which dealt with beauty rather than ugliness no longer function for her.

Storyteller Hints: Scions of Erzulie tend to be passionate. The vengeful ghost of one who was slain in battle, unable to fulfill her vow, is doubly so. Joanna’s spirit will fly into a berserk rage should she encounter any of the Order’s agents during the course of the scenario. A successful (Charisma + Persuasion) roll, contested with Joanna’s (Wits + Empathy), is required to convince her not to attack on sight.

Angela Swift, The Blur

Quote: *“You left the case of grenades in the car? I’ll get them...okay, I’m back!”*

Background: Angela is one of the two remaining Scions from the Band that originally began investigating the disappearances of the children. When she was 14, Titanspawn killed her mortal parents a day after her Visitation from Hermes, and she barely escaped with her life. She believes that she could have saved her parents if she had only been quicker. After their deaths, she made a vow to herself that she will one day be the fastest person in the world. It remains to be seen whether she will be able to fulfill her vow, but she is well on her way to finding out.





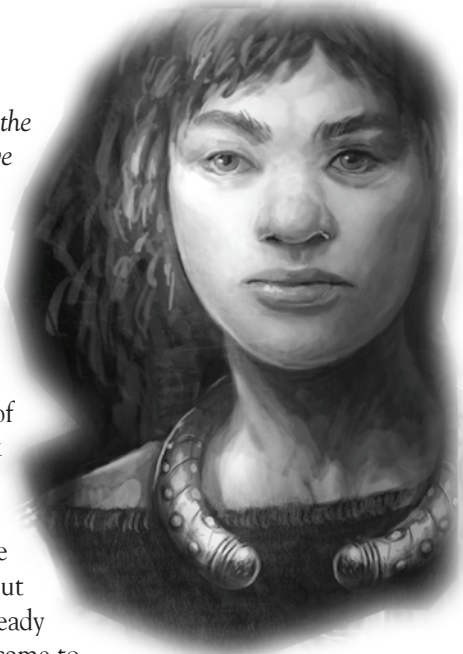
Description: Petite, blonde, blue-eyed, and just 18, Angela is a quintessential geek who loves anime and science-fiction. She has been collecting comic books since she was 10, and favors speedster characters like the Flash and Quicksilver, modeling her behavior on them. She is also prone to playing practical jokes, and has a vast arsenal of puns.

Storyteller Hints: Angela was the messenger for her Band, and she misses the sense of purpose it gave her. If the Scions choose to spring her and Naomi from jail for extra backup on the mission, she will quickly make herself invaluable to the group by carrying messages, racing to get supplies, chasing down antagonists or whatever else is called for. As the youngest member of her former Band, Angela often defers to Naomi's greater experience while in the field.

Naomi Laughing Crow, The Raven's Daughter

Quote: "They say curiosity killed the cat...but I'm not a cat, and I say we see what's behind that door that those guys were trying so hard to keep us away from."

Background: Naomi is the other of the two remaining Scions from the Band that originally began investigating the disappearances of the children. Born into a Miwok community in California, she was raised by her mother, who knew that the father of her child was one of the Manitou and told her stories about the night she met him. Naomi was ready for her father's Visitation when he came to her, and has been fighting the good fight ever since. She realizes she is at a distinct disadvantage, given that the various Native American deities have not produced as many Scions as some other pantheons. She has asked her father to teach her the pantheon-specific Purview of their gods, but he has not done so yet.



Description: Naomi is in her mid-20's, with black hair cropped short and dark eyes. She is slightly taller than average, with a wiry build. She prefers to dress in comfortable clothes – jeans and t-shirts – although she'll wear whatever is appropriate for a particular situation. There are calluses on her hands from wielding her longbow, and she is capable of teaching a class on mythology or skinning a deer with equal skill. Her greatest dream is of the moment in the future when she will finally have advanced far enough that she can take on the raven's shape and soar. She is a decent judge of character, with a calm and stable nature.

Storyteller Hints: Naomi has seen and faced more than Angela has, and is less open and trusting because of those experiences. During the first few years that she was fighting Titanspawn, she found it difficult to trust some of the other Scions she worked with, but that changed when she joined her Band. The true camaraderie she felt with those friends was shattered during the fight at the school, when most of the Band died. She and Angela have been lovers for the past three months, and she is relieved and overjoyed that Angela survived. At the same time, she feels guilty for that relief, and for being glad that, out of all the others in the Band, it was Angela who survived. She feels a deep and abiding sense of guilt over the deaths of the other members of her Band, and will do whatever it takes to keep Angela safe.

THE SUBTLE KNIFE (ILLUSION •)

Dice Pool: (Manipulation + Larceny)

Cost: 1 Legend per item

The Scion concentrates on an item that he touches or carries, and the item becomes unobtrusive even to a concentrated search. So long as the Scion doesn't manipulate the item in an obvious fashion, other creatures simply ignore its existence. The object must be small enough to hold in one hand and conceal under a jacket, such as a pistol, rose or wallet. (Even a Scion with Epic Strength cannot conceal a larger object, despite the fact that he might be able to hold, say, a motorcycle in one hand.) Once the Scion uses the object in an obvious fashion, such as taking money out of the wallet or drawing and cocking a gun, it becomes evident to everyone. The concealment lasts at most a single scene in any case.

Items hidden by this power are neither invisible nor transparent. If an object is placed in such a way that a person *must* see it—say, it's taped to the screen of the TV he watches—the object becomes immediately visible. Conversely, potential observers' minds ignore and rationalize away small inconsistencies, such as failing to notice the scent of a hidden rose or missing the bulge in a jacket pocket that holds a small Relic.



Angela and Naomi Relationships



CARMEN SAAVEDRA



AMANDA, SUSAN & BRENDAN



JOANNA DEVEREAUX



DR. PANARETOS



FATHER O'BRIEN



SHEILA RODRIGUEZ

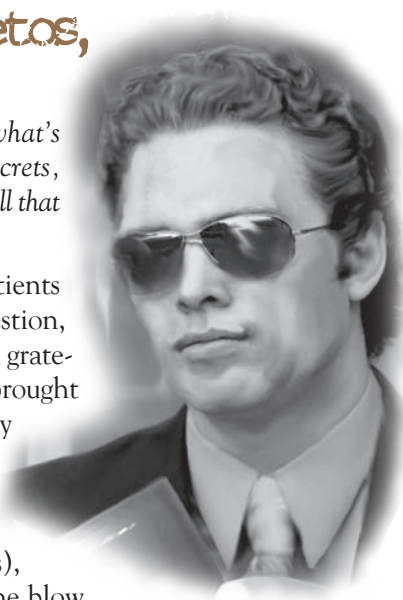


LESLIE KEFFER

Dr. Timothy Panaretos, Son of the Devil

Quote: “Why don’t you tell me what’s bothering you? We all have our little secrets, and you’ll feel much better after you get all that guilt out of your system.”

Background: Most of Panaretos’ patients adore him and obey him without question, inspired by his counseling sessions and grateful for the passion those sessions have brought back into their lives. He is fanatically careful not to be found in any situation that would give even the appearance of impropriety (such as initiating relationships with any of his patients), because the loss of his practice and the blow



SCENT THE DIVINE (EPIC PERCEPTION KNACK)

Most Scions seem to stumble into Bands or find themselves guided into collaboration by their divine parents. A rare few, though, have the ability to smell (and sometimes hear) the very ichor that flows in the veins of other Scions. With just a sniff of the air, the Scion catches the signature scent that wafts off any Scion, marking the subject as more than mortal. The Scion automatically knows when she scents another Scion, be it hero, demigod or God. Indeed, her refined sense may even divulge the pantheon from which the other Scion hails, in the form of a specific flavor or memory that comes with the smell. Sometimes the triggered memory even brings with it the phantom sound of a particular music or tone.

If a subject uses a Boon or Knack to conceal his identity or whereabouts, the sniffing Scion must first be able to locate the target. If she isn’t aware of the other Scion’s presence, then the sniffer won’t smell anything. This power doesn’t tell her that another Scion is lurking about somewhere, only that someone she’s spotted *is* a Scion.

Scions in general do not have individual, personalized scents of ichor, although at the Storyteller’s discretion a God might be so powerful that his ichor is unique and distinct. Instead, a Scion’s scent depends upon his parentage. Further, even though a Scion with this Knack might catch the scent of a particular pantheon, she might not recognize what it is until she’s managed to encounter enough other Scions from said pantheon. If you have created other pantheons for use in your game, you’ll want to decide on their scents as well.

Note also that titanspawn do not have a signature scent that is discernable with this Knack. Activating this Knack costs one point of Legend.

For more information on this Knack, see **Scion Companion: Manifestations of Ichor**.

to his reputation would hobble his work for his father. While he has the same voracious carnal needs as his divine sire does, he is meticulous about satisfying them far, far away from his base of operations.

Description: Panaretos is well-groomed, handsome and charismatic, and he is usually dressed professionally in a suit and tie. His hair is collar-length, dark and curly, and his eyes are a penetrating shade of storm cloud blue. His voice is genuinely warm and sincere, neither too high nor too low, and smooth without being slick and cheesy. Everything about him is meant to inspire trust. Panaretos’ goat-headed pendant bears the likeness of the Baphomet, a classic Satanic symbol that his father, Pan, has co-opted. Despite his affable façade, however, he is a sadist, a lecher and a sociopath, although he will never do anything overt that might reveal his true nature if he can help it.

Storyteller Hints: As well as being one of the two primary antagonists in the story, Panaretos also serves as a source of information for the Scions should they get stumped on what to do next. He will do everything in his power to beguile the Scions and win their trust.

MURPHY'S LAW (CHAOS ●●●)

Dice Pool: (Intelligence + Awareness)

Cost: 1 Willpower

Murphy's Law states that whatever can go wrong *will* go wrong. This Boon takes that saying and turns it into action, amplifying negative emotions between groups of people, inflicting a number of irritating but harmless annoyances such as bee stings, minor temporary malfunctions in machinery, cars splashing through puddles, miscommunications and dropped coffee cups. Tempers soar and fights break out, and common sense is thrown to the wind until the Boon's effects subside.

This Boon lasts for one scene.

Dr. Timothy Panaretos Relationships



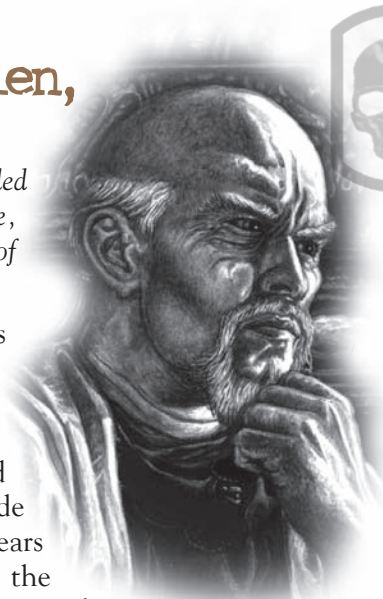
Father Joshua O'Brien, The Confidant

Quote: "Everything that happens is guided by the hand of God. He brought you to me, and with His aid, I will make you a tool of His will."

Background: Joshua O'Brien was brought up a laissez-faire agnostic by baby-boomer parents, and cared little about religion during his drug-addled adolescence in the late 60s. He found his faith in Vietnam. Captured and made a prisoner of war, O'Brien spent three years in captivity in a small village deep in the jungles. During that time, his captors tortured him in an attempt to brainwash him. Although much of the torment he endured during this time has faded from his memory over the years, one thing remained very clear: the sight of an ethnic Chinese captured near the village, who was accused of being a spy. The prisoner broke free from his bonds, single-handedly slaughtered over two dozen Vietcong soldiers, freed O'Brien and the other POWs from their cages and fled.

Nearly losing his life opened O'Brien's eyes. After returning from the war, he went to college and earned a degree in psychology, then entered the seminary, where he was first approached by agents from the Order of the Divine Glory, who took an intense interest in the strangest of the war tales he had to tell, and saw in his zeal a useful tool. Over the years, he has been in a position to see many more strange things, and influenced some of them himself. His psychology degree has been useful in implementing brainwashing of a far less violent and painful type than he was subjected to.

Description: Father O'Brien is a tall, balding man in his late fifties. His faded green eyes twinkle with humor and warmth, and he usually wears the garb of a priest, complete with Roman collar. He has put on a few extra pounds in the last five years, the result of the richer food and less exercise that goes with a desk job. The few wisps of salt and pepper hair that still cling to the sides of his head are combed back sleekly, and he exudes





paternal confidence and amiable wisdom. Behind his good-natured exterior are a keen, unflinching mind and the fiery attitude of a zealot.

Storyteller Hints: O'Brien firmly believes in his mission, and nothing – even the appearance of God from on high (which could be faked by a Scion trick) – can sway that commitment. He is well aware of the enormous amount of responsibility the Order has conferred on him, and is not fettered with fear, doubt or uncertainty. In short, he is the perfect person for the position he has been given, re-educating each new Scion to serve the one God, and he would rather die than fail. He knows full well that the fate of the world and the souls of the billions of people hang in the balance, and the thought of condemning those billions to Hell because he was too weak to carry out his job properly is enough to stiffen his spine so he can commit even the foulest of deeds, such as executing the children whose will is too strong to be broken.

Father O'Brien Relationships



DR. PANARETOS



LESLIE KIEFER



SHEILA RODRIGUEZ



CARMEN SAVEDRA



AMANDA, SUSAN & BRENDAN



JOANNA DEVERAUX



NAOMI & ANGELA

Susan Ray, Daughter of the Sun

Quote: “I know who really killed my parents, and sooner or later, I’m bringing them down.”

Background: Having Father O'Brien approach her one day after church to tell her that there was a pedophile stalking her who intended to try to convince her that he was her real father was disconcerting enough. Stable and down-to-earth, she was able to cope with the weirdo when it happened, and made him go away. But it has been much harder to deal with the fact that said weirdo sent a virtual army of mercenaries after her. She blames herself for her parents' deaths, and feels that if she had told her parents about what Father O'Brien had warned her about, they would still be alive. She has nightmares about the attack that killed her mother and father, but instead of demoralizing her, they have provided the spur for her to start looking for answers. It took awhile for her to unearth the truth of the matter – that the gods were real, that the man who had appeared to her is indeed her father, that he had nothing to do with her parents' murders and that Father O'Brien is the one responsible.

Description: Susan is a bright, cheerful, independent 17-year-old girl with long, straight blonde hair, hazel eyes and an athletic figure. She makes friends easily and is quite comfortable as the center of attention. She is a lifelong Girl Scout, and was a cheerleader and a member of the girls' track, swimming and gymnastics teams at her former school. Although she seemingly had the perfect life, it fell apart when her parents were killed, and she is not adjusting well to their death and the disruption of her normal life. A straight-A student, she has her driver's license and is certified in first aid. She is a natural leader, with a love of horseback riding, music, horror movies and genre TV, who intends to major in psychology in college so she can help people who have as much pain in their past as she does.

Storyteller Hints: Even with the trauma of their murder and the nightmares that followed it, Susan is smart enough to realize that she has been lied to. Too many of the other students have similar stories, and talking to Brendan and learning about the ghosts of the murdered students is the final straw that allowed her to realize that nothing Father O'Brien told her was





the truth. She doesn't know if there is anything she can do to make up for what happened, but she has chosen to take responsibility for the younger students at the school, in the hopes of protecting, guiding and eventually enlightening them about what's really going on at the school.

MINOR CHARACTERS

Not everybody in *Seeds of Tomorrow* needs a full character sheet. Some of the people that the characters will run into don't have to be that fleshed out in order to fulfill their respective functions in the scenario. Instead, these folks are, effectively, just a small collection of dice pools and some standard actions, with maybe one or two quick notes on personality. That's fine; as a Storyteller, you'll often find the need for these sorts of quick-reference characters whose sole impact in the game is felt in the one or two scenes in which they interact with the Scions. If the situation calls for it, you can always expand upon the brief write-ups presented and give bigger roles to these personas.

Amanda Rashidi, Brain Trust

Quote: "What do you want to know? The entire roster of the House of Representatives in 1902? The atomic weight of tungsten? Come on, try to make it hard this time."

Background: Amanda is 14, the daughter of Egyptian parents — her father a physician, her mother a librarian. Her parents moved to the United States in the early 80s, after the assassination of Anwar Sadat. Amanda has four older brothers, and all but the youngest are in college. She was raised as the baby of the family, her upbringing markedly different from that of women usually found in Muslim communities. Amanda is a smart young woman, and her own research into the matter of Scions has shown her that despite what her teacher, Father O'Brien has told her, Thoth quite likely is her father, and now that she has rejected him, she has seriously undermined her own future.



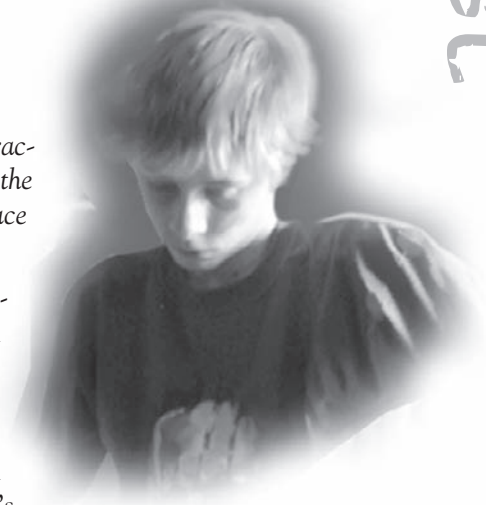
Description: Amanda is dark-skinned, raven-haired, and black-eyed. She is slight of build and does not wear the headscarf or hijab like many American Muslim women, but still prefers to dress in loose, modest clothes, always in neutral colors. Her hair is long and straight, and the only jewelry she wears is the ankh necklace given to her by her so-called father, Thoth. Originally, she would have preferred to relinquish it, but Father O'Brien has convinced her to keep it, and she uses it to gain access to the Heku, Justice, and Moon Purviews.

Storyteller Hints: Her ready smile and sweet charm endear almost everyone to her as soon as they meet her, and her intellect and hunger for knowledge never fail to impress those who get to know her. Amanda is eager to help others out, and acts as a tutor for some of the other students in a variety of subjects. Like Susan and Brendan, she has come to regret being tricked so easily by Father O'Brien, but after conducting weeks of research through the mythology and epics of various cultures, she believes that it may be possible to take up a quest (once she has left the school) to either redeem herself with Thoth or, at the least, find another divine patron to adopt her.

Brendan Gair, Tricky Little Bugger

Quote: "Sure, I can whip up a distraction. Let me see if I can get some of the school's ghosts to turn visible and race through the cafeteria."

Background: Brendan is the product of a broken home. His mortal father was left sterile after a high fever during a childhood bout of the mumps, so when his wife turned up pregnant, he assumed she had been cheating and left her. Brendan's mother turned to alcohol during her pregnancy, and her son was born underweight and spindly. Despite her doctor's belief that the child would not live a week, Brendan thrived, clinging to life even after his mother turned abusive and



augmented her alcoholism with a steady drug habit. She died of a heroin overdose when he was 10, and he spent the next three years bouncing from foster home to foster home. Wary of adults after the treatment he received at the hands of his mother and various foster parents, he distrusted Father O'Brien when the priest first approached him to befriend him. He listened skeptically to O'Brien's warnings of the man who would approach him, claiming to be his real father, and reacted defensively when Manannán did indeed come to him for his Visitation. Deciding that the Visitation was a cruel joke the two men had whipped up between themselves, he rejected the god and ran away from his current foster home. O'Brien was able to track him down, having the resources of the Order (including the talents of a number of converted Scions) to call upon. At that point, Brendan realized that something beyond the norm was taking place, and when he was whisked off to the school by O'Brien – against his will – he quickly concluded that it was in his best interests to play along and pretend to agree with O'Brien's "great plan" for him.

Description: Brendan is small for his age: bird-boned and reedy, not the stereotypical image of a Celtic warrior at all. With sandy reddish-blond hair, blue-green eyes and freckles scattered liberally over his cheeks and nose, he is often mistaken for a child even younger than his 13 years. He has a number of scars on his arms, legs and back from his mother's physical abuse, and a small scar under his left eye that he got from being backhanded by one of his foster fathers, who wore a heavy class ring on the hand he struck Brendan with. Brendan is sarcastic, bitter and stoic by turns, putting on a cheerful face only when he thinks O'Brien or other adults might be watching. At times, his depression turns almost suicidal, and he has built up a deep affinity for the numerous ghosts at the school.

Storytelling Hints: Like many people who are small of stature, Brendan is constantly trying to prove himself. This usually takes the form of tricking the adults at the school to show how smart he is. Of all the disinherited Scions at the school, he has the keenest grasp of just what it was that he threw away when he rebuffed his divine father's overtures, and the hope that he might someday be able to make amends with Manannán is like a knife turning endlessly in his heart. He suspects his hope is futile, and bitterness and despair at this notion lead to periods of deep melancholy, and occasionally a prank that turns dangerous.

Susan, Amanda, and Brendan Relationships



CARMEN SAAVEDRA



ANGELA & NAOMI



JOANNA DEVEREAUX



DR. PANARETOS



FATHER O'BRIEN



SHEILA RODRIGUEZ

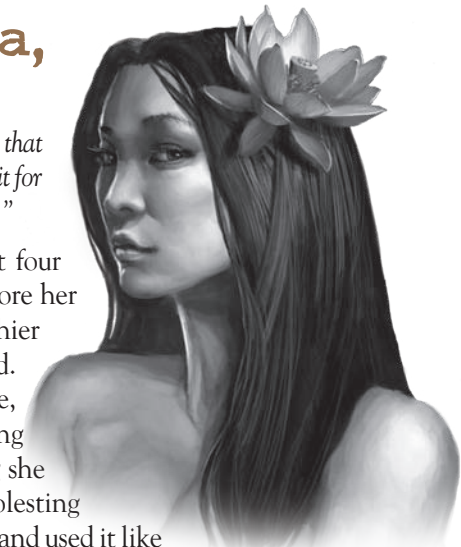


LESLIE KEEFER

Carmen Saavedra, Siren

Quote: "I know how much it costs, but that doesn't really matter, does it? You want to buy it for me...because you know it'll make me happy."

Background: Carmen spent her first four years in the ghetto with her mother before her mother married a much older and wealthier man and moved to a better neighborhood. With her big, dark eyes and sweet smile, Carmen became very adept at coaxing her "new daddy" to give her everything she wanted. When her new father began molesting her at the age of ten, she took it in stride and used it like an icepick, dissecting her stepfather's every desire and urge and using the threat of the revelation of his crimes to twist him around her little finger.





Her mother learned of what was going on, and Carmen actually talked her out of going to the police or family services with the information, as she had no interest in a change to her current living arrangements.

A few months ago, Carmen was approached by the new priest at San Rafael, the church where her family attended services. When he said he wanted to become her new counselor, her natural instincts told her that his real agenda was something entirely different. Intrigued, she agreed, and listened to him spin a tale of a stranger who would soon approach her, claiming to be her real mother — and a Goddess. Rather than scaring her off, his attempts to warn her about the matter instead entranced her, although she was careful not to let Father O'Brien realize this.

When Tlazoltéotl arrived weeks later to visit Carmen, the Goddess found that her daughter was ready and waiting for her. Rather than rejecting her divine mother, she accepted everything the Goddess of filth had to give to her — Birthrights, Boons, Relics and all. But what she told O'Brien was quite a different story. Guessing that the priest and anyone working with him was not likely to be around at the time of the Visitation, in case the Goddess sensed them, she figured he was not likely to realize that all had not gone according to his plan. She told him she had rejected her mother, and her only regret when he abducted her from the school a few days later, was that she was being uprooted from the cushy set-up she had created for herself. Still, the intrigue of finding out just what the priest was doing was too great to resist, and she has convinced herself that she'll be running things before she's been at the new school for a week, just like she did back at home.

Carmen possesses a ring, woven from tiny green feathers, that serves as a Relic to summon a Coatl. The ring also serves to grant her access to the Earth and Itztli Purviews.

Description: Carmen is eighteen and gorgeous, with long dark hair, flawless skin, perfect teeth and an hourglass figure. Her choice of garb is pretty and feminine, with an emphasis on silks and lace and a marked loathing for hip-hop clothing styles that remind her of her early years on the wrong side of the tracks. Her ears and navel are pierced, and she always wears gold in them, never anything less, like silver, gold plate or cheap imitations that would turn her skin green.

Storytelling Hints: Carmen has never met a challenge she wasn't ready to face. Her childish beauty matured into a lush ripeness that attracts the eye of almost every man whose path she crosses — and a fair number of women, too. She is perfectly at ease as queen bee of any situation she encounters. If there is something she fears, she hasn't run across it yet, and has a small legion of devoted admirers back home willing to do almost anything she asks of them.

Keith Mulroney, Arson Investigator

Quote: *“All right, chief, I have something here. See the way the scorching on the tile floor is burned in so deeply? That's not kerosene, gasoline or even acid. Whoever set this fire used rocket fuel as an accelerant, and that's not easy to get your hands on. The Feds keep a registry of every gallon sold, so we need to get a copy of that list.”*

Background: Mulroney started out in the police department as just another eager rookie. When he lost his pregnant wife to a fire started in their apartment building by a junkie who wanted revenge against the landlord for evicting him, Mulroney became a driven man. He worked tirelessly to get noticed by the higher-ups in the department, took the test to become a detective by the time he was 27, and spent all his downtime with insurance investigators and officers from the fire department, who taught him everything they knew about arson. He has the best record in the state for finding the evidence needed to get a conviction, and if he isn't exactly happy, he's content where he is now, bringing punks like the one that killed his wife and baby to justice.

Description: Mulroney is 38, with the tired face of a man who has seen far too much. Short, dark brown hair is graying at the temples, and his faded blue eyes don't show much emotion. He wears a rumpled brown suit with an equally-wrinkled white shirt, and whichever tie he's wearing on any given day is likely to have a stain on it. Neatness isn't his strong suit. Doggedness is.

Storytelling Hints: Mulroney exists to get certain pieces of information into the hands of the Scions. His integrity and his tenacity stand out among his more jaded and corrupt fellow officers. Some find it ironic that he chain-smokes, but never while on a case. When he speaks, it's usually terse and brief, even when talking to fellow law-enforcement personnel. He only ever seems to become animated when finding a really good piece of evidence.





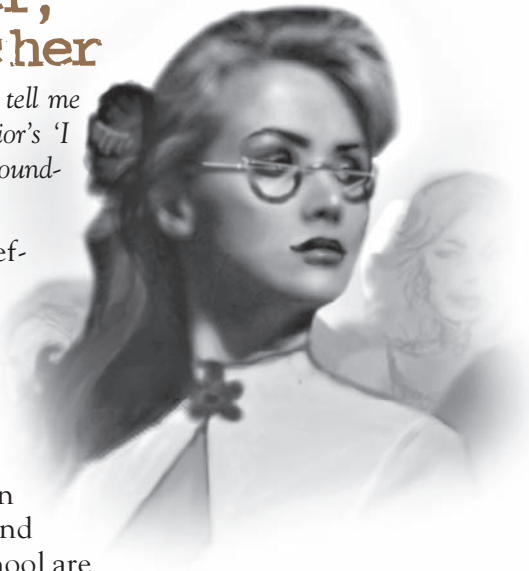
Leslie Kiefer, Perfect Teacher

Quote: “All right, who can tell me why Martin Luther King, Junior’s ‘I Have a Dream’ speech was so groundbreaking for its time?”

Background: Leslie Kiefer works at the Order’s school. It is her job to teach history to the children in her care, a topic she approaches with relish. Like the other teachers and guards, Leslie lives on the school grounds. She and all the other staff at the school are single, without close family, and specifically chosen for that reason. Leslie’s faith is a wellspring of hope and joy for her, and she is an excellent example of one who lives the values she preaches.

Description: Slender and graceful, Leslie is in her late twenties, with shoulder-length brown hair and vivid green eyes. Her enthusiasm and intelligence are not hidden behind the wire-rimmed glasses she must wear to compensate for her nearsightedness. She dresses simply in modest skirts and blouses in plain pastels, and wears comfortable, sensible shoes. Neither a smoker nor a drinker, Leslie strives to set a good example and be open and friendly with all her students.

Storytelling Hints: She has little idea of the true nature of her charges, but she loves the children unreservedly, and if they are threatened, she will do anything in her power to protect them. She is not a violent person, and the only fights she has ever been in were with her older brothers when she was a child, but she would step in front of her students and take a bullet for them without hesitation if it meant saving an innocent life.



Leslie Kiefer Relationships



DR. PANARETOS



FATHER O'BRIEN



SHEILA RODRIGUEZ



CARMEN SAAVEDRA



AMANDA, SUSAN & BRENDAN



JOANNA DEVEREAUX



NAOMI & ANGELA

Sheila Rodriguez, Order Agent

Quote: “Who, me? I just work here.”

Background: Some time in the past, long ago, Sheila did something her church frowned on. No one these days knows just what that was. An abortion? Cheating on her husband? Getting a divorce? She’s been trying to make up for it ever since. Father O’Brien noticed her constant observation of the world around her a few years back and slowly pulled her into the fold, recruiting her so he could make use of her unremarkable appearance and close attention to her surroundings.





When Sheila is not out watching someone for O'Brien, she works as a cleaning woman at the school, keeping an eye on the children. She knows they are important, but not how. On one occasion, she overheard Father O'Brien on the phone to one of his superiors, telling him that even though the children were brainwashed, they were still dangerous.

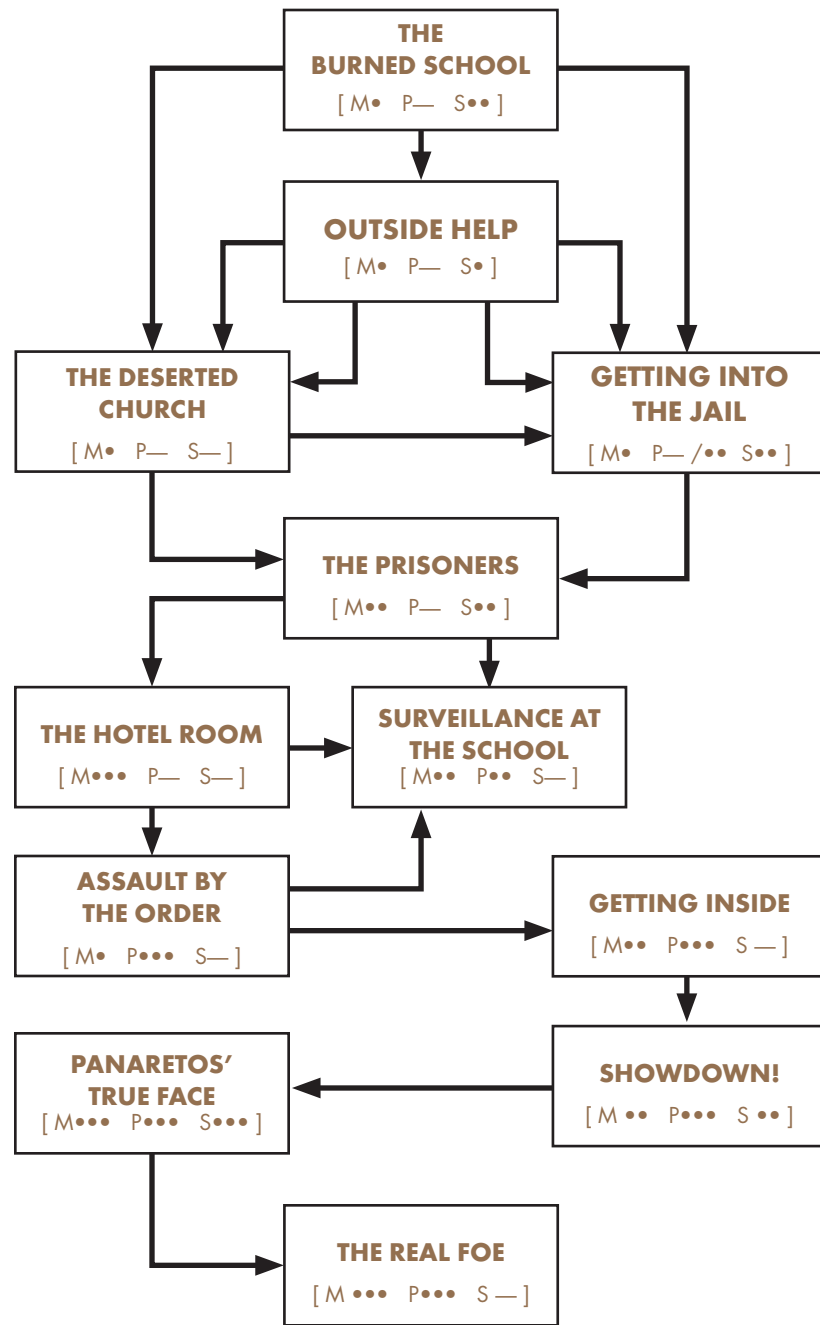
Description: Sheila has dark brown hair, straight and thin, cut short around a dark, doughy face with black eyes and a large, squat nose. She is heavysset and tends to wear the sort of clothes that no one pays much attention to — short-sleeved workshirts in plain colors (blue, brown, dark green) and jeans or neutral-colored slacks. She favors black athletic shoes in case she's discovered and has to run.

Storytelling Hints: Sheila is taciturn, sullen, and introverted, seldom speaking to anyone other than Father O'Brien unless it's absolutely necessary. Even when not on a mission for him, she's a devoted "people watcher," storing away peoples' names, faces and habits in her mind like a squirrel storing up nuts for the winter. As part of her penance, she has given up partaking in most of the world's more shallow pursuits, such as television, movies, music and reading. She always carries a small Bible with her, but remains quiet about her faith.

Sheila Rodriguez Relationships



Scene Flowchart





The Burned School

MENTAL • PHYSICAL – SOCIAL ••

Overview

The fire has been out for several hours, but fire department personnel and police officers are still searching the scene for both injured survivors and human remains. The fire department's arson investigation officer is prowling the scene, looking for evidence that the fire was set, such as accelerant trails, fire patterns, empty containers, residue on wreckage and indications of forced entry.

Description

Benjamin Franklin High School was once a three-story building, light beige in color, with a limestone facing on the outside. Large windows at even intervals allowed plenty of sunlight in the classrooms. A large expanse of blacktop indicates the parking lot for teachers, students and staff. Now the stench of smoke hangs in the air, suffused with the chemical smell of melted plastic and aluminum. The evergreen bushes planted around the edges of the building to provide greenery have also burned, adding the weird, out-of-place scent of burnt Christmas trees to the air. Broken glass from the windows is scattered everywhere, and in one corner of the ruined building, a waterlogged, charred pile of books marks where the library once stood. The wreckage of the building is a sorry sight.

Worst of all are the three small, covered stretchers laid out in the far corner of the parking lot, near where the ambulances are parked. Paramedics work on treating burns, cuts and other injuries sustained by the students and teachers, but the shrouded bodies are a mute testament to the fact that not everyone survived.

Storyteller Goals

At this point, the Scions are not even aware that children are going missing. There are plenty of chances to find that out here. While fire and police personnel are primarily concerned with finding any survivors and evidence, judicious application of charm and manipulation might elicit information that will pull the characters deeper into the mystery.

Character Goals

Obviously, what the characters want to know first and foremost is what's going on. The news that one of the students from the school is

missing — a girl by the name of Carmen Saavedra — is the most important piece of information they can pick up, but there are plenty of other clues here that will help them along, should they figure them out.

Actions

The characters may need to make a few rolls, but a great deal of the information can be found out without the use of dice.

Having a Look

Any Scion with the Epic Wits Knack Instant Investigator or who makes a few good (Perception + Investigation) rolls can take a thorough look at the arson scene and determine the following information:

- The fires were set by one perpetrator, a man of late middle age, who brought gas cans filled with gasoline or kerosene with him to the site and set up the fire the night before.
- This same man (identifiable by two sets of the same shoeprints, one set blurred from the night before and one set sharper) returned during the day while school was in session to actually start the fire.
- There were a number of people accompanying him who apparently stood guard while he set the fire (more shoeprints), and at that point, a large battle broke out between these people and another group, who were six in number.
- There were numerous fatalities in that fight on both sides: seven in the group with the man who set the fire, and four among the second group. The rest of their companions of the group with the man removed the bodies, and the man who set the fire got into a car with yet another person.
- The footprints of this person are small, likely indicating a child.
- The bodies of the slain from the second group remained where they fell until emergency responders came to deal with the fire, at which point they were discovered and taken to the morgue.

The fire and police personnel on the scene will try to remove the Scions from the scene. Reporters kept back outside the scene's perimeter will notice the Scions, ask questions and take pictures, wondering what they have to do with the fire.

Speaking to the Arson Investigator

The investigator from the fire department who is looking into the site won't want to be interrupted, and will tell Scions gruffly to "Clear off and let me do my job!"

Seeds of Tomorrow

The Burned School



Dice Pool: (Manipulation + Investigation) vs. (Wits + Integrity; dice pool 7)

Action: Extended and contested. The first character to obtain successes equal to the other's Willpower dots wins the contested action.

Hindrances: Bribing Mulroney (-2)

Help: Law enforcement credentials (+1)

Useful Powers: The Epic Charisma Knacks Charmer or Blessing of Importance can be used in place of the required dice rolls to convince the investigator to share what he's learned.

Roll Results

Botch: Not only does Mulroney tell them nothing and have them removed from the scene, the Scions are arrested for interfering with the investigation, and possibly become additional suspects in the crime.

Failure: Mulroney refuses to share what he knows and has them removed from the scene.

Success: Mulroney tells the Scions everything he's figured out so far (approximately one clue per success).

- The fire was definitely set, since fire patterns point to the use of some sort of accelerant to start it.
- He has also found several empty gas cans, obviously used in the commission of the crime. These cans have yet to be dusted for fingerprints by the police.
- The cops also found four adult bodies in the alley behind the school's parking lot.
- The deceased bore numerous wounds — stab wounds, bullet wounds and blunt-force trauma likely caused by impact with a vehicle — and were unable to be identified by anyone from the school.
- The police believe that the deceased may have set, or helped to set, the fire.

The Dead Speak

Any of the Scions with at least the first dot in the Death Purview notes the presence of one restless spirit near the rear of the school's parking lot, where the four unidentified bodies were found. While the other three Scions of the original investigating Band perished, Joanna Ravenwood, daughter of Erzulie, was bound by a personal vow to protect and help children during her life. Dying in the middle of a mission that involved

kidnapped children bound her to remain behind as a ghost until her vow is fulfilled. If a Scion is able to see and speak to her, not only will she pass on the information that her Band knew, but she will attach herself to that Scion as a temporary guide until the end of the scenario.

One of the Order's minions has remained behind at the scene to watch the aftermath of the fire. Joanna will go berserk if she spots him: roll Joanna's (Perception + Awareness) to see if she notices the agent. If Joanna does indeed see her, whichever Scion she has attached herself to must attempt to calm her down.

If the roll to calm Joanna succeeds, Scions may opt to follow the Order agent when she leaves to report back to O'Brien by phone. If Joanna doesn't spot the agent, she continues telling the Scions what she can.

Following the Trail

Any Scion with the Magic Purview who possesses the spell Ariadne's Thread is capable of tracking the ones who set the fire. Because she has no idea who this person is, she may find the task difficult without assistance. However, O'Brien left something behind that he personally touched: the gas cans that he used to help start the fire.

Dice Pool: (Perception + Survival)

Action: Instant and extended. The Scion must accumulate 25 successes over the course of the day.

Hindrances: Police reluctance to allow interference (-2)

Help: Law enforcement credentials (+1)

Useful Powers: None.

Roll Results

Botch: The spell fails, and the backlash burns through a point of Legend and a point of Willpower as the caster suffers the equivalent of a "magical hangover."

Failure: The spell fails.

Success: The spell succeeds, and the Scion is able to track O'Brien to the church where he and his companions fled after the battle. Skip to the scene "The Deserted Church."

Consequences

If the Scions spot Sheila Rodriguez and elect to follow her, skip to the scene "The Deserted Church." If they don't see her, move to the scene "Getting Into the Jail." If the Scions attempt neither of the above, or if they attempt them and fail, move to the scene "Outside Help."



Outside Help

MENTAL • PHYSICAL - SOCIAL •

Overview

Timothy Panaretos will approach them as they leave the scene of the fire. He explains that he saw them investigating the fire and asks if they are looking into the crime. He does not, however, specifically ask them if they are with any official law enforcement agencies — police, local fire department, F.B.I., etc. Panaretos possesses the Epic Perception Knack Scent the Divine and can identify Scions the moment he lays eyes on them.

Description

Panaretos is well groomed, handsome and charismatic. He is dressed professionally in a suit and tie. His voice is warm, neither too high nor too low, and smooth without being oily. Almost everything about him is meant to inspire trust. He appears perturbed.

Storyteller Goals

If the Scions have been unable to make any headway on gaining information up until now, Panaretos is a good way to get the knowledge they need into their hands. Of course, Panaretos is an unreliable narrator, and he has subtly slanted and shaded the information he gives to them to conceal his own agenda—namely, wiping out the Band of Scions, the Order’s branch conducting the abductions, and quite possibly the kidnapped children as well.

Because Panaretos *wants* to share this information with the characters, no rolls are really necessary, but if the Scions choose to do so, allow them that choice and be liberal with any dice rolls (fudge them if you have to, but don’t let them see you do so). Panaretos is aware that he’s no match for either the full slate of Scions or all the guards and assets that the Order can bring to bear against any attackers, so playing the two groups against each other is the perfect tool to reach his goal.

Character Goals

By this point, if the characters have found nothing, they are likely quite frustrated, and will listen to what Panaretos has to say with great interest. He is eager to help, apparently disturbed that the police refused to listen to him, and offers up quite a bit of useful information.

Actions

Talking to Panaretos

Panaretos explains that he saw something just prior to the moment the fire broke out, but the police decided he was a crackpot because what he saw was so unbelievable. He describes the battle he saw between the Band of Scions originally investigating the abductions and the group of militia soldiers under the command of the Order. Their surviving companions carried away the bodies of the soldiers who died in the fight, but the injured heroes left behind the bodies of the other Scions (he won’t use that word, of course, but describes people with amazing powers “like characters in the movies”). The police and paramedics found those bodies, and after they were listed as evidence, they were removed to the morgue. He also describes seeing a priest (Father O’Brien) separate one Hispanic girl from the other teens at the school as the school’s teachers and staff evacuated them from the burning building. His act was unnoticed by the school staff in the chaos, and the girl was hustled away by the man, loaded into a car and driven away. Panaretos tells the characters he managed to catch three of the numbers on the car’s license plate as it drove off.

Panaretos is not likely to withhold the information he has to share unless the Scions are physically violent or insulting with him. Should one or more of the Scions act suspicious of him, he will attempt to alleviate their doubts, but if that does not succeed, there are always other ways for him to get the info to them (anonymous phone calls, notes slipped under the door, bribed cops, etc.).

Any Scion with the Epic Manipulation Knack Takes One to Know One has a chance of sensing that Panaretos is not being



perfectly honest with them — or at least, that his information is true, but slanted. Roll Panaretos' (Manipulation + Presence + Epic Manipulation) vs. the player Scion's (Wits + Empathy). Success on the part of the Scion indicates that the Scion has at least some idea that not all is on the up-and-up with Panaretos' story. Should Panaretos win, the Scion has no clue that his words are anything but honest.

If none of the Scions have access to the Death Purview (and thus, were unable to see or speak with Joanna's ghost), Panaretos will also be obvious in taking notice of the middle-aged woman who seems to

be watching the group. This woman, Sheila Rodriguez, is an agent working for the Order, keeping tabs on the scene of the fire and taking note of any other Scions or strangers who aren't affiliated with local law enforcement and seem to be asking more questions about the fire than they should. Once the Scions spot Sheila, she will realize they've noticed her and try to leave the scene, heading for San Rafael (the church where Father O'Brien was staying while he arranged the abduction of Carmen Saavedra). Although she hopes to shake their pursuit, she does not run or panic, as that would draw even more attention to her. The Scions should have no difficulty in following her there. Panaretos is well aware of the woman and her purpose, and understands that she is the next link of the chain leading the Scions to O'Brien, the school and the missing children.

Before Panaretos finishes, he will give the Scions his phone numbers, both for his church and his cell phone, and will do everything in his power to get at least one number from one of the Scions – in case he learns anything else later, of course.

Useful Powers: The Epic Manipulation Knack Takes One to Know One.

Consequences

At this point, the Scions have the option of moving on to either "Getting Into the Jail," or following Sheila Rodriguez and going on to the scene "The Deserted Church." Note that if the characters do not follow Sheila at this time, they risk missing her and the information she can impart unless one of them has another way of locating her, such as the Magic Purview spell Ariadne's Thread. Lack of that information will greatly impair the characters in the final section of the story.





Getting Into the Jail

MENTAL • PHYSICAL -/•• SOCIAL ••

Overview

If the Scions have learned from police or fire department officials at the school that two suspects were taken from the scene of the fire to jail, their next act is likely to want to question those suspects. The city jail is roughly two miles from the school, and easy to find. It is not as easy to get inside, however.

There are a number of ways to gain access to the jail and the prisoners inside, some legitimate and some not quite so legitimate. The suspects have not yet had any hearing, and no bail has been set for them. Given the severity of the crime they are suspected of committing, they are not likely to be released unless a more feasible suspect is found.

Description

The building squats against the ground like a toad made of dirty sandstone. A definite throwback to a time when building a jail meant bars on everything, the city jail has taken this concept and run with it, adding a fifteen-foot-tall electrified fence topped with razorwire, floodlights, security cameras and armed guards patrolling with Dobermans and Rottweilers. It's all more than a bit much for a city jail.

Storyteller Goals

Get the Scions inside to speak with the suspects, who turn out to be fellow Scions who have quite a bit of information to share about the fire, and will ask the Scions to take up the investigation where they unwillingly had to leave off.

Character Goals

Speak to the two suspects in the school fire whom the police brought here and incarcerated.

Actions

Bribing the Desk Sergeant

The first thing the Scions will see when they enter the lobby of the jail is a mildly overweight man in a police sergeant's uniform sitting at a desk. He is paging through a copy of a sports magazine, with a cup of coffee at the side of the desk. Sergeant David Crandall has been working at the jail for almost twelve years, supervising the processing and release of prisoners. He is indifferent toward his job, but like a lot of men in similar positions, has habits that tend to cost more than his salary brings him — namely, gambling. For a reasonable bribe, Crandall will allow the visitors fifteen minutes to speak with the two suspects under the ruse that they are family members.

Dice Pool: (Manipulation + Empathy) vs. Crandall's (Wits + Integrity; 4 dice).

Action: Instant and contested.

Hindrances: Other police arrive (-2), caught taking a bribe (-3)

Help: None.

Useful Powers: The Epic Charisma Knacks Charmer, Overt Order or Benefit of the Doubt

Roll Results

Botch: Crandall not only refuses the bribe, he summons other police officers to have the Scions arrested.

Failure: Crandall refuses the bribe.

Success: Crandall accepts the bribe and allows the visitors to speak with the suspects for fifteen minutes.

Breaking Into the Jail

A jailbreak in reverse would be difficult, if not impossible, for mere mortals, but stone walls and electrified fences and razorwire aren't much of a challenge to Scions. If the Scions are the sort to eschew the subtle approach and just bust in, they risk the release of other prisoners incarcerated there who may actually be guilty, and they would certainly have less time to talk to the suspects. On the other hand, once they realize that the suspects are Scions, helping them escape is much easier once the jail's walls are already breached.

Dice Pool: (Strength + Athletics) to breach the wall or to leap over the fence, plus (Dexterity + Stealth) roll to do so unnoticed.

Action: Instant.

The stone walls of the jail have a soak of 18B/12L and 60 Health Levels (as listed on the table on p. 201 of **Scion: Hero**). The fence



Getting Into the Jail

Seeds of Tomorrow



around the jail is 15 feet tall and topped with razorwire. It is also electrified, and Scions who fail to make the leap suffer 10 dice of lethal damage, less soak, plus standard knockback.

Hindrances: Guards (-2), dogs (-1), electrified fence (-1), razorwire atop fence (-1), floodlights (-1), security cameras (-2)

Help: Tree next to fence for climbing aid (+1)

Useful Powers: Wind's Freedom Boon (Sky 2), Epic Strength

Roll Results

Botch: A botch in jumping over the fence leads to the Scion not only alerting the guards, but sustaining damage. A botch in breaking through the wall will result in the alarms going off and the collapse of the wall atop the Scion and her companions. This will also result in the attempted escape of currently incarcerated prisoners awaiting trial.

Failure: Failure in either roll will result in the alarms going off and the guards being alerted, without actually gaining entry to the jail.

Success: The Scions leap the fence, cross the yard without encountering guards or dogs, and knock a hole in the wall of the suspects' cell to enter and speak with them.

And for My Next Trick...

Some Scions may decide to impersonate the suspects' attorneys or family members to gain access to them.

Dice Pool: (Manipulation + Presence) to disguise one's self using stage make-up, special effects, etc.

Action: Instant

If the Scion attempting this tactic is an actual attorney licensed to practice in the state this scenario takes place, no roll is needed. The Scion need merely present her papers to the jail personnel and go through the standard protocol for gaining admission.

Hindrances: Police acquaintance with local lawyers (-2)

Help: Photos of specific attorneys or family members as disguise guide (+1), Scion is practicing attorney (+2)

Useful Powers: If the Scion has the Epic Appearance Knacks My Eyes Are Up Here, Detail Variation and Undeniable Resemblance, they may disguise themselves as a specific attorney known at the city jail without a roll.

Roll Results

Botch: Not only does the attempt fail, the Scion is arrested for interfering with an investigation and possibly for illegally practicing law. How-

ever, if the Scion in question is using Epic Appearance Knacks to disguise herself, police will believe the nature of the impersonation is performed with stage make-up unless a very close inspection reveals otherwise.

Failure: Police at the jail see through the Scion's ruse and refuse her admission.

Success: The Scion is admitted to the cell to speak with the suspects.

Get in There, You Scum!

Clever Scions might attempt to get arrested themselves and tossed into the same area of the jail as the suspects they wish to speak to. This is more likely to be successful than breaking into the jail, but is fraught with uncertainty, as there is no guarantee that they will be in the same cell or even the same wing of the jail.

In choosing to get arrested, a smart Scion will choose a non-violent minor felony that will get them arrested, but is unlikely to be serious enough to cause real trouble—i.e., breaking the window of a liquor store, vandalizing a car, etc. Any violent crimes (even ones a Scion could justify via their own Virtues, such as catching a mugger in the act and beating them up) are prone to get a more serious police response than they would like.

There are other ways to obtain entrance to the jail. The Epic Manipulation Knack Overt Order will work to get a Scion past the front desk to talk to the suspects, but as soon as someone in charge other than the officer that the Scion spoke to realizes they aren't supposed to be there, they will likely be removed, and charged with whatever charges the police can think of. The Epic Charisma Knacks Charmer and Benefit of the Doubt will also work, with the same drawbacks. Scions with the Psychopomp Boon Unbarred Entry (Psychopomp 3) can attempt a slightly less dangerous variation on breaking in, by walking through both the fence (the electricity shouldn't harm them while they're intangible) and the outer wall. The other security problems inherent in that approach (guards, dogs, cameras) still apply, however.

Consequences

Having gained entry to the jail by fair means or foul, the Scions now have the opportunity to question the prisoners suspected of setting the fire. If they gained access to the jail by getting themselves arrested, they also have charges pending against them and the need to find a way back out of the jail. If they gained entry by breaking into the jail, then time is very limited and they need to get the information they need quickly before the police come running to stop them and take them into custody. Move to the scene "The Prisoners."



The Prisoners

MENTAL •• PHYSICAL – SOCIAL ••

Overview

Once the Scions have gained access to the jail, they have a very short amount of time to speak with the prisoners – fifteen minutes if they’re there legitimately, much less if they have broken in. Both women have been fingerprinted, photographed, searched and forced to change into orange jail uniforms.

If the Scions have gotten into the jail to speak with the suspects legitimately, the talk will take place in the meeting room. If they have broken into the jail, the meeting will take place in their cell.

Description

The Jail: *The jail contains two main wings, one for men and one for women, as well as a third, smaller wing that contains two short-term holding tanks, with male prisoners on the left and women on the right. Gray steel bars partition off one cell from another. A broad hallway down the center of each wing gives the police plenty of room to maneuver new prisoners down to their cells without being at risk from those already inside. The floor is smoothly poured industrial cement. Inside each holding cell are a number of benches bolted to the walls.*

The Meeting Room: *The meeting room is bland: beige linoleum floor, cigarette burn-scarred Formica-topped table, unremarkable plastic chairs. A large mirror along one wall is clearly a two-way window. There are no windows that look on the outside here, and the doors are locked before the Scions are admitted, and again after they are inside.*

The Prisoners: *The two women are both young. Angela Swift is blonde, blue-eyed, short, slight of build and imbued with a nervous energy that has her pacing the short space from one end of the room to the other, as if she literally can’t sit still. Naomi Laughing Crow is taller and lanky, with high cheekbones and piercing dark eyes.*

Storyteller Goals

To pass on the information on the investigation begun by the Band the two women were part of. This is the first chance the Scions should have to learn that the children in question are Scions themselves.

Character Goals

To find out if the suspects did indeed set the fire, and if so, why.

Actions

Gaining Their Trust

Neither woman will talk to the Scions unless the Scions are being completely honest. Naomi’s use of the Epic Manipulation Knack Takes One to Know One will alert her if the Scions try to lie or trick her. Both women are completely in agreement that they will not do anything that might make the children’s situation worse. If the two women learn that the Scions are Scions, they are likely to open up completely about what they were doing at the school.

Dice Pool: (Charisma + Empathy) vs. the (Perception + Empathy) of each character separately.

Action: Instant and contested

Hindrances: *Holding cell:* Other prisoners’ noise (-1); *Meeting Room:* One-way mirror and police observation (-2)

Help: Scions whose divine parents are generally considered “mother” or “father” (i.e. Isis, Zeus, Frigg, Damballa) deities (+1); Celtic Scions who have taken a Geas to protect children (+1)


Useful Powers: A high Epic Charisma score will aid in convincing the suspects.

Roll Results

Botch: Not only do the two women not share the information with the Scions, they attack, convinced that they mean to harm the children. Police will rush in to try and end the fight in 60 ticks.

Failure: Angela and Naomi refuse to talk.

Success: The two Scions share all the information they have, both about the children and their theories about who’s been tak-



ing them. Specifically, they mention that children and teens have been disappearing all over the world shortly after being visited by their divine parents. Sometimes their mortal families are being killed, but not always. Angela and Naomi can pass on the names of the children, the cities and families they were originally taken from, and (for most of them) which Goddess or God sired or bore each child.

Not only do the two Scions share the information they have, they give the Scions the key to the hotel room where their Band was staying. Naomi had managed to conceal it in her hand with the use of the Illusion Purview (*The Subtle Knife sidebar on p. 6*). At the hotel are a number of items that may be of use to the Scions, including detailed notes kept on Angela's encrypted computer, the spare keys to the Land Rover they were using to get around in, a cache of weapons (listed below) and a Relic that had been given to Brendan, one of the missing children, which was found in his bedroom after his disappearance.

Observers with a Legend score pit their (Perception + Awareness) against the hiding Scion's (Manipulation + Stealth). If the Scion's player scores more net successes, his item remains hidden; otherwise, it is spotted. The Scion can hide multiple small items at once by paying the Legend cost for each, and a viewer tests against each one separately. The Subtle Knife can conceal living creatures, but they must be small enough that they could fit under a person's jacket, such as a rabbit or a raven—though the Scion does not actually need to conceal an animal, or any other object, in this fashion.

Consequences



If the Scions have been successful in convincing Angela and Naomi to share the information they possess, they can move on to either “The Deserted Church” or “The Hotel Room.”

If they have failed to convince the two Scions that their intentions are good, Angela and Naomi will attack. Angela's fighting style is built on speed, and being able to attack quickly, move to another spot before her opponent can react, and strike again. Naomi uses her Chaos Purview to disrupt the Scion's senses and grasp on reality. Whether this battle is conducted in the confined space of the meeting room or the even more confined space of the prisoners' cell, time is of the essence. Once fighting breaks out, the police will come running to attempt to end the battle and arrest the Scions, and there are plenty of witnesses who can identify the Scions.

Once the Scions have escaped and retreated to a place where they can catch their breath and gather their wits, they are approached by Panaretos if he has not already spoken with them (skip to the scene “Outside Help”). If Panaretos has already spoken with the Scions earlier, they receive a panicked phone call from him at this point, telling them that he had spotted one of the soldiers that had actually set the fire and followed him. The trip took him to a small religious compound set up, seemingly a school. He had spotted a number of children there, including Carmen Saavedra, and the man in priest's clothes who had set the fire. He gives the Scions detailed directions on how to reach the school, and warns them that there are a number of guards patrolling the place. In the middle of that warning, his phone goes dead, and any return calls are not answered. Go to “Surveillance at the School.”



The Deserted Church

MENTAL •• PHYSICAL • SOCIAL ••

Overview

If the Scions noticed the Order agent, Sheila Rodriguez, at the scene of the fire, either with or without the aid of Joanna's ghost, they have the opportunity to follow her here to San Rafael del Corazon Santo, the church where Father O'Brien had himself temporarily assigned while working to get close to Carmen Saavedra. The church's regular priest had no idea of O'Brien's actual agenda, welcoming him as a guest, and has since continued with his regular duties. However, one of the Order's agents still works at the church as a cleaning woman, and will remain there until the end of the week to send reports on the Scions in the jail to O'Brien.

Description

The double steeples loom high overhead, like spears pointed at the domains of the Gods. The church is built of stone blacked with age and pollution, and the founding date carved into the cornerstone is 1853. Unruly kids with rocks have long since broken most of the beautiful old stained-glass windows, which have been replaced either with plain glass or plywood.

Inside, the smell of church incense mingles with musty old hymnals and the lemon-scented wax used to polish the wooden pews. Although the church is old, it is pristinely clean. There are no cobwebs or dust bunnies to be found. At the far end of the church, Sheila Rodriguez kneels on the floor, scrubbing the base of a statue by hand.

Storyteller Goals

Through interrogating Sheila, the Scions can get more information about the Order and its actions. Though she doesn't know specifically why the Order is kidnapping children, she knows the kids are more than they seem, and that the Order is re-educating them for their own purposes.



Seeds of Tomorrow



Character Goals

To find out why Sheila was spying on them at the scene of the fire.

Actions

Confronting Sheila

Should the Scions confront Sheila, she claims to have no idea what they are talking about, and generally acts frightened. Physical violence will produce no benefits. Sheila is too old and out of shape to put up any resistance, and is likely to pass out before anything could be learned. Gentle coaxing is more likely to work than anything else. Whatever sin she committed in her past, it weighs heavily on her conscience, and someone with a forgiving demeanor and a good grasp of psychology might be able to convince her to speak.

Dice Pool: (Charisma + Empathy) vs. Sheila's (Wits + Fortitude; 5 dice)

Action: Extended and contested. The Scion must accumulate twelve rolls within ten minutes.

Hindrances: Father Patrick, the church's regular priest, arrives and interrupts the questioning (-1)

Help: None.

Useful Powers: The Epic Manipulation Knacks Blurt It Out or Stench of Guilt, or the Epic Manipulation Knack Overt Order

Roll Results

Botch: Sheila tells the Scions nothing, no matter how much duress used. Unless they tie her up, lock her in a closet or otherwise thwart her, she will call Father O'Brien the minute they leave, and then call the police.

Failure: Sheila tells the Scions nothing.

Success: Sheila tells the Scions what she knows, which isn't as much as Father O'Brien knows, but still gives the characters insight into what's happening to the children:

- She knows the children are not human, but she doesn't know precisely what they are.
- She sketches out a rough map of the school and compound.
- She details the security set-up with the guards as best she can.
- She knows how many children are currently at the school. This number is up to the Storyteller, although it is at least 10.
- She cannot give directions to the school, as Father O'Brien does his best to restrict coming and going from the school, going so far as to blindfold all but his most trusted personnel when they leave or arrive on the way, so that if his agents are captured, they can't inadvertently betray the school's location to sneaky Scion mind tricks.
- She knows that Father O'Brien is re-educating the children to go out into the world and spread the Order's message (although she is fuzzy on what that message is).

Consequences

If the Scions have treated Sheila with kindness and compassion, has a breakthrough about the sins of her past and realizes that those crimes are long over, and the present and future are what she makes of them. Under these circumstances, she will not call Father O'Brien or the police when they leave. If they have treated her poorly, however, she will do her best to alert Father O'Brien to the fact that they are probably headed for the compound. Move to the scene "Getting Into the Jail."





The Hotel Room

MENTAL ••• PHYSICAL - SOCIAL -

Overview

The Band of Scions that Joanna, Angela and Naomi belonged to had taken a suite of rooms at the Parkview Heights Hotel while they were in town for the investigation. The equipment and personal belongings of the Scions remain there, including the laptop computer used by Angela to keep a log of notes and clues for their investigation. The suite has been paid for in advance for a week, and a Do Not Disturb sign hangs on the doorknob.

Description

The thick pile of the cream-colored carpeting is clean and soft, and ceramic vases in coral and lime with silk flower arrangements decorate most of the tables. Paintings depicting large flowers, done in a slightly abstract style, hang on the eggshell-toned walls. There are four bedrooms, which were shared between Angela and Naomi, Joanna, and their three deceased companions. There is also a central room, furnished with chairs, several chocolate-colored leather couches, a wide-screen television, coffee and end tables and a walnut desk where a computer is set up.

Storyteller Goals

Aside from getting hold of the Relic and preventing it from falling into the wrong hands, the characters will also have access to Angela's laptop, which contains detailed notes on all the evidence the other Scions had collected on the case so far. The files contain the name, age, home address, divine parent and pantheon (if known) and physical description of all the missing children.

Character Goals

The Scions will want the same things that the Storyteller wants for them – to gain access to the information on the investigation in Angela's computer. Also, they will no doubt take temporary possession of the weapons stashed there, the keys to the Land Rover the other Band was using, and the Relic the Scions retrieved from Brendan's house.

Actions

Cracking the Code

Angela's computer is encrypted, and the visit with the suspects at the jail was too short for her to tell the Scions how to bypass the encryption. Any character with Academics (Computers) can take a stab at cracking it. Alternately, if Naomi and Angela have escaped from the jail and accompanied the Scions to finish carrying out this mission, then Angela willingly shares the data with them, negating the need for any dice rolls.

Dice Pool: (Intelligence + Academics)

Action: Extended. The cumulative difficulty for the roll is ten, and the roll interval is ten minutes.

Hindrances: Ectoplasmic surges caused by Joanna's spirit disrupt the computer (-3)

Help: Knowledge of computers (+2)

Useful Powers: The Epic Intelligence Knack Cipher

Roll Results





Botch: The Scion not only is unable to break the encryption, but triggers a program Angela planted in the computer to completely wipe the hard drive in case of someone attempting to spy on her data.

Failure: The Scion is unable to break the encryption.

Success: The character breaks the encryption and is able to access all the data:

- A complete list of the missing children, including their names, addresses, home phone numbers, ages, schools they attended before they disappeared, full family background and divine parentage (where known).
- The transcript of an interview with Brendan’s most recent foster father, who relates that Brendan had mentioned that the new priest at the church they attended had taken him aside and spoken to him in private (although about what, the man had no idea).
- Links to a number of newspaper articles available through the Internet, detailing the abductions of the children.
- Copies of police reports for seven of the abductions, of which four contain mention of church attendance and duties by the children (altar boys and girls, singing in the choir, etc.)
- Photographs of all the missing children for visual identification.

Finding the Relic

The Scions of the original Band have hidden the Relic that belongs to Brendan inside the box-spring of one of the hotel beds. The Relic belonging to Brendan is Fragarach, the sword of his father Manannán. Any Scion whose divine parent belonged to the Tuatha dé Danann, or who is considered a sea God, can use it in a pinch.

FRAGARACH, THE SWORD OF MANANNÁN MAC LIR (RELIC ••••)

Glowing with the pearly sheen of the inner curves of a conch shell, Manannán’s sword Fragarach has served two Gods and a score of heroes before passing into the hands of Brendan Dair, Manannán’s latest Scion. The hilt is bronze wrapped with strips of a strange, scaled blue leather, with a huge pearl is mounted at the end. The blade gleams like mother-of-pearl, but has the strength of well-forged steel. Created with the classic Celtic leaf-blade shape (use the stats for the Spatha, with an additional damage bonus of +2L), it is sheathed in a steel scabbard wrapped with the same blue leather.

This weapon allows the wielder to use the Sky and Water Purviews. In legend, the one who carried this blade could control the winds and storms that so often menaced sailors at sea. It also possesses two unique one-dot powers, one being the damage bonus. The other unique power is that no one, whether they be mortal, Scion, Titan or God, could tell a lie if the blade had been put to their throat.

Dice Pool: (Intelligence + Investigation)

Action: Instant.

Hindrances: Not trashing the hotel room (-1)

Help: None.

Useful Powers: The Epic Intelligence Knack Instant Investigator.

Consequences

If successful, the Scions have gained valuable information to aid them in rescuing the children, as well as a number of mundane weapons (a Winchester rifle, two 9mm handguns and a shotgun, with three boxes of ammo for each), the keys to the Band’s vehicle and Brendan’s sword. The end of this scene immediately segues into the beginning of the scene “Assault by the Order.”





Assault by the Order

MENTAL • PHYSICAL ••• SOCIAL -

Overview

The Scions have barely finished the attempt on breaking the encryption on the computer when the front door to the suite is kicked in and a horde of armed men in flak jackets surge into the main room and attack.

Description

The door is smashed inward, and the sound of automatic gunfire fills the living room. The acrid smell of fired shots blooms in the air, bullet holes pockmarking the walls as a group of men wearing street clothes and flak jackets crisscross the room with strafing fire.

Storyteller Goals

To give the Scions their first look at the ruthlessness of the ones responsible for the abductions.

Character Goals

To escape with their lives, preferably with the computer, Brendan's sword and the other resources Angela and Naomi left behind.

Actions

Fight!

There is little way to escape this fight. The attackers are not open to being reasoned with, paid off, seduced or otherwise diverted from their commands, which are to kill everyone they find in the suite. As the suite is on the seventh floor, jumping out of the window might not be an ideal solution for those characters who cannot fly, fall without taking damage or those without at least one dot of Epic Stamina.

The Order recruits its militia members from converted former police officers, military and the occasional mercenary, so use the Seasoned Cop or Grunt Soldier mortal template on p. 282 of

Scion: Hero. There are ten attackers, each wearing a bulletproof vest (p. 204 of **Scion: Hero**) and carrying an AK-47 (p. 203 of **Scion: Hero**). The attackers will make use of whatever cover is provided by the hotel room (doorways, furniture), coordinate their assault and attack the Scions in groups instead of facing them individually.

The attackers are all mortal, and must reload eventually. Smart characters will make use of the confined space of the suite's main room to limit the attackers' arc of fire, and strike back quickly, before the police arrive. The element of surprise is almost certainly with the Order's soldiers, unless one or more of the Scions have the Epic Perception Knack Subliminal Warning or the Epic Wits Knacks Cobra Reflexes, Eternal Vigilance or Rabbit Reflexes.

Consequences

The hotel's other guests and staff have heard the commotion and called the police. Although any police response is at least five minutes away, the hotel is a 20-story building, and the suite is on the 7th floor. Scions that can fly may opt to leave the premises this way, although with the proviso that they may be spotted. The elevators are the safest and quickest bet, as the fire stairs are alarmed to go off if anyone enters them. Security cameras in the hotel's lobby will capture film of the Scions as they leave unless they go out one of the back or side entrances. If the Scions delay too long, at least half a dozen police cars will be waiting in the parking lot when they emerge from the building, or greet them in the lobby as they exit the elevator or stairs. If the police are in the lobby, the lobby will have been evacuated, and the police will attempt to arrest them.

Once the Scions have fled the hotel, they receive a frantic phone call from Panaretos, telling them that he had spotted one of the soldiers that had actually set the fire and followed him. The trip took him out of the city to a remote rural location, where he found a small religious compound set up, seemingly a school. He had spotted a number of children there, including Carmen Saavedra, and the man in priest's clothes who had set the fire. He gives the Scions detailed directions on how to reach the school, and warns them that there are a number of guards patrolling the place. In the middle of that warning, his phone goes dead, and any return calls are not answered. Go to "Surveillance at the School."

Seeds of Tomorrow



Assault by the Order



Surveillance at the School

MENTAL •• PHYSICAL •• SOCIAL -

Overview

Having a ballpark estimate of how many children are at the school, thanks to either Sheila or Panaretos, the Scions will hopefully make plans to transport a number of children from the compound. Precisely how many is up to the Storyteller; it can be as many as thirty or as few as ten or twelve. With as many vehicles as they think they'll need, the Scions follow Panaretos' directions and arrive at the school compound. Although Panaretos may be in trouble, they realize that, rather than attacking at once, it would be smart to watch the compound for a while. Knowledge is power, and any confrontation will be far more successful if they have more information. If it is still daytime when the characters arrive at the compound, it is apparent that waiting in the woods until darkness to try to infiltrate it in order to have a greater chance of going unnoticed. However, the darkness renders observation of the school harder to accomplish.

Description

Thick forests border both sides of the gravel lane that leads from the main road to the compound. Father O'Brien and several other trusted members of the Order bring in supplies in their own vehicles on a regular basis. The ride to reach the school takes several hours. Oaks, maples, elms and pines cluster together, their branches lacing together like clasped hands to block out the light from the moon and stars.

A twelve-foot-tall stone fence surrounds the entire compound, painted in camouflage colors to help hide it from sight, and video cameras mounted on swivel joints are posted every ten feet along the fence, as well as atop the roof of every building. None of the buildings are taller than two stories. One set of guards completely circumnavigate the perimeter of the wall every thirty minutes. Camouflage netting is strung from trees and posts above the roofs of the highest buildings in the compound to hide it from aerial view.

Storyteller Goals

To build tension before the final confrontation and to give the Scions a chance to prepare a plan.

Character Goals

To get a better idea of the school's layout and security precautions before rushing down to rescue the kids.



Seeds of Tomorrow

Surveillance at the School



Actions

Scoping out the Situation

If the Scions are wise, they will park their vehicle some distance away and approach closer on foot, aware that the school probably does not get many visitors, and the sound of a car or van may alert the guards. Scions who can use the Darkness Purview may use Night Eyes (Darkness •) to counter the hindrance posed by the nighttime hours.

If the characters' talk with Sheila Rodriguez at the church went well earlier, they also have her rough map of the compound and notes on the regular patrol routes and movements of the guards. Further, any Scion with the Moon Purview may use the Boon Smoking Mirror (Moon •) to gain a bird's-eye view of the compound and school. If the group is watching the compound from the woods, however, she must climb up a tree, fly or otherwise get high enough to see the moon in order to use this Boon.

If Joanna's spirit has accompanied the group, she volunteers to go down into the compound and have a look around. No one without access to the Death Purview will be able to see or affect her, she reasons, and since she can move through walls and other solid objects, she's the perfect spy. It will take Joanna a full hour to perform thorough reconnaissance on the school and its grounds.

Dice Pool: (Perception + Investigation)

Action: Extended. The longer the Scions survey the school, the less likely they are to trip alarms, run into guards or generally get caught.

Hindrances: Darkness (-2), bad weather (-2)

Help: Park vehicle further away to avoid being heard (+1), Sheila's map and notes (+2)

Useful Powers: The Darkness Purview Boon Night Eyes (Darkness •), the Moon Purview Boon Smoking Mirror (Moon •)

Roll Results

Botch: Either due to a gross misunderstanding or just not paying attention, the Scions develop a totally incorrect idea of the lay of the land that will end up with them tripping an alarm, running into guards or being seen on the security cameras as soon as they make their move.

Failure: The Scions have no idea of the underlying pattern of the security arrangements, or cannot spy on the compound at all due to environmental factors.

Success: The Scions can detect the general pattern in the comings and goings of the guards and the directions the security cameras regularly turn.

Consequences

If surveillance is successful, the Scions can easily observe the patterns of the guards' patrols, note the placement for the security cameras and figure out the easiest and safest way inside. However, if they make errors trying to gain entry, they will end up alerting the guards or being viewed on the cameras, which will bring a the Order's security force running, trigger an alarm and result in O'Brien rushing to lock the children away and call for back-up.





Getting Inside

MENTAL •• PHYSICAL ••• SOCIAL -

Overview

The die is cast. The players move in to rescue the children. First they have to get past the wall, and then it becomes necessary to get to the dormitory where the children are sleeping.

Description

The school is at the center of a moderately-sized compound that also includes living quarters for the students, separate cabins for the teachers and guards, a large auditorium for indoor gym classes and meetings, outdoor basketball and tennis courts, a garage for the Order's vehicles, an Olympic-sized swimming pool, a small clinic and a separate building housing the security office. Near the rear of the compound, there are trees snapped into pieces and large boulders that have been reduced to gravel by the student. Another set of guards patrols inside the compound, between the buildings, keeping watch for children sneaking out of bed or cutting classes.

The buildings in the compound are clustered close within the wall. Hard-packed dirt roads wide enough for a single vehicle at a time wind their way between each building, the only touch of roughness to the compound. The buildings are tidy and finished: brick, cut stone, vinyl siding instead of log-cabin frontier-style shacks.

Wind whistles eerily down the corridors between the buildings. The moon sheds its light over the group of structures, casting long shadows that paint the gravel road beneath your feet in shades of gray.

Storyteller Goals

This scene serves as the prelude to the final confrontation with the Order and Father O'Brien.

Character Goals

The characters must get into the school compound, reach the children and attempt to get them out of the building and to the vehicles parked nearby without alerting O'Brien or the guards.

Actions

Bypassing the Wall

This wall, unlike the one around the jail, is neither electrified nor topped with razor wire. It can be leapt over by any character with at least one dot of Epic Strength, climbed over, walked through with the use of the Psychopomp Boon Unbarred Entry or flown over with the Sky Boon Wind's Freedom. Characters that elect to fly over may carry companions if they also possess Epic Strength.

Dice Pool: Strength + Athletics

Action: Extended (five successes over sixty ticks) for climbing, or instant for leaping.

Hindrances: Bad weather (-1)

Help: Proper climbing gear (+1)

Useful Powers: The Psychopomp Boon Unbarred Entry, the Sky Boon Wind's Freedom, Epic Strength

Roll Results

Botch: The Scion falls, suffering two levels of bashing damage unless they possess the Sky Boon Sky's Grace.

Failure: The Scion attempts to get over the wall and fails.

Success: The Scion gets over the wall without difficulty.

Sneaking In

The route to the dormitory from the wall isn't long or exceptionally difficult. The only challenge is in traveling it without being seen by either the guards or the security cameras.

Dice Pool: (Dexterity + Stealth) vs. the guards' (Perception + Awareness; 6 dice)

Action: Instant and contested. This roll must be made a total of five times while crossing the compound grounds to reach the dormitory, to avoid the patrols.

Hindrances: Loud shoes or bright clothes (-1)

Help: Dark clothing (+1)

Useful Powers: Scions with access to the Moon Purview may use the Moon Boon Phase Cloak to render themselves less visible to both the guards and the cameras.

Roll Results

Seeds of Tomorrow

Getting Inside



Botch: The Scion is spotted, and her clumsy attempts to sneak past the guards lead to her companions being seen as well. Alarms go off and guards come running.

Failure: The Scion is spotted, although her companions are not necessarily seen as well. The Scion may elect to take off in a different direction to try to lead the guards away from the others in her Band. Roll (Manipulation + Presence) vs. the guards' (Perception + Awareness; 6 dice).

Success: The Scion crosses the compound from the fence to the dormitory without being seen.

Getting the Children

The living quarters for the children are set up along the lines of a college dormitory, with each person having their own bedroom, a bathroom for every two bedrooms, and a large dining room at the far end of the building. Once the Scions have reached the dormitory and gotten inside (the doors are not locked, allowing O'Brien and the guards to get to the children quickly in case of a fire or other emergency), they must visit each bedroom, wake the child, and try to convince the new Scion to follow them without making any noise or trouble.

Dice Pool: (Manipulation + Presence)

Action: Instant, multiple rolls. The child either will accompany the Scion, or they immediately scream. Older girls and boys who are not convinced may even attack.

Hindrances: The drug Sway (-3 penalty against Willpower roll to resist; see sidebar).

Help: None.

Useful Powers: The Epic Charisma Knacks Benefit of the Doubt and Charmer are helpful here, although any qualifications for using them against another Scion remain in play. The same is true of the Epic Manipulation Knacks Gods' Honest and Overt Order, with the proviso that Overt Order is unlikely to work for very long. The Epic Appearance Knack Come Hither can also be used for this purpose, and may be particularly effective on the older students at the school.

Roll Results

Botch: The teen not only begins yelling for Father O'Brien and the guards, she instantly attacks. These younger Scions without full Birthrights or Boons are unlikely to be a serious challenge.

Failure: The child refuses to go with the Scion and yells for the guards.

Success: The Scion convinces the child to follow her quietly.

When the Scions encounter Susan, Amanda and Brendan, no roll is required to convince these three to leave the school. They work to help convince the other children to go with the Band.



SWAY (RELIC ●●●)

This drug, a combination of sedatives, an amnesia-inducing drug and an unhealthy amount of Titan's blood is used to enhance and augment other brainwashing techniques used by the Order on the students at the school. Gaia is the Titan whose blood was used for the drug, acquired by Pan and passed on through various middlemen until it was delivered into the hands of someone high up in the ranks of the Order who has no idea where the drug comes from or what vile components it contains.

Sway works by helping suppress the primary Virtue of those who take it, and is cumulative in effect (-1 from the first month it is taken up to the end of the first year, -2 for the second year, -3 to the third year, and so on). It seldom needs to be given to the students for longer than three years, as the Virtues of most children are not as strong as adults.



Consequences

Unless the Scions are extremely lucky, it is highly unlikely that the group will be able to persuade every single child to accompany them. Those that are not convinced begin to yell, alerting the guards (leading to the scene "Showdown!").



Showdown!

MENTAL •• PHYSICAL ••• SOCIAL ••

Overview

Even if most of the children cooperate, it is likely that some won't feel like leaving their new home quietly, especially in the company of strangers. The older ones are likely to fight back physically, as well. This will inevitably bring O'Brien and the guards (and possibly some teachers as well) running.

Description

As the children are led out of the dormitory, armed men come running, rifles in hand. Pushing his way through their ranks to the front of the squad is a furious Father O'Brien.

"What's going on here? Children, get back to your rooms! It's far too late for you to be out of bed." His gaze as he takes in the Band is full of anger and, underneath that, hatred. "We'll deal with these trespassers."

Storyteller Goals

This scene is the penultimate combat in the scenario, and the characters must defeat O'Brien and his militia in order to free the children.

Character Goals

Defeat Father O'Brien and the guards, and liberate the children.

Actions

If it comes to a battle, the older children – especially Susan, Brendan, and Amanda – who have been convinced by the Scions to leave the school will attempt to herd the younger children away from danger. Carmen will carefully weigh which side seems most likely to win, and throw her influence on that side, either coming to the aid of the Scions or trying to help Father O'Brien win the fight.

Most of the school's teachers, custodial help, and other support staff have fled the compound, terrified by the sound of gunfire. Only

Leslie Kiefer has remained behind, and she will attempt to guide the children out of harm's way, fighting her own fear in order to make certain her charges are safe. She offers no opposition to the Scions, answers any questions they may put to her with complete honesty, and, if need be, willingly puts herself between the children and danger.

Throwing Their Lives Away

The Scions may try to convince the soldiers present that they face a losing battle. The militia's numbers are depleted after their battle with Angela and Naomi's Band, and then again after the confrontation at the hotel.

Dice Pool: (Manipulation + Empathy) vs. the soldiers' (Wits + Integrity)

Action: Contested

Hindrances: Father O'Brien's presence (-2).

Help: The students' aid (+2), Scions have healed after last battle (+1)

Useful Powers: The Epic Charisma Knacks Benefit of the Doubt and Charmer can be used to try to persuade the soldiers that surrendering is in their best interest, and the Epic Manipulation Knack Overt Order may be used to force them to drop their weapons.

Roll Results

Botch: The soldiers are not convinced, and throw themselves into the battle with a maniacal fury, not caring whether their shots hit the Scions or the children they're supposed to be guarding.

Failure: The soldiers attack the Scions instantly.

Success: The soldiers listen to the Scions' words and realize they might get out of this alive if they surrender immediately.

O'Brien's Last Stand

If the soldiers attack the Scions and the battle begins to turn against the Order's men, Father O'Brien will flee, attempting to reach his office to warn his superiors in the Order of what has occurred. He isn't afraid to die, but he doesn't want the Order to be ignorant about what took place at the school. Lack of knowledge about the invading Band could leave them vulnerable to further assault in the future. As soon as the Scions have finished dealing

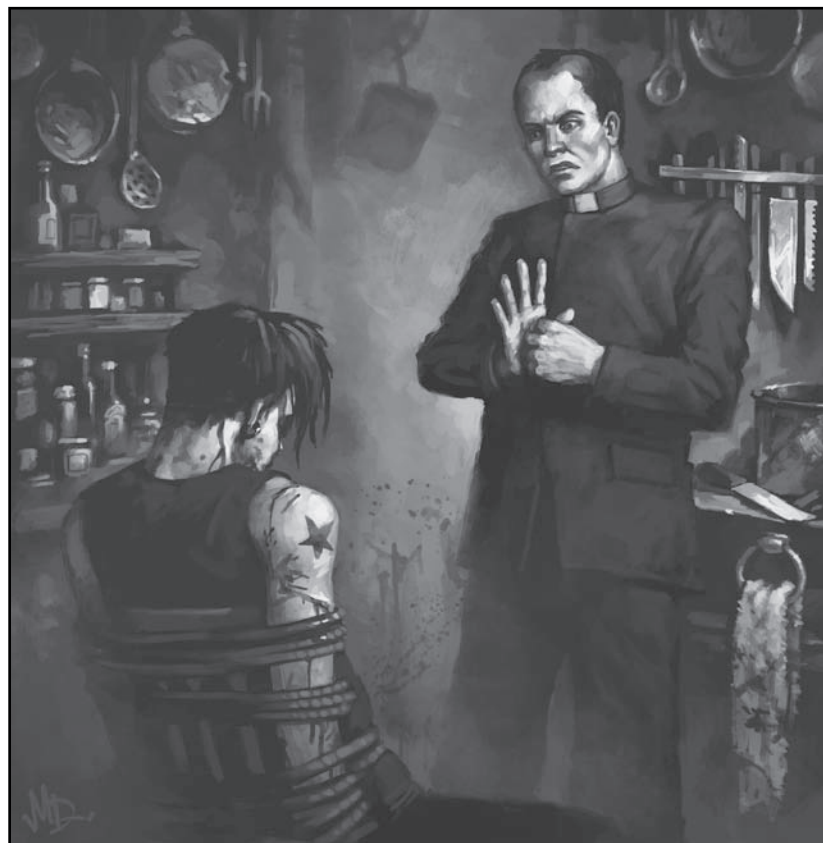
Seeds of Tomorrow

Showdown!



with the soldiers, they can pursue O'Brien. He will lock himself in his office if he can, and arm himself with an AK-47 he keeps stored in his closet, ready to face the Scions when they chase after him.

For those Scions who dislike having to kill, there is no way to bring about a positive conclusion to this confrontation. Facing O'Brien means either killing or being killed. The best anyone can hope for is to kill him swiftly, cleanly, and without letting anyone else get hurt in the process. There is no way to convince O'Brien to surrender, and he will martyr himself rather than let himself be captured. By this point, fear and hatred have reduced him to a screaming, ranting shell of his former self. He also has a fragmentation grenade hidden in one of his desk drawers, a weapon of last resort. Military strategy acknowledges that it is impossible to protect against an assassin willing to give his own life to kill his target. This is equally true for a martyr willing to die for his



cause. If anyone gets in his way – whether it be a Scion, guard, teacher or even one of the students – he'll cut that person down without hesitation.

Consequences

When the fight is finally over, a thorough search of all the buildings in the compound will uncover a number of things:

- A stash of Relics belonging to children who rebelled too much during their re-education and were killed. The Storyteller may draw on any of the Relics in Scion: Hero, trophies from various antagonists listed in the index of that book or craft their own.
- Timothy Panaretos is not found anywhere in the compound, either alive or dead. If the children are questioned, none of them recall anyone of that description being brought in recently. Speaking to Leslie Kiefer gets the same response.
- Any Scion with at least three dots in Academics (Computers) or the Epic Intelligence Knack Cipher can unlock the encryption on O'Brien's computers to access his files and all his email communications with his superiors in the Order. If this same Scion also has access to the Psychopomp Purview, she can use Psychopomp 2 (Where Are You?) to trace those emails back to where they originated, giving the Band a lead on others in the Order.
- In a locked metal case in the safe in the infirmary is the remainder of the school's supply of the drug Sway. Because no written notes have been kept on the medication, only someone with at least four dots in Medicine or access to the Health Purview has any chance of learning what the drug does. This will not automatically inform them that the drug contains the blood of a Titan: that is better left as the subject of another story.



Panaretos' True Face

MENTAL ... PHYSICAL ... SOCIAL ...

Overview

The battle against the Order is over. Any guards who survived the fight have scattered, and after Father O'Brien's death, it is easy to round up the children in the open area at the center of the compound prior to loading them in the vehicles. And that's when things begin to go crazy. Panaretos is using a variant Chaos Purview Boon to sow confusion, hostility and discord among the children.

Description

The night wind blowing from the forest and slithering between the buildings carries the scents of evergreen and dust on its breath. The children line up in front of the auditorium to head through the woods where the vehicles are waiting. One girl bends to tie her shoe, and the boy directly behind her jostles her, impatient. Anger flares in her eyes as she jumps to her feet. "Knock it off!" she snarls, shoving him back into another girl. The boy clenches his fists as the girl he'd stumbled into squeals, and then throws himself at the girl in front of him.

In seconds, every child in the group is involved, some of them trying to stop the fight while others either join in gleefully or try to get away.

Storyteller Goals

Panaretos has been helping the Scions along the way, but he is not their friend, and they are about to learn this. A valuable lesson can be learned here, if the Scions survive the fight.

Character Goals

When things go wrong, it is easy to blame the devil you know, but when that foe is already gone? The Scions must figure out what has restarted the conflict and defeat Panaretos if they can.

Actions

Stopping the Fight

Before anything else, the fight between the children must be stopped before someone gets killed. None of the children listen to

reason, refusing to be talked out of fighting unless the request is backed by power.

The Scions may attempt to physically intervene, wading into the fray to separate combatants from each other, but it is far from easy to make the children settle down.

Dice Pool: (Manipulation + Command, Empathy or Presence)

Action: Instant.

Hindrances: Rivalry between child Scions (-2)

Help: None.

Useful Powers: The Epic Charisma Knacks Benefit of the Doubt and Charmer and Epic Manipulation Knack Overt Order

Roll Results

Botch: The child ceases fighting with whoever he is locked in combat with, but only to attack the Scion who tried to talk her out of fighting in the first place.

Failure: The child continues fighting.





Success: The Scion is able to convince the child to stop fighting.

Finding Panaretos

By now, it has become obvious that a fight of this magnitude is hardly likely to be of mundane origin. O'Brien is dead and the rest of the Order's staff – with the exception of Leslie Kiefer – has fled, so the Scions soon come to the conclusion someone else started things. But who?

There are a number of ways to find Panaretos or determine he's behind the new outbreak of fighting:

- A Scion with access to the Moon Purview may use the Boon Smoking Mirror (Moon 1) to gain a bird's-eye view of the compound and school. Panaretos is watching the group through binoculars from a small rise at the edge of the forest, and the branches of the trees overhead do not quite completely screen him from view.
- If any of the Scions are extremely swift runners (or, alternately, if Angela and Naomi have accompanied the Band), then she may race around the compound and its surrounding areas in a superspeed search and locate him. Roll (Perception + Investigation), with a –1 penalty to the roll to take into account the possibility of overlooking things while searching at such high speeds.
- A Scion with access to the Animal Purview may use Animal 1 (Animal Communication) and Animal 2 (Animal Command) to have the animals they can commune with to search the area for them. There are vast numbers of wild animals in the nearby forests, and birds, insects, rabbits, raccoons and squirrels are especially suited for this.

- Any Scion with the Sky Boon Wind's Freedom (Sky 2) can conduct a search aerially. Roll (Perception + Investigation), with a –2 penalty to the roll to reflect the incomplete cover the forest's branches provide Panaretos.

- If any of the Scions are Scions of the Loa, they may attempt to use the slip of paper with Panaretos' cell phone number (something he wrote himself) to use Cheval against him – seeing through his eyes with Cheval 1 (Rada's Eyes) to figure out where he is, and then attempting to possess him with Cheval 3 (Horse). The standard rolls to resist for each apply.

- Any Scions with access to the Magic Purview may attempt to use the spell Ariadne's Thread to track him to where he's hiding, and then engage him in combat there.

- A character with access to the Magic Purview who has the spell Deux Ex Machina may also cast it in the attempt to find or stop Panaretos. This can manifest in a number of ways: a branch above him breaking and hitting him on the head, thus breaking his concentration, for example.

Consequences

Once Panaretos is located, suspicion arises as to why he was up on a hill overlooking the compound, hiding and watching the Band and children with binoculars, rather than dead or captured, as was implied by the sudden ending of his phone call. If only a single searcher finds Panaretos, he may attempt to kill her. However, if a larger group finds him, he will inevitably try to talk his way out of the situation. At first, he will pretend that he had been captured by one of the guards and escaped. Then he will attempt to use his wiles to convince the characters that he came here to offer them aid. Unless the Scions are very foolish, they will not believe Panaretos' lies. Either way, this scene leads directly into the scene "The Real Foe."





The Real Foe

MENTAL ... PHYSICAL ... SOCIAL -

Overview

At this point, if not earlier, it should be apparent to the Scions that they have been dealing with not just one foe, the Order, but two. Panaretos' aid has clearly served to mask his real agenda, whatever that may be, and he must be dealt with just as O'Brien was before the children can be taken away from the compound and reunited with whatever living relatives the Order did not kill.

Description

The night wind ruffles the older man's dark, curly hair as he faces them, his eyes growing dark with anger. The binoculars in his hand tell a different story than the one the Band drew from the interrupted phone call.

"So you've found me out," he chuckles in cynical amusement. "The question is, what do you think you're going to do about it?" And without warning, he launches himself toward the nearest Scion.

Storyteller Goals

This is the final battle, and although it appears that Panaretos is greatly outnumbered, he will make the Scions work for their victory. The Band should be careful not to underestimate him, because rats are always at their most dangerous when cornered. The Scions not only have to defeat him, but also make sure that none of the children are hurt or killed in the process – a difficult task, considering that Panaretos is quite willing to maim or murder even the youngest child there in order to escape or defeat the Band.

Character Goals

To defeat and possibly kill Panaretos, who is clearly not the nice guy he pretended to be, and ensure the continuing safety of the children.

Actions

To the Death!

Once Panaretos is forced into open combat – and especially if his true nature as Pan's son is learned – he will use his Beretta and Xiphos against the characters, as well as spells such as the Evil Eye and Deus Ex Machina. Although his skills are much more geared toward persuasion, his fighting abilities should not be underestimated. Because of the fact that he, too, is a Scion, he is actually a far more dangerous and tricky foe than O'Brien was, despite the advantage of numbers and weaponry the priest had.

If members of the Band are seriously hurt after the fight with O'Brien and the soldiers, or if Panaretos manages to get close enough to the children to threaten them, the Scions may want to allow him to escape. Panaretos has no compunctions whatsoever about slaughtering the children. They are the children of his father's foes, and therefore his foes, as well. Since so few of the children are fully trained in their abilities, killing them would be no more difficult for him than stomping on an anthill.

On the other hand, if the Scions easily get the upper hand, they have the dilemma of what to do with Panaretos once he is defeated. It is completely unlikely that he will ever switch allegiances, and no mortal prison could hold him. Killing him is an option that must be considered, unless one of the Scions can contact someone who can imprison him somewhere the son of Pan cannot break free – one of the Terra Incognita, perhaps.

Consequences

If the Scions kill Panaretos, they must dispose of his body. While the bodies of O'Brien and any guards who were killed in the fighting can possibly be written off as a cult gone bad once the authorities find the site, Panaretos has no connection to the compound, which marks him as out of place here, an anomaly that police would certainly look into. They must also face the reality that sometimes Scions go bad, and that any of them might be corrupted just as easily, given the right reason.

If Panaretos escapes, he will certainly be back in the future to try to destroy them once more. The Scions must do what they can to hide the children from him and ensure their safety, as he has seen them and is unlikely to forego trying to corrupt or kill them. This may be used as a springboard to future adventures.

Seeds of Tomorrow

The Real Foe



Aftermath

Although **Seeds of Tomorrow** ends here, this story can easily have more far-reaching consequences in the wider scope of your cycle, especially if you're using it as a starting point for an ongoing journey.

There are a number of ways in which the characters may attempt to deprogram the school's students. A successful use of the Health Purview Boon Heal/Infect might be used to purge the Titan-tainted drugs from the systems of the children. Alternately, the Epic Manipulation Knack Deprogramming (found in the **Scion Companion**) might be used in a similar fashion to "talk through" the lessons they've learned and refute them. Success with any method works, leaving them eager to fight the Titans, but needing to be adopted by other Goddesses and Gods since their own divine parents have disinherited them. Properly adopted and trained, the children may form a Band of their own, providing valuable allies for the Scions and setting out on adventures of their own.

There is also the chance that the deprogramming doesn't work, and the Scions must deal with a number of hate-filled, deluded children with at least some of the powers of Scions, who want to follow the Order's dictates and destroy the characters. The children are technically innocent. Can the Scions bring themselves to imprison or destroy them, furthering the hate the children feel for them, and punishing those who were only victims?

Keep in mind that not all the mortal parents of the abducted children were killed. In some cases, the Order made no attempt to eliminate them, especially in the case of neglectful parents who would not bother to report their children's absences, or with parents whose own religious fervor could be exploited to explain why the Order was taking their children away to fight evil in the world.

Further adventures at the demigod level might hinge on news of a new Relic or Boon that would enable the Scions to fully remove the tainted ichor from the children's bodies. Not only that, but they might learn from the children who successfully resisted the brainwashing that earlier children brought to the school graduated and were sent out into the world to act against the Scions.

Their meetings with the Scions have profoundly changed the other people the Scions have encountered in this scenario.

- Depending on whether the Scions spoke with Sheila Rodriguez compassionately or harshly, her entire self-image may have changed, and her attitude may now be one of benevolent hope for the future. Or she may still feel worthless, penitent and bitterly suspicious of the world around her – and with a bit more information for the Order that could be very dangerous for the Scions.

- Leslie Kiefer has seen things she cannot un-see. This might shake the faith of a weaker person, but even though she does not know the precise nature of the Scions, she has realized that they are in some way a manifestation of the power of the divine in the world. This has strengthened her faith and made her more determined than ever to help the people whose paths she crosses.

- If Angela and Naomi elected to stay behind at the jail, they may attempt to escape once things have died down, or the Scions may attempt to prove their innocence by trying to show the authorities who was really behind the abductions of the children.

- Despite the testimony of the children themselves, however, they are not likely to be believed. Conspiracies of this nature, especially when they involve religion, are rarely taken seriously.

- If Angela and Naomi decided to escape the jail to aid the Scions in the continuing investigation, their job is finished now. They will thank the other Scions and leave, but are grateful for the aid, and promise to return it any way they can. The players can add them to their sheets as contacts.

- Now that the children have been rescued, Joanna can at last rest in peace. At the conclusion of the final battle with Panaretos, her spirit fades, a look of peace and relief on her face.

- The Order of the Divine Glory is still out there. The defeat of O'Brien and destruction of the program at the school is not the end of the Order's efforts, and unless the Scions killed every adult at the school, it is likely that at least one agent was able to get a message to O'Brien's superiors about what happened. The Order is now aware of the Scions' Band, and will be on the lookout for them in the future, either to destroy them or to attempt to Fatebind them and turn them to their own purposes.





- Pan still walks free. Even if this son is defeated or dead, he always has more...and now he, too, is aware of the Scions. Gods hold grudges. It is likely that the Scions have not heard the last of him.

Experience

At the end of each session, award four experience points to each player for taking part in the scenario. Also, on p. 206 of **Scion: Hero**, you'll find guidelines for further experience awards that you might want to give out. At the conclusion of the story, award five points to each player for finishing the scenario.

At the conclusion of the story, you may want to give the players further experience for any or all of the following reasons:

- +1 Bonus:** Any player who significantly adds to the fun or success of the game as a whole deserves to be rewarded for her efforts. Finding a way to convince Angela and Naomi to trust the Band, playing with the children as they're rescued to keep their spirits up or finding a way to outwit Panaretos are good examples of this bonus.

- +1 Stunts:** As per p. 206 of **Scion: Hero**, players may receive one point per session, a player when the Storyteller confirms a three-die stunt for her character. Examples include getting over the wall at the compound, or defeating multiple Order soldiers with stunning speed or trick shooting.

- +1 Growth:** A big part of the point of storytelling is watching characters grow and evolve through their exposure to the events that unfold around them. If the characters don't change in some way through their explorations of the World, then they're missing out on the chance to expand their knowledge and abilities. There are plenty of opportunities to learn and change in this story, such as encountering Scions from new pantheons they haven't heard of before, finding out that Pan has been working for the Titans and learning new Knacks and Boons.



SCENE: The Burned School

15

MENTAL • PHYSICAL — SOCIAL ••

HINDRANCES

Having a Look: Fire and police personnel (-2); reporters (-1)

Speaking to the Arson Investigator: Negative reaction to bribery (-2)

Following the Trail: The police. (-2)

HELP

Having a Look: None.

Speaking to the Arson Investigator: Law enforcement credentials (real or well-forged) (+1)

Following the Trail: Law enforcement credentials (real or well-forged) (+1)

OTHER

Having a Look: The Epic Charisma Knacks Charmer or Blessing of Importance

STs

Get info to the players.

PCs

Find out everything they can about what happened at the school.

SCENE: Outside Help

17

MENTAL • PHYSICAL — SOCIAL •

HINDRANCES

Scions treating Panaretos violently or suspiciously (-1)

HELP

The Epic Manipulation Knack Takes One to Know One (+2)

OTHER

The Epic Manipulation Knack Takes One to Know One.

STs

Giving information to the characters.

PCs

Garnering information not found at the scene of the fire.

SCENE: Getting Into the Jail

19

MENTAL •• PHYSICAL —/•• SOCIAL ••

HINDRANCES

Bribing the Desk Sergeant: Other police show up (-2 to [Manipulation + Empathy] roll, -3 if he's caught taking a bribe)

Breaking into the Jail: Guards (-2), dogs (-1), electrified fence (-1), razorwire atop fence (-1), floodlights (-1), security cameras (-2 to [Dexterity + Stealth] roll to leap over or break through fence without being noticed)

And for My Next Trick... -2 to (Manipulation + Presence) roll if pretending to be specific person

HELP

Bribing the Desk Sergeant: the Epic Charisma Knacks Charmer or Benefit of the Doubt (+1 bonus to [Manipulation + Empathy] roll)

Breaking into the Jail: Sky Purview Boon: Wind's Freedom (Sky ••), Epic Strength (+1 per dot), tree outside fence (+1)

And for My Next Trick... Photo of specific person Scion is attempting to impersonate. (+1), Scion is practicing attorney (+2)

OTHER

Bribing the Desk Sergeant: The Epic Charisma Knacks Charmer, Overt Order or Benefit of the Doubt

Breaking into the Jail: The Boon Wind's Freedom (Sky 2), Epic Strength

And for My Next Trick...: the Epic Appearance Knacks My Eyes Are Up Here, Detail Variation and Undeniable Resemblance

STs

To get the Scions into a position to meet Angela and Naomi.

PCs

To get into the jail to question the suspects in the fire at the school.

SCENE: The Prisoners

21

MENTAL •• PHYSICAL — SOCIAL ••

HINDRANCES

Jeering, noisy prisoners (-1) or police observing through two-way mirror. (-1)

HELP

Divine parent of Scion was "mother" or "father" God (connected to children) (+1);

Scion from Celtic pantheon and Geased to help children (+1).

OTHER

High Epic Charisma

STs

To introduce the Scions to Angela and Naomi.

PCs

To gain further information about the missing children.

SCENE: The Deserted Church

23

MENTAL •• PHYSICAL • SOCIAL ••

HINDRANCES

Father Patrick interrupts questioning (-1)

HELP

None.

OTHER

The Epic Manipulation Knacks Blurt It Out or Stench of Guilt, or the Epic Manipulation Knack Overt Order.

STs

To give the Scions specific information about the Order.

PCs

To find out why Sheila was spying on them at the school.

SCENE: The Hotel Room

25

MENTAL ••• PHYSICAL — SOCIAL —

HINDRANCES

Cracking the Code: Joanna's presence (ectoplasmic energy affects the computer) (-3)

Finding the Relic: Avoid trashing the suite (-1)

HELP

Cracking the Code: Knowledge of computers (+2)

Finding the Relic: None.

OTHER

Cracking the Code: The Epic Intelligence Knack Cipher

Finding the Relic: The Epic Intelligence Knack Instant Investigator.

STs

To give the characters more information and resources.

PCs

To learn more about the abducted children, and remove Brendan's Relic so the wrong people can't get it.

SCENE: Assault By the Order

27

MENTAL • PHYSICAL ••• SOCIAL —

HINDRANCES

Element of surprise with the attackers (-2)

HELP

Furniture can be used for cover. (+1)

OTHER

The Epic Perception Knack Subliminal Warning or the Epic Wits Knacks Cobra Reflexes, Eternal Vigilance, or Rabbit Reflexes; the Epic Wits Knack Opening Gambit

STs

To give the Scions their first glimpse of the Order of the Divine Glory.

PCs

To escape with their lives, Angela's computer, Brendan's sword, the weapons, and the Land Rover's keys.

SCENE: Surveillance at the School

28

MENTAL •• PHYSICAL • SOCIAL —

HINDRANCES

Scoping Out the Situation: Darkness (-2), inclement weather (-2)

HELP

Scoping Out the Situation: Approaching on foot (+1); Sheila's map and notes (+2)

OTHER

Moon Purview Boon Smoking Mirror (Moon •) (+2); Darkness • (Night Eyes) to see in the dark (+1)

Scoping Out the Situation:

STs

To build tension and give the characters time to plan.

PCs

To learn the school's layout and security precautions before rescuing the kids.

SCENE: Getting Inside

30

MENTAL ●● PHYSICAL ●●● SOCIAL ●

HINDRANCES

HELP

OTHER

Sneaking In:
Loud clothes(-1)

Bypassing the Wall:
Proper climbing gear (+1)

Bypassing the Wall: The Psychopomp Purview Boon Unbarred Entry (Psychopomp ●●●), the Sky Purview Boon Wind's Freedom (Sky ●●), Epic Strength

Getting the Children:
The brainwashing drug Sway (-3).

Sneaking In:
Dark clothing (+1)

Sneaking In: The Moon Purview Boon Phase Cloak (Moon ●●●)

Getting The Children:
None.

Getting the Children: The Epic Charisma Knacks Benefit of the Doubt and Charmer, the Epic Manipulation Knacks Gods' Honest and Overt Order, and the Epic Appearance Knack Come Hither.

STs Prelude to final confrontation with O'Brien and the Order's soldiers.

PCs To get into the compound to free the kids.

SCENE: Showdown!

32

MENTAL ●● PHYSICAL ●●● SOCIAL ●●

HINDRANCES

HELP

OTHER

Throwing Their Lives Away:
Father O'Brien's disapproval. (-2)

Throwing Their Lives Away: The Scions' strength and energy (+2); some of the students are willing to stand with the Band (+2).

Throwing Their Lives Away: The Epic Charisma Knacks Benefit of the Doubt and Charmer and the Epic Manipulation Knack Overt Order.

STs Allow the Scions to prove themselves by protecting the children and defeating O'Brien and his soldiers.

PCs Defeat Father O'Brien and the guards, and liberate the children.

SCENE: Panaretos' True Face

34

MENTAL ●●● PHYSICAL ●●● SOCIAL ●●●

HINDRANCES

HELP

OTHER

Stopping the Fight:
Family rivalries between Gods' children (+2)

Stopping the Fight: None.

Stopping the Fight: The Epic Charisma Knacks Benefit of the Doubt and Charmer and Epic Manipulation Knack Overt Order

STs To show the Scions that all is not as it seems, and that there is still one foe to face and defeat.

PCs To prevent the children from fighting and find out who or what started the fight and stop it.

SCENE: The Real Foe

36

MENTAL ●●● PHYSICAL ●●● SOCIAL —

HINDRANCES

HELP

OTHER

To the Death!

To the Death!

To the Death!

STs

PCs To defeat and possibly kill Panaretos, and ensure the continuing safety of the children.

Name: Sheila Rodriguez **Calling:** Spy
Level: **Nature:**

Pantheon:
God:

NOTES

Watch and Learn ●●●●●●○○○○

Sheila has gotten good at shuffling along slowly past whatever's going on and watching things closely out of the corners of her eyes. Her peripheral vision is excellent, and her hearing is perfect, even for her age. People often speak more loudly than they realize, and are occasionally unguarded about discussing things in public that would be better left for more private places.

A Face in the Crowd ●●●●●●○○○○

A stout, faded, nondescript woman in her middle 40s, Sheila has made a career out of going unnoticed. Speak when you're spoken to. Draw no attention to yourself. And always listen closely.



SHEILA RODRIGUEZ
ORDER AGENT

RELEVANT RELATIONSHIPS

Amanda, Brendan, Susan
Even baby snakes can be dangerous.

Angela and Naomi
Father O'Brien has plans. They won't get out of jail alive.

Father Joshua O'Brien, Confidant
My savior.

Timothy Panaretos
More than he seems.

Joanna Devereaux, Ghost
One down, how many left to go?

Carmen Saavedra, Siren
She gives me the creeps.

Leslie Kiefer, Perfect Teacher
She has no idea what her students are really like.

Name: Carmen Saavedra **Calling:** Spoiled Princess **Pantheon:** Atzlánti
Level: Hero **Nature:** Survivor **God:** Tlazoltéotl



NOTES

Tell Me Everything ●●●●●●○○○○

Carmen has become very good at getting people to tell her their deepest, darkest secrets. She has also gotten very good at using those secrets.

Wheedle ●●●●●●○○○○

What Carmen wants, Carmen gets. Whether the item in question is a new leather jacket, a ride in the Ferrari belonging to that gorgeous guy stopped at the red light or a shopping spree at Macy's, Carmen is usually able to coax, cajole and charm someone into giving it to her.

○○○○○○○○○○



SCION

Name: Leslie Kiefer

Calling: Teacher

Pantheon:

Level:

Nature: Pedagogue

God:

Storyteller ●●●●●○○○○

Leslie excels at making the different cultures and time periods of the past come alive with engaging and fascinating tales. Some of her stories tread perilously close to actual mythology, and Father O'Brien would be livid if he knew she was exposing the children to such things, but he has not found out yet, and she has no idea that such stories are forbidden at the school.

A Shoulder to Cry On ●●●●●○○○○

Leslie's warm and compassionate nature has always been a beacon to her students, grieving for their dead parents and finding it difficult to get used to the routine at the school.

NOTES

SCION



LESLIE KIEFER

PERFECT TEACHER

RELEVANT RELATIONSHIPS

Amanda, Brendan, Susan

The reason I love my job.

Angela and Naomi

Never heard of them.

Father Joshua O'Brien, Confidant

He cuts the paychecks.

Timothy Panaretos

Is he a friend of Father O'Brien?

Joanna Devereaux, Ghost

Never heard of her.

Carmen Saavedra, Siren

Class I want you all to welcome our newest member.

Sheila Rodriguez, Order Agent

She's not very friendly, but she does a wonderful job cleaning the classroom.

SCION

Name: Keith Mulrone

Calling: Watchdog

Pantheon:

Level:

Nature: Cynic

God:

Ain't Sayin' Nothin' ●●●●●○○○○

It's only natural for reporters and nosy busybodies to watch Mulrone work from beyond the perimeter of an arson scene, and they never fail to shout questions at him. Whether offered money by a reporter to learn if the fire started at one spot or many, or something more personally tantalizing like a pretty (if morbid) woman wanting to know how many bodies were dragged out of the old nursing home when it burned, Mulrone has developed a pretty tough streak when it comes to keeping his mouth shut.

On the Trail ●●●●●○○○○

Mulrone has worked at his job for 16 years. He's very good at noticing subtle clues that add up to a conviction. If the Scions can get him to talk, he can reveal a wealth of information about the fire at the school.

NOTES



SCION

Name: Naomi Laughing Crow **Calling:** Great Explorer **Pantheon:** Manitou
Level: Hero **Nature:** Trickster **God:** Raven

ATTRIBUTES

Strength	●●●●●●●●	Charisma	●●●●●●●●	Perception	■●●●●●●●
Dexterity	■●●●●●●●	Manipulation	●●●●●●●●	Intelligence	■●●●●●●●
Stamina	●●●●●●●●	Appearance	■●●●●●●●	Wits	■●●●●●●●

ABILITIES

- Academics (Folklore) ●●●●●
- Animal Ken ●●●●●
- Athletics ●●●●●
- Awareness ●●●●●
- Brawl ●●●●●
- Control ●●●●●
- Craft ●●●●●
- Empathy ●●●●●
- Fortitude ●●●●●
- Integrity ●●●●●
- Melee ●●●●●
- Occult ●●●●●
- Presence ●●●●●
- Stealth ●●●●●
- Survival ●●●●●
- Thrown ●●●●●
- ●●●●●
- ●●●●●
- ●●●●●
- ●●●●●
- ●●●●●

BIRTHRIGHTS

- Bone Hairpipe Breastplate (Relic ●● - Chaos, Armor);
- Raven's-Skull Necklace (Relic ●● - Animal: Raven, Sky);
- Silver and turquoise bracelet (Relic ● - Illusion)

KNACKS

- Cat's Grace, Fool Me Once, Meditative Focus, Opening
- Gambit, Predatory Focus, Self-Healing, Takes One to
- Know One, Untouchable
- Opponent

BOONS

- Animal (Raven) 1-3, Chaos 1-2,
- Illusion 1, Sky 1-3

WEAPONS

- *Clinch*: Acc 3, Dmg 3B, Parry DV -, Speed 6, P
- *Longbow (Daikyu)*: +0 Acc, +3L Dmg, Rng 40, Clip -, Speed 6
- *Unarmed, Heavy*: -1 Acc, +3B Dmg, -2 Defense, Speed 5
- *Unarmed, Light*: +1 Acc, +0B Dmg, +1 Defense, Speed 4

WILLPOWER

●●●●●●●●	●●●●●●●●
□□□□□□□□	□□□□□□□□

LEGEND

●●●●●●●●	●●●●●●●●
●●●●●●●●	●●●●●●●●

Legend Points 9

VIRTUES

- Endurance ●●●●●
- Harmony ●●●●●
- Loyalty ●●●●●
- Valor ●●●●●

HEALTH

0	-1	-1	-2	-2	-4	1
□	□	□	□	□	□	□

NOTES

Soak: 3B/2L/1A
 Armor: Soak: 4B/2L/1A Mobility Penalty: -0 Fatigue: 0
 Dodge DV: 6
 Join Battle: 7
 Other Notes: Naomi's traditional Native American breastplate gives her access to the Chaos Purview as well as acting as armor, providing her with a soak of 4B/2L/1A.

SCION

Name: Brendan Gair **Calling:** Pessimist Ghost Talker **Pantheon:** Tuatha dé Danann
Level: Hero **Nature:** Gamble **God:** Manannán mac Lir

NOTES

Pixy-Led (+ 2 auto successes) ●●●●●●●●
 Brendan is learning the Illusion Purview, thanks to a Relic left behind at the school by a former Scion of Lugh who refused to be brainwashed and was subsequently executed. This Relic allows him to use the Boon Fool's Gold (Illusion ●●●, Manipulation + Art, 2 Legend per item) to create an image of something small and moving – sometimes mundane objects like small cars, but sometimes bizarre and fae-inspired creations. He forms the illusion around small wind-up toys that he's collected and watches teachers, guards or the characters go chasing off after it as the actual animal under the illusion runs away. The source object must be about the same size as the illusory object, and have some other trait in common, such as its shape, color or composition. The item remains disguised for a full scene. Fool's Gold cannot make an item appear as a living creature; nor can it disguise a living creature. It only affects inanimate objects.

Voices from Beyond the Grave ○○○○○○○○○○ (no dice pool necessary) – Not all of the children who came to the school ever left it. Some, too strong-willed to be brainwashed, were disposed of – reluctantly, on O'Brien's part, as he saw the act as a terrible waste even though it was necessary. A Scion that has been tricked into rejecting their parent and then killed because they refused to be turned into a tool to use against their own kind is almost certain to leave an unquiet spirit behind. Brendan's use of the Death Purview allows him to see the ghosts present on the school grounds and he learned very early on just what had happened to them. Although he cannot summon or control the ghosts yet – that would require demigod status – the ghosts speak to him, telling him how they died, and occasionally, they agree to spy on O'Brien and other adults in the school for him.

CÚ FOLA (“BLOODHOUND”), THE TORC OF LUGH (RELIC ●)

This bronze torc consists of three strands of metal braided together, and tipped with finials in the shape of dogs' heads. The torc is green with age, and the ancient ogham inscription, which once read “My fangs will keep you whole” carved into the three strands has been worn down over time.

This Relic allows the wielder to use the Illusion Purview.





AMANDA RASHIDI
 BRENDAN GAIR
 SUSAN RAY

RELEVANT RELATIONSHIPS

Leslie Kiefer, Perfect Teacher
 She means well.

Angela and Naomi
 Who?

Father Joshua O'Brien, Confidant
 Liar!

Timothy Panaretos
 Who?

Joanna Devereaux, Ghost
 Who?

Carmen Saavedra, Siren
 How badly has O'brien pulled the wool over her eyes?

Sheila Rodriguez, Order Agent
 Why is she always watching us?



Name: Susan Ray
Level: Hero

Calling: All-American Girl **Pantheon:** Dodekathemon
Nature: Architect **God:** Apollo

ATTRIBUTES

Strength	●●○○○○○○○○	Charisma	■●●○○○○○○○	Perception	●●○○○○○○○○
Dexterity	■●●○○○○○○○	Manipulation	○○○○○○○○○○	Intelligence	■●●○○○○○○○
Stamina	●●○○○○○○○○	Appearance	■●●○○○○○○○	Wits	●●○○○○○○○○

ABILITIES

- Academics ●●●●○
- Animal Ken (Horses) ●●●●○
- Art (Singing) ●●●●○
- Athletics ●●●●○
- Awareness ●●●●○
- Control (Cars) ●○○○○
- Craft (Girl Scout)
- Camp projects ●●●●○
- Empathy ●●●●○
- Medicine ●○○○○
- Marksmanship ●●●●○
- Occult ●●●●○
- Politics ●○○○○
- Science (Psychology) ●●●●○
- Stealth ●●●●○
- Thrown ●○○○○
-
-
-
-

BIRTHRIGHTS

Sun-Face Necklace (Relic ●●● - Arête [Athletics], Health, Sun)

KNACKS

Charmer, Lasting Impression,
 Monkey Climber, Perfect
 Memory

BOONS

Arête (Athletics) 1, Health 1,
 Sun 1

WEAPONS

Clinch: Acc 3, Dmg 3B, Parry DV -, Speed 6, P
 Unarmed, Heavy: -1 Acc, +3B Dmg, -2 Defense, Speed 5
 Unarmed, Light: +1 Acc, +0B Dmg, +1 Defense, Speed 4
 Longbow (Daikyu): +0 Acc, +3L Dmg, Rng 40, Clip -, Speed 6

WILLPOWER

●●●●●●●●○○○○
 □□□□□□□□□□

LEGEND

●●○○○○○○○○
 Legend Points 4

NOTES

Soak: 2B/1L
 Dodge DV: 4
 Join Battle: 5

Other Notes: Because Susan rejected Apollo when he came to her (thanks to Father O'Brien's "warning"), Susan has only one Birthright: the sun-face necklace he gave to her that gives her access to the Health, Sun and Arête Purviews. His other intended Birthright for her would have been a golden horseshoe that summons one of the Pegasi, because Susan loves horses and has been taking riding lessons since she was five.

VIRTUES

Expression ●●●●○
 Intellect ●●●●○
 Valor ●●○○○
 Vengeance ●○○○○

HEALTH

0 -1 -1 -2 -2 -4 1
 □ □ □ □ □ □ □



ANGELA SWIFT
NAOMI LAUGHING CROW

RELEVANT RELATIONSHIPS

Leslie Kiefer, Perfect Teacher
Weak but good-hearted.

Amanda, Brendan, and Susan
Some of them didn't fall for the lies.

Father Joshua O'Brien, Confidant
The spider at the center of the web.

Timothy Panaretos
Good for some clues.

Joanna Devereaux, Ghost
We will avenge you, sister.

Carmen Saavedra, Siren
We lost another one!

Sheila Rodriguez, Order Agent
[No knowledge]



Name: Angela Swift
Level: Hero

Calling: Court Jester
Nature: Competitor

Pantheon: Dodekatheon
God: Hermes

ATTRIBUTES

Strength	●●●○○○○○○○	Charisma	●●○○○○○○○○○	Perception	●●○○○○○○○○○
Dexterity	●●●●○○○○○○○	Manipulation	●●●○○○○○○○○	Intelligence	●●●○○○○○○○○
Stamina	●●○○○○○○○○○	Appearance	●●○○○○○○○○○	Wits	●●○○○○○○○○○

ABILITIES

- Academics
- (Computers) ●●●●○
- Athletics ●●●●○
- Awareness ●●●●○
- Brawl ●●●○
- Empathy ●●●○
- Fortitude ●○○○
- Investigation ●●○○
- Larceny ●●●●○
- Marksmanship ●●○○
- Melee ●●●○
- Occult ●●●○
- Stealth ●●●○
-
-
-
-
-
-
-

BIRTHRIGHTS

- Compass (Psychomp);
- Dice (Magic);
- Lockpicks (Arête: Larceny);
- Moonsmile (Moon);
- Talaria (Sky)

KNACKS

- Cat's Grace, Fast as Thought,
- Know-It-All, Lightning
- Sprinter, Wireless Interface

BOONS

- Arête (Larceny) 3, Magic 1,
- Moon 3, Psychomp 2-3,
- Sky 1-2

WEAPONS

- Clinch: Acc 3, Dmg 3B, Parry DV -, Spd 6, P
- Unarmed, Heavy: -1 Acc, +3B Dmg, -2 Defense, Spd 5
- Unarmed, Light: +1 Acc, +0B Dmg, +1 Defense, Spd 4
- Moonsmile (Hadseax): +1 Acc, +3L Dmg, +0 Defense, Spd 4
- Peacemaker: +2 Acc, +4L Dmg, Rng 20, Clip 6, Spd 5, Piercing

WILLPOWER

-
-

LEGEND

-
- Legend Points 16

NOTES

Soak: 3B/2L
 Dodge DV: 9
 Join Battle: 6
 Spells: The Unlidded Eye
 Other Notes: Moonsmile, Angela's dagger, is a gift from a Scion of Artemis for whom she did a hugely important favor. It does +1 greater damage than a standard Hadseax, and allows her access to the Moon Purview.

VIRTUES

- Expression ●○○○
- Intellect ●●●○
- Valor ●●○○
- Vengeance ●●●○

HEALTH

- 0 -1 -1 -2 -2 -4 1
- □ □ □ □ □ □



FATHER JOSHUA O'BRIEN
THE CONFIDANT

RELEVANT RELATIONSHIPS

Leslie Kiefer, Perfect Teacher
 Useful tool.

Amanda, Brendan, and Susan
 Hope for the Future.

Angela and Naomi
 Aren't they dead? They will be soon enough.

Timothy Panaretos
 I don't know that name. Shoud I?.

Joanna Devereaux, Ghost
 We killed that heretic.

Carmen Saavedra, Siren
 She'll get settled in here in no time.

Sheila Rodriguez, Order Agent
 Very helpful, if a bit creepy.

Name: Father Joshua O'Brien **Calling:** Redeemer
Level: **Nature:** Fanatic

Pantheon:
God:

ATTRIBUTES

Strength	●●●●●●●●	Charisma	●●●●●●●●	Perception	●●●●●●●●
Dexterity	□□□□□□□□	Manipulation	□□□□□□□□	Intelligence	□□□□□□□□
Stamina	□□□□□□□□	Appearance	□□□□□□□□	Wits	□□□□□□□□

ABILITIES

- Academics ●●●●
- Athletics ●●●●
- Awareness ●●●●
- Brawl ●●●●
- Command ●●●●
- Control (Cars, planes) ●●●●
- Empathy ●●●●
- Fortitude ●●●●
- Investigation ●●●●
- Marksmanship ●●●●
- Medicine ●●●●
- Melee ●●●●
- Occult ●●●●
- Politics ●●●●
- Presence ●●●●
- Science (Psychology) ●●●●
- ○○○○
- ○○○○
- ○○○○
- ○○○○

BIRTHRIGHTS

KNACKS

BOONS

WEAPONS

Clinch: Acc 3, Dmg 3B, Parry DV -, Spd 6, Piercing
Unarmed, Heavy: -1 Acc, +3B Dmg, -2 Defense, Spd 5
Unarmed, Light: +1 Acc, +0B Dmg, +1 Defense, Spd 4
M-16: +0 Acc, +5L Dmg, Rng 150', Clip 30, Spd 5, Piercing
Bayonet (Hadseax): +1 Acc, +2L Dmg, +0 Defense, Spd 4

WILLPOWER

●●●●●●●●○○○○
 □□□□□□□□□□

LEGEND

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 Legend Points

NOTES

Soak: 3B/2L
 Dodge DV: 2
 Join Battle: 5

VIRTUES

○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

HEALTH

0 -1 -1 -2 -2 -4 I
 □ □ □ □ □ □ □



DR. TIMOTHY PANARETOS
SON OF THE DEVIL

RELEVANT RELATIONSHIPS

Father Joshua O'Brien, The Confidant
Ignorant of the real dangers.

Amanda, Brendan, and Susan
Oh, look...lunch.

Leslie Kiefer
Disposable.

Angela and Naomi
Failures, but useful as fall guys.

Joanna Devereaux, Ghost
Ooo! A ghost! How spooky!

Carmen Saavedra, Siren
This should be interesting.

Sheila Rodriguez, Order Agent
I see you, little mouse...



Name: Dr. Timothy Panaretos **Calling:** Psychologist
Level: Hero **Nature:** Libertine

Pantheon: Dodekatheon
God: Pan

ATTRIBUTES

Strength	●●●○○○○○○	Charisma	●●●○○○○○○	Perception	●●○○○○○○○○
Dexterity	●●○○○○○○○○	Manipulation	●●○○○○○○○○	Intelligence	●●○○○○○○○○
Stamina	●○○○○○○○○	Appearance	●○○○○○○○○	Wits	●○○○○○○○○

ABILITIES

- Academics ●●●●
- Art (Music) ●●●●
- Athletics ●●●●
- Awareness ●●●●
- Command ●●●●
- Empathy ●●●●
- Fortitude ●○○○
- Investigation ●○○○
- Larceny ●●●●
- Marksmanship ●●●●
- Melee ●●●●
- Occult ●●●●
- Politics ●●●●
- Presence ●●●●
- Stealth ●●○○
-
-
-
-
-
-

BIRTHRIGHTS

- Goat-Head Pendant (Relic ●●● - Arête: Presence, Health, Chaos),
- Silver Ring (Relic ●● - Magic, Unique One-Dot Power);
- Followers ●● (Church members)

KNACKS

- Advantageous Circumstances, Benefit of the Doubt, Cat's Grace, God's Honest, Monkey Climber, Opening Gambit, Scent the Divine (see p. 7), Solipsistic Well-Being, Subliminal Warning, Takes One to Know One

BOONS

- Arête (Presence) 1-2, Chaos 1-3 (plus alternate 3-dot Boon Murphy's Law; see sidebar), Health 1-3, Magic 1-3

WEAPONS

- Beretta:** +1 Acc, +3L Dmg, Rng 20, Clip 15, Spd 4, Piercing
- Clinch:** Acc 3, Dmg 3B, Parry DV -, Spd 6, P
- Unarmed, Heavy:** -1 Acc, +3B Dmg, -2 Defense, Spd 5
- Unarmed, Light:** +1 Acc, +0B Dmg, +1 Defense, Spd 4
- Xiphos:** Acc +1, +3L, +1 Defense, Spd 4

WILLPOWER

-
-

LEGEND

-
- Legend Points 16

NOTES

Soak: B3/L2/A1 Dodge DV: 6+2 Join Battle: 8
Spells: Ariadne's Thread, The Unlidded Eye, Bona Fortuna, Evil Eye, Deux Ex Machina
Other Notes: The silver ring he wears is inscribed with the word "believe" in Greek script, aside from granting him access to the Magic Purview, it also allows him to control the minds of his most emotionally damaged patients similar to that of the Cheval Boon Horse (Cheval 3). This use costs 2 Legend and 2 Willpower points, and lasts one scene. After it is used, that function will not work again for a week, so Panaretos uses it only when necessary.

VIRTUES

- Ambition ●●○○○
- Malice ●●●○○
- Rapacity ●●●○○
- Zealotry ●●○○○

HEALTH

- 0 -1 -1 -2 -2 -4 1
- □ □ □ □ □ □