

SCION

COMPANION



PART TWO

MANIFESTATION OF ICHOR

Stuck in the dark woods with no sense of where to go next, Yukiko frowned and tried to suppress the rising frustration that threatened to overtake her good judgment. Tommy Li scurried down from the tree that he'd scaled, hanging upside-down for a moment from one of the branches by his feet before he flipped and landed neatly on the ground. Tommy jerked a thumb toward the narrow, bramble-strewn path that the group had followed for hours now.

"Only about another fifty feet," asserted Tommy. "There's a narrow bridge over the river there, and the castle is on the other side, just like the giant said."

Yukiko shook her head. "I hope we're approaching the end of this," she said. She stood and gently brushed the dirt from her traveling pants, when her stomach rumbled. Looking a bit embarrassed, she said, "Perhaps we should be quick about it."

Tommy slipped his sandals back on to his feet and spun his staff in a flourish. "No problem," he said and resumed a serious demeanor for a moment. He turned and, with exaggerated steps, continued along the roadway. After three paces, he let out a whoop and raced toward the bridge at the base of the forested hillside.

For a moment, Yukiko glanced behind her, wishing that Eric were here. The big lug would have simply plowed a path straight through this crazy forest and all of its riddling gnomes and poisonous lake-serpents, she thought. But at least I can enjoy the fresh air. It's a nice change of pace from the city.

As Yukiko reached the base of the hill, she spotted Tommy crouched at the near side of the bridge. In the middle of the bridge sat a woman draped in a long green gown, seated on a wooden stool, with a large harp in front of her. Her hands were on the strings of the harp, which Yukiko took to be a bad sign. The whole situation had an ominous vibe to it.

Suddenly the woman paused, her fingers hovering over the harp strings. Tommy Li glanced over his shoulder at Yukiko and crouched in an odd position, his staff contorted behind his back. The woman spoke.

"Welcome to the caer, travelers," the woman said in ringing tones. "As you have already braved the dark woods, you must know what comes next." She plucked at the harp strings, raising her voice in a high-pitched shriek that vibrated Yukiko's teeth and made Tommy's hair stand on end. Yukiko grimaced and dropped to one knee. She tried to raise the Kusanagi, but even as she lifted the sword, she felt blood pour from her nose as her head pounded. Her vision blurred, and she knew she couldn't register a good strike on the woman. Tommy had shoulder-rolled to one side and was clutching at his ears, trying in vain to block out the pain long enough to get his bearings; even his incredible sense of balance was knocked off-kilter by the blast of sound.

Another staccato noise ripped through the screaming, and the woman's voice ceased. Yukiko pushed herself up off her knees, looking around as tears streamed from her eyes. At the edge of the wood just behind her was Eric, up and about despite the beating he'd taken earlier. Next to Eric was a hard-bitten man in green military fatigues with a cocked cap and a submachine gun. The man jettisoned the clip from his H&K, reloaded and casually pulled a pair of earplugs from his ears.

Eric moved to help Yukiko to her feet. She staggered slightly but caught her balance and noticed that Tommy had already moved onto the bridge to examine the shattered remnants of the harp, as well as the conspicuous lack of a body.

"I thought you were supposed to be getting bed rest," Yukiko said to Eric as she tried to keep her balance with more grace than she felt. "You were...not entirely well."

Eric flashed a smile. "I was getting antsy just resting, so I headed out to pick up some food and made a new friend. I brought him along so we could settle this matter. Yukiko, meet Simon."

Yukiko nodded to the military man with a slight bow. "A pleasure," she said.

In response, Simon doffed his cap, replaced it on his head and took a cigar from one of his coat pockets. "Glad to be of service. No stranger a place than some I've been," he said with a quick glance at the landscape. "Raiding the castle? Rescuing the damsel?"



Tommy returned to the small group. "Something like that," he said, eyeing Simon warily. "Whose interests do you represent, anyway?"

Simon pulled the cigar from his mouth and took out a cutter from his other pocket. With a deft motion, he snipped the end, smiled at Tommy and said, "Free agent. Let's just say that your friend Eric here convinced me in the good name of patriotism—out of my respect for some dead presidents."

Tommy sniffed at the air, looking a bit puzzled. "He's not one of us," Tommy said to Yukiko and Eric. "Isn't this a bit much for a normal person?"

Yukiko and Eric glanced at one another, then at the ruined harp and the submachine gun. "Seems like he knows what he's doing to me,"

said Eric. "No time to argue anyway. We have to get inside the caer before the sun sets, and that's coming in just a few minutes. If it's dark when we're in the courtyard, the sun's gold will fade, the gates will shut and we'll be stuck in this dark wood at night. And I don't have to remind you of what waits in mythic dark woods at night."

Yukiko nodded at Eric's comment. "Right. No more wasting time. Let us go." She jogged across the bridge and started up the path toward the ruin. As the group followed suit, Yukiko overheard Tommy asking Simon, "How'd you think to bring earplugs on a job into another realm?"

The mercenary simply chuckled and replied, "Worked for Odysseus, didn't it?"

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SCION

PART 1: THE TUATHA
DE DANNAN

PART 2: MANIFESTATION
OF ICHOR

PART 3: CELESTIAL
BUREAUCRACY

PART 4: SECRETS OF THE WORLD

SCION: COMPANION



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SCION

MANIFESTATION OF ICHOR

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MANIFESTATION OF ICHOR

THE POWER OF CREATION

So you've decided to play **Scion**, but the power of a hero just isn't enough for your players. Your group wants to enter play as demigods or even as full-fledged Gods! What's a Storyteller to do? Instead of creating a hero character, spending some experience and adding the demigod tem-plate, you can simply use a set number of creation points so that you don't have to shuffle back and forth between several books and pages of math. Creating demigod and God-level characters, then, uses a slightly different set of creation points. The process is the same: follow those familiar steps in Chapter Two of **Scion: Hero**. The number of dots to spend, though, will be a bit different. Plus, you'll use a new system, introduced here, to flesh out some of your character's Fatebindings.

DIVINE FROM THE GET-GO

A new demigod character has presumably had a famous career as a Scion — otherwise, his Legend wouldn't be high enough to become a demigod — and has thus reached the pinnacle of mortal abilities. By the numbers, a starting character with a Legend rating of 4 need only spend 32 experience points (per the table on p. 207 of **Scion: Hero**) to increase his Legend rating and become a demigod. For the vast majority of heroes, though, the road isn't so straight; instead, they proceed from a low Legend score through many trials and tribulations until they arrive, at last, at demigodhood, with several separate increases in power along the way.

Similarly, a God could start as a hero and spend a couple hundred experience points to advance straight to Legend nine and become a full-fledged God. No God would ever survive such a process, though: Without the concomitant Epic Attributes, Knacks and Purviews, the potential God would probably be lunch for some erstwhile beastie.

When you determine your character's Calling, you want to address the various stories that led up to your new demigod or God's Legend score. Assuming that you're part of a Band, your entire group can be involved in these stories. If you're feeling particularly gutsy, you could run them as a sort of prelude, but the whole point of making a starting demigod or God is to avoid going through scores of gaming sessions as a hero. Instead, flesh out each story as a single point of interest: what or who your Band overcame, what lessons they learned, and

perhaps what they gained from it. These notes will provide your Storyteller with ideas for future antagonists. Try to create one story synopsis for each dot of Legend over 2 on your character. That way, you can have the story for how your Scion gained a Legend rating of 3, a story associated with Legend dot 4 and so on. Scions in your Band with lower Legend simply weren't around for some of the stories.

SPEND SOME DOTS

You know you want to: You're itching to spend some dots on your new demigod or God. The question is, how many dots do you spend?

You may notice that the number of dots listed here seems pretty low. In fact, you could build a character who's just like a starting hero with a demigod or God template added on! That's deliberate — you receive your real bonuses on the back end as a big chunk of additional bonus points.

THE STUFF OF LEGEND

Now for the tricky part. Rather than spending bonus points to gain a Legend rating, pick a Legend rating in conjunction with your Storyteller and determine your number of available bonus points based on that rating. The higher your character's Legend rating, the more bonus points you have available to spend; but you also have more potential enemies, Fatebindings and pitfalls that you have to face. The extra bonus points on this table supercede the usual 15 bonus points that you'd gain as a hero; don't take these bonus points and then tack on another 15. Everyone in the Band should have Legend ratings within two points of each other. Otherwise, the high-Legend characters are likely to dominate the game, while the low-Legend characters are left doing clean-up.

Choose your Legend rating *before* you spend your other points. That way, you can meet the various requirements for your Legend, as shown on the table.

Consult the accompanying table for Legend scores and their associated benefits and drawbacks.

Here's how to interpret these cryptic numbers.

Legend indicates the benefits and hindrances you have with that Legend rating as a starting score.

Bonus Points tells you how many bonus points you have to spend. This replaces the usual 15 bonus points for a hero character.

Fatebindings tells you how many permanent Fatebindings your character has. For a low-ranking demigod, you may only have Fatebindings to a few mortals.

STARTING LEGEND BENEFITS

Legend	Bonus Points	Fatebindings	Requirements
5	25	1 mortal	—
6	36	3 mortals	—
7	49	5 mortals, 1 hero/titanspawn	1 Attribute 5+, 1 demigod Boon
8	64	10 mortals, 2 heroes/titanspawn	1 Attribute 5+, 2 demigod Boons
9	81	Many mortals, 5 heroes/titan-spawn or 1 demigod	2 Attributes 5+, 3 demigod Boons
10	100	Many mortals, 10 heroes/titan-spawn, 1 demigod	1 Attribute 6+, 2 other Attributes 5+, 1 God Boon, 3 demigod Boons
11	121	Many mortals and heroes/titan-spawn, 3 demigods, 1 God	1 Attribute 7+, 2 other Attributes 6+, 2 God Boons, 5 demigod Boons
12	144	Many mortals and heroes/titan-spawn, 5 demigods, 3 Gods	1 Attribute 8+, 2 other Attributes 6+, 3 God Boons, 7 demigod Boons

A high-powered God will have Fatebindings to scores of mortals and to other demigods and Gods as well. See the Fatebindings section (p. XX) to create these.

Requirements lists the Attributes and Boon ratings that you *must* purchase in order to have this level of Legend as a starting Scion. This means that some of your dots will be spoken for. If you don't purchase these ratings with your initial dots, you must spend bonus points to acquire them.

ATTRIBUTES

For Attributes, prioritize them as usual (primary, secondary and tertiary). For a demigod, spend ten dots into the primary category, eight into the secondary category and six into the tertiary category. Then, spend an extra three dots in any place that you want. Don't fret — you can always use bonus points to raise them further at a later date. As a demigod, your character's Attributes might rise above 5, but at this stage you may only increase one Attribute over 5. Also remember that if your character has an Attribute higher than 5, you must increase the character's Legend to match.

When spending for God Attributes, your primary, secondary and tertiary categories gain 12 dots, ten dots and eight dots, respectively. Then, spend an extra six dots in any place that you want. At this stage, you may increase up to three of your Attributes above 5, but remember as well that if you go up to the rarefied heights of 10 or more you'll need an associated Legend rating.

ABILITIES

Abilities are much simpler: Spend 30 dots among your various Abilities, as usual, with the same caveat that at least six of those dots spent into Favored Abilities. Since the demigod and God templates don't normally grant bonus Abilities, a freshly-created demigod or God

doesn't get bonus Abilities, either (but you can use bonus points, later, to firm up some areas).

For now, be sure to obey the usual limitation that you can't raise an Ability above a score of 3 at the start.

ADVANTAGES

Characters gain only a limited amount of Birthrights, showered upon them during Visitations. For that reason, demigods receive a fixed 10 dots for their Birthrights and Gods receive 15 dots for Birthrights. Similarly, a demigod gains 20 dots of Epic Knacks and Boons, while a God gains 30 dots, plus the usual free divine dot of Epic Strength, Epic Dexterity, Epic Stamina and Epic Appearance. Since demigods are limited to having one Attribute at a rating of 5 or more, and Gods are limited to having three Attributes at that level, there's a natural ceiling on their Epic Attributes as well. At this character creation stage, demigods can only choose demigod-level Boons from two Purviews, and Gods can only choose God-level Boons from two Purviews. At least one such Purview must be a Favored Purview. This helps to ensure that demigods and Gods have powers commensurate with their divine heritage and that some of their Purviews are still limited to lesser powers (which, presumably, they had as heroes).

VIRTUES

Choose Virtues as normal for a hero-level character (in **Scion: Hero**, p. 99); demigods and Gods who want higher Virtue ratings should spend bonus points on them. Demigods should have one Virtue at a rating of at least 4, and Gods should have one Virtue rating at 5. Keep this in mind when spending bonus points later (since starting Virtues generally don't go above 4 without bonus points).

Your Scion's Willpower is still the sum of her two highest Virtues.



BONUS POINTS

Finally, you get to spend all of those bonus points that you earned from your Legend pick earlier. See the table on p. 101 of *Scion: Hero* for a listing of ways to spend your bonus points.

NO FATE BUT WHAT WE MAKE

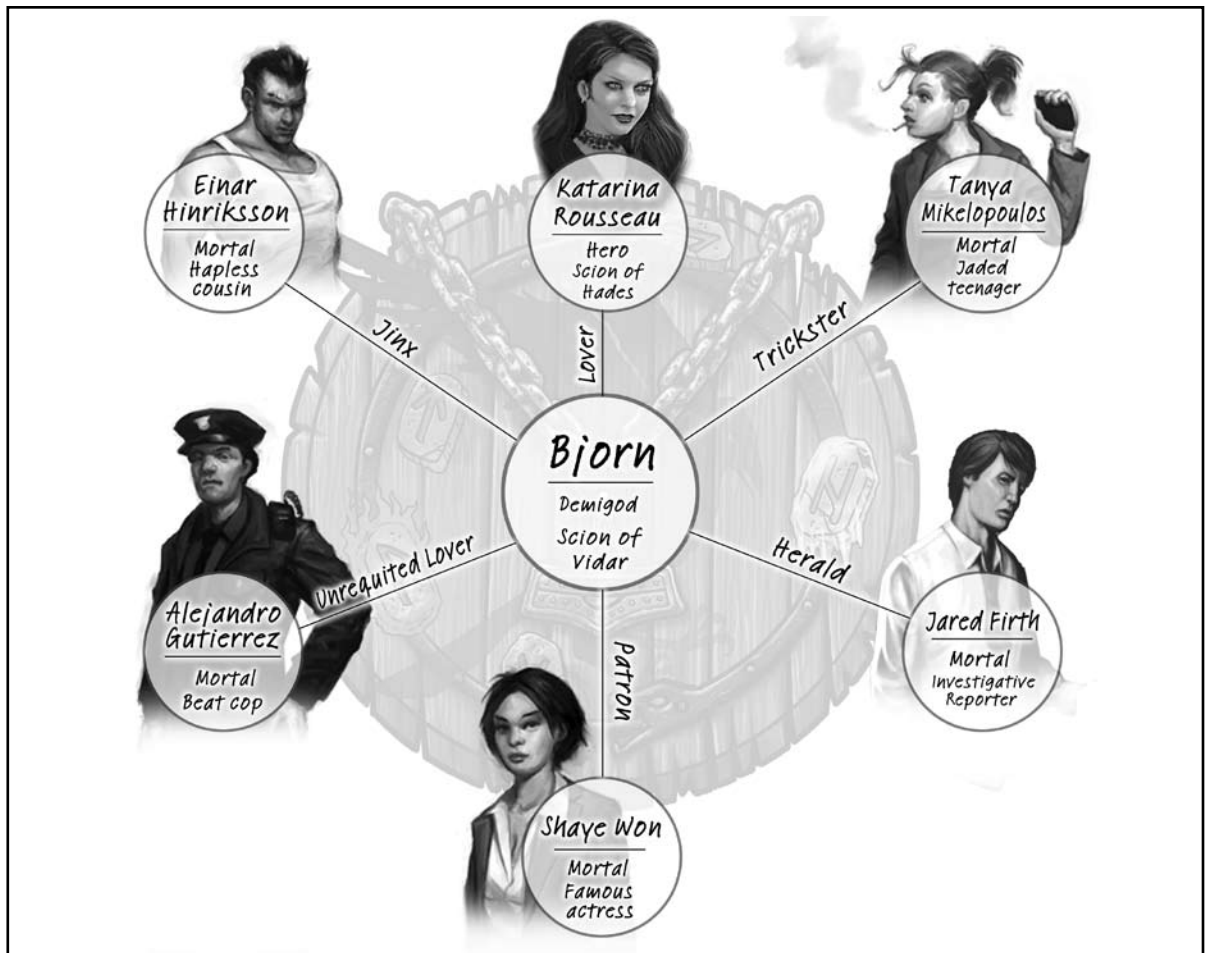
After spending all of those juicy, juicy bonus points, you must develop your character's existing Fatebindings. The Fatebindings provided by the table represent the minimum number of permanent bonds that the Scion has created so far over the course of her career via her actions, magic spells or other uses of Legend.

To determine the sorts of relationships your character has with Fatebindings, you may want to make a relationship chart (especially if your character has a Legend score of 6 or more). Draw a circle and write your Scion's name in the middle. Then draw a circle for each additional Fatebound person. Put Gods close to your character, demigods at the next ring out, heroes beyond that and mortals furthest of all. In each of those circles, write the name of the person. Connect it to your personal circle with a line. Over the line, write the Fatebound role that the person plays (found on pp. 223-225 of *Scion: Hero*). You don't necessarily need to flesh out each individual in entirety, but you and your Storyteller should at least agree on the basics, especially for those who may

come up again, or those who already played a role in one of your previous Legend-defining stories.

When the table says "many," this has a special connotation. Instead of drawing a ring with lots of circles, just leave that circle off of your chart. The Storyteller can choose to introduce a person into a story and declare that the person has a Fatebinding to your character. The Storyteller should tell you this before the game starts, though, so that you at least know that your character will confront an old acquaintance again, and you can have some foreknowledge about the individual.

Example: *David's building a budding new demigod and chooses a Legend rating of 7 with the permission of his Storyteller. He takes a blank page, draws a circle in the center and writes down the name of his character, a Scion of Vidar named Bjorn. Consulting the table for Fatebindings, he notices that he should have five mortals and one hero or titanspawn bound to his character. David places a circle adjacent to Bjorn's, draws a line to Bjorn's circle and notes that it's a hero or titanspawn. He then moves outward slightly and places five more circles in a ring around the two central ones, each with a line connecting it to Bjorn. Since Bjorn's already a demigod, the Storyteller decides that the hero/titanspawn circle will be some sort of unresolved antagonist – someone that Bjorn turned into an enemy during his early adventures as a hero. After a bit of discussion, the two agree that it should be a hero from a different pantheon, and the Storyteller has David*





write down the name Katarina Rousseau. The Storyteller and David agree that she's a Lover, a Scion with whom Bjorn had a brief fling before moving on to greater things. David writes "Lover" over the line connecting Katarina's circle with

Bjorn's. The Storyteller decides that she's a Scion of Hades, one of the rivals of Vidar, which will create some interesting tension next time she runs into Bjorn! They proceed to flesh out the mortal circles in a similar fashion.

NEW KNACKS

Whether hero, demigod or God, the phenomenal prowess of Epic Attributes often forms a solid basis to the more-than-human capabilities of a Scion. What mere mortals find difficult or impossible becomes routine and easy for a Scion with the right Epic Attributes. The Knacks that accompany such Epic Attributes are like the frosting on the cake, but some Scions prefer something a little different. These new Knacks represent some of the capabilities available to Scions that expand the current roster of powers, as well as showcasing a new direction inspired by the less well-represented pantheons.

EPIC STRENGTH

ARMOR CRUSHER

Prerequisite Knack: Holy Rampage (Scion: Hero, p. 126)

The raw power of the Scion's attacks now allows him not only to break through obstacles and walls, but to slam right through armor. The Scion simply channels his legendary might, then uses brute force to shatter enemy defenses and tear through shields, armored plates and vests with ease. While this Knack is active, the Scion's melee attacks all gain the Piercing quality. Activating this Knack costs five points of Legend. Its effects last for one scene.

ONE INCH PUNCH

Prerequisite Knack: Crushing Grip (Scion: Hero, p. 126)

Extrapolated from learning to exert tremendous pressure from all manner of holds and contortions, the Scion develops the ability to put her massive strength to good use on a single, small point. With just a flick of a finger, a jab of an elbow or a headbutt, the Scion delivers the entire force of her Epic Strength. Although this doesn't necessarily change the Scion's unarmed combat style — she still needs to land a strike on an enemy — it's quite intimidating when she can simply poke a building and cause an entire wall to crumble. Similarly, if the Scion is somehow restrained but able to move even a miniscule part of her body, she could (for instance) flick a tiny rock with her toe with enough force to kill a man. While this does not increase the Scion's damage output, it means that even when bound or restricted from moving in some way, the Scion can still bring all of her Epic Strength to bear in an attack. Perhaps she's chained with bindings made from Gleipnir and can't break them, but she can head-butt her assailant. Maybe she is buried in rock and can only move her little finger but can use that to send the boulder on the top of the

heap flying. Her damage output and ability to lift are not impinged in any way when she's forced to rely only on a single limb, a part of her body or a restricted range of motion. Activating this Knack costs three points of Legend. Its effects last for a single application.

TITANIUM TOOLS

While Relics may be made of stern stuff, the usual off-the-shelf "authentic katana" tends to fold like the cheap steel that it is when it connects with something under the force of Epic Strength. With this Knack, any tool or item that the Scion picks up benefits from the same bends and loopholes in the laws of physics that allow Epic Strength to defy both leverage and structural integrity. The Scion could use a wooden board to clobber a thug, or he could ram a flimsy iron fireplace poker right through a wall of concrete with the full force of his Epic Strength. In either case, the tool would remain reasonably intact (albeit with some cosmetic wear). Such guarantees are particularly handy when using an object of questionable strength to beat a titanspawn to death without destroying the item in question (such as a snow globe intended as a present).

Note that Titanium Tools doesn't improve the Hardness or rigidity of an item. A cheap katana can still be snapped in half by an angry titanspawn that decides to target the blade. A limp spaghetti noodle is no better a weapon with this Knack than without. Titanium Tools simply allows the Scion to use objects that might be feasible as weapons under normal circumstances and subject them to the extraordinary effects of his Epic Strength without breaking them, for as long as he wields the object.

EPIC DEXTERITY MICROSCOPIC PRECISION

Typically, a Scion can't manipulate what he can't see or feel. No matter how much Epic Dexterity she has, a Scion just won't be able to touch-solder a microchip when she can't even see the nanoscale connectors. With Microscopic Precision, the Scion's ability to control fine manipulation becomes so highly attenuated that she can manipulate materials on an absurdly small scale. Armed with nothing more than a pair of tweezers and her own tremendously controlled digits, the Scion can separate dust particles, tweeze out bacteria by hand with a microscope or pluck a tiny corrupting titanspawn hair from a wound, all without disturbing anything around the item. Similarly, the Scion can disable an alarm or a bomb just by teasing out the wires by hand, separate out the threads of the Golden Fleece with her fingers and never lose at the game of Operation.

Of course, Microscopic Precision does not equal microscopic vision, so the Scion must still have some way to see what she's manipulating. Equipped with such a tool – or with an Epic Perception Knack of the appropriate sort – she can perform microscale maneuvers more adroitly than the most advanced surgical apparatus.

Such precision requires a good deal of concentration, but if she's willing to use the usual rules for multiple actions, the Scion can try to manipulate a tiny object with precision while defending herself, running or performing some other ridiculous action. Activating this Knack costs one point of Legend. Its effects last for one scene.

OMNIDEXTERITY

The Scion functionally has "two right hands". The Scion can use either hand with equal facility and also suffers no penalties when trying to manipulate an object with his tongue or his toes; even while using some other contorted body part, the Scion suffers only half the usual penalties (rounded down) for the awkwardness of the situation. While the Scion still can't perform something physically impossible (there's no way to fit his calf muscle through the trigger guard of a pistol to fire it, for instance), just about any amount of wiggle room is sufficient for the Scion to manipulate objects in surprising ways. The Scion could hang from a tree branch by his toes (perhaps in emulation of Sun Wukong) or could use his tongue to hold a pair of probes and thereby pick a lock. If the Scion manages to gain new and different natural appendages, say by assuming the form of an octopus via the Animal Purview, then his new appendages also benefit from Omnidexterity. Artificial "appendages," such as a chain or a ruler with a sticky piece of tape on the end, do not gain this benefit, although the Scion could certainly wield such a tool via his hand, foot, mouth or stranger combination of limbs.

SHOT TO THE HEART

Prerequisite Knack: Trick Shooter (Scion: Hero, p. 128)

When fighting against fearsome titanspawn with armored hides, scaly skin or chitinous shells, sometimes a Scion has to aim for a very precise spot. Indeed, it was just such a weak spot that was the downfall of Achilles. Naturally, that sort of precision can be hard to achieve in the heat of battle, especially against a target with a supernaturally impressive defense. With the steady aim provided by Shot to the Heart, though, a Scion never needs to worry about hitting a small patch of exposed flesh, a vulnerable tendon or an eye between blinks – his attacks excel at finding the weak point. While Shot to the Heart is active, the Scion reduces any penalty for attacking a specific weak point by an amount up to his Epic Dexterity score. That is, if a giant turtle-like titanspawn has a weak spot in its soft underbelly, but striking the unarmored area has a difficulty of 5 and the attacking Scion has an Epic Dexterity of 3, then the Scion reduces the difficulty of making such a targeted shot to difficulty 2. Shot to the Heart can't reduce the added difficulty of a targeted shot to less than zero – making an attack on a vital spot is never *easier* than just hitting the damn thing. Also, Shot to the Heart doesn't give the Scion any innate knowledge of *where* a vital spot might be; it just lets him target the spot more effectively if he knows where to find one.

While Shot to the Heart requires a Knack typically used with ranged combat as a prerequisite, this Knack can be used with any of the Scion's attacks. Activating this Knack costs three points of Legend. Its effects last for one scene.

EPIC STAMINA

INVULNERABLE NAIL

Prerequisite Knack: Body Armor (Scion: Demigod, pp. 57-58)

By concentrating all of his phenomenal stamina on a single point of his body, the Scion can make a tiny area nigh-invulnerable. For a second, the Scion's ichor seeps into that small point no larger than a fingernail, and that part of the Scion's body becomes tremendously difficult to damage. The area affected gains a Hardness rating (see **Scion: Hero**, p. 201) equal to the Scion's Epic Stamina. Any attack with fewer damage dice than the Hardness rating simply bounces off with no effect, while an attack with more damage dice loses a number of dice equal to the Hardness rating before the Scion attempts to soak it (as a special extension of Hardness, which normally only applies to inanimate objects).

The real trick lies in positioning this tiny, invulnerable spot to absorb an attack. Normally, a Scion uses his Parry DV to deflect attacks in this fashion. Since the Scion has the Body Armor Knack as a prerequisite, he can already Parry melee attacks. Instead, Invulnerable Nail provides the Scion with a defense against an attack that he can see coming but can't parry, such as when he's held in place by a titanspawn's tentacle and needs to make his forehead momentarily impenetrable to the oncoming needle-tipped appendage that will try to suck out his brain. In such a case, the Scion keeps his full unarmed Parry DV because he can try to deflect the attack at the last moment by anticipating where it will strike and fortifying that part of his body. Similarly, a clever Scion might feign suicide by attacking himself with a mundane weapon and deflecting it at the last minute through the use of this Knack. Activating this Knack costs two points of Legend. It is a reflexive action done in response to an attack.

RAGING BULL

Like the eponymous boxer who just becomes more dangerous after taking a few punches, the Scion turns into a devastating fighting machine once she's wounded. Her body releases adrenalin and more exotic substances, firing her up to greater heights of fury. With this Knack active, the Scion gains *bonuses* from her wounds instead of penalties. Thus, if she's filled in the first four boxes of her health levels, the Scion gains a +2 bonus on all of her appropriate rolls instead of taking the normal -2 penalty. Even if her Epic Stamina would obviate the penalty in whole or in part, she still gains the full bonus. Scions whose Epic Stamina grants them additional health levels count those boxes as having a -4 penalty (and thus a +4 bonus for purposes of this Knack).

Furthermore, every time a Scion using Raging Bull suffers an injury (be it a single level of bashing damage or ten levels of aggravated damage), the player may choose to spend one point of Legend to restore one expended point of Willpower. Activating this Knack costs three points of Legend. Its effects last for one scene.

UNDER PRESSURE

Although the Water Purview can provide protection against the deep pressure of the ocean, and the Earth purview can likewise defend against the crushing weight of being buried, some Scions just don't have the luxury of branching out into multiple Purviews like that — or, worse still, find themselves in the awkward position of being stuck in a Titan's gullet, a hyperbaric chamber or an otherworldly place of super-thick atmosphere. Fortunately, a Scion with this Knack need not fear the punishment of changes in pressure or atmosphere. While the Scion must still breathe, she doesn't have to worry about the bends, explosive decompression or the crushing force of a deep undersea trench. Her body naturally and instinctively adjusts to account for all changes in pressure.

Under Pressure can't protect a Scion against bruising and crushing damage: If she's stuck in the aforementioned Titanic gullet, she'll have to use other abilities to deal with the digestive action and the acid. She won't, however, have to worry about suddenly being crushed when submerged deep in that same pool of stomach acid.

EPIC CHARISMA

BLAME JAMES

Prerequisite Knack: Boys Will Be Boys (Scion: God, p. 68)

Some Scions are just too likable to take the heat. When the Scion invokes Boys Will Be Boys in order to calm the anger of an authority figure after a disaster, the player can choose to spend two additional Legend points and invoke Blame James as well. Then, the Scion just glances at someone else, makes a brief comment about "Well, it wasn't my idea..." or somehow gives the impression that the narrowly-averted trouble was the result of someone else's malfeasance. So impressive is the Scion's demeanor that the disciplinary authority figure becomes convinced that the named individual had *something* to do with the event, and is in *some* way culpable. This Knack only functions if the use of Boys Will Be Boys also functioned; if that attempt fails, then this Knack also fails, although the Legend points are still spent.

INSTANT SEMINAR

Prerequisite Knack: Inspirational Figure (Scion: Hero, p. 130)

The Scion expands his ability to influence groups of people by making any topic, no matter how convoluted or mundane, seem interesting, gripping and of crucial importance. The Scion must spend at least a minute lecturing to a crowd on a particular topic. The Scion's player then spends two points of Legend and rolls (Charisma +



Presence + Legend). For each success scored, one person in the crowd gains temporary use of a Scion's Ability score. The Scion can perform this quick instruction for any one Ability, but everyone in the crowd hears the same speech and therefore can potentially benefit from the same Ability. For the rest of the scene, those affected by this power may choose to use the Scion's Ability in place of their own.

Heroes can only allow a beneficiary to gain a maximum of three temporary dots in an Ability this way. Demigods can grant up to four dots, while Gods can grant up to five. Such a trick is very useful for turning a disorganized mob into deadly streetfighters (Brawl), creating a temporary squad of EMTs to deal with a disaster (Medicine) or getting the help of a group of inexperienced people in a large construction project, like the pyramids (Craft). Using this Knack does not in any way lower or use up the invoking Scion's own Ability.

The Scion can use this Knack only once per scene.

PARAGON OF VIRTUE

Prerequisite Knack: Inspirational Figure (Scion: Hero, p. 130)

The Scion spends a minute giving a brief inspirational speech, then charges ahead into the fray (be it fighting titanspawn or heading to the lab to find a last-ditch cure for a Titan-created plague). The Scion's player spends two points of Legend and rolls (Charisma + Command + Legend). For each success scored, one person in the crowd becomes fired up with the Scion's Virtue. The mortal listener gains one dot in a Virtue that the Scion possesses – whichever one the provided speech was about. This can lead mortals into all the benefits and pitfalls of having a Virtue rating. Every listener gains the same Virtue. A Scion could choose to give a Virtue that won't have any direct benefit on an upcoming action, if they so desire.

The Scion can use this Knack only once per scene.

EPIC MANIPULATION

DEPROGRAMMING

Prerequisite Knack: Takes One to Know One (Scion: Hero, p. 132); possibly others (see text)

Usually, mortals and even other Scions who've been influenced by Epic Charisma or Epic Manipulation go about their business blissfully unaware that they've been duped. With a few well-chosen words to reinforce the subject's awareness of the situation, though, a Scion with this Knack can help people snap out of the unnatural influence of others. The player spends Legend equal to the cost of the power being countered plus one (plus an additional three Legend for every point of Willpower spent on the power being countered), then rolls (Manipulation + Presence + Legend). If the player rolls more successes than the original command, the subject immediately snaps out of it and realizes that he didn't want to do whatever it is that he was compelled to do. If the original power didn't require a roll to succeed (like Overt Order), then the Scion's player must simply score a number of successes equal to the original commander's (Manipulation + Command + Legend).

In order to countermand a specific Epic Charisma or Epic Manipulation Knack, the Scion using Deprogramming must also know the Knack being used. That is, using Deprogramming to stop Overt Order requires that the Scion performing the countermand must also know Overt Order. Using this Knack in combat can be tricky: Typically, the Scion will want to wait (perhaps taking a Guard action) and then interrupt when needed.

NOT THE FACE

The Scion makes a simple wince, throws up his hands, shrieks for mercy or somehow shows that he's just not quite ready to take an incoming blow. As a result, the attacker hesitates for the briefest instant,

perhaps long enough for the Scion to escape or for a friend of his to land a telling blow instead. As a response to an incoming attack, the Scion's player spends one point of Legend and rolls (Manipulation + Empathy + Legend) against the opponent's (Willpower + Integrity + Legend). If the player wins, then the attacker hesitates for the barest instant, and his attack delays to the next tick. Naturally, the attacker must be able to see the Scion in order for this trick to work, and the Scion must know that the attack is coming, as well. The Scion can use this Knack only once per scene.

RETURN TO SENDER

Prerequisite Knack: Overt Order (Scion: Hero, pp. 131-132)

Sometimes, when you send a minion off to do your bidding, you want that minion to come back for more work. At the very least, you want to know if the minion was killed in the attempt. With Return to Sender, the Scion prompts someone to return immediately to her after performing a task delegated with Epic Manipulation. The player spends an additional point of Legend to activate this power when using any other Epic Manipulation Knack to force a subject to take an action. Immediately after performing the order, the commanded subject will attempt to return to the Scion by the most convenient means possible, although not at the expense of his own safety. If the initial command fails, then Return to Sender has no effect, but the Legend point is still expended.

EPIC APPEARANCE

DO NOT WANT

Prerequisite Knack: Dreadful Mien (Scion: Hero, p. 133)

The rotting flesh, slimy tentacles, flayed skin and protruding bones of various Gods are the divine way of saying "Don't touch." Scions who truly exercise their creepiness become so repulsive that their enemies don't want to touch them or even look at them, even in battle. (People this ugly rarely have friends, anyway). To activate Do Not Want, the Scion's player expends three Legend points, then rolls (Appearance + Presence + Legend). Whenever someone first tries to attack or lay hands on the Scion, the aggressor's player must roll (Willpower + Integrity + Legend). If the attacker scores more successes than the Scion's player, his character's actions proceed as normal. If he scores fewer successes than the Scion, then the difference becomes a bonus to the Scion's DV against the attacker. This bonus persists for the rest of the scene. For example, if the Scion's player scores 6 successes on the (Appearance + Presence + Legend) roll and an attacker only manages to eke out 3 successes on his (Willpower + Integrity + Legend) roll, then the Scion gains a +3 bonus to DV against that attacker for the rest of the scene. This benefit applies against everyone who tries to take action against the Scion for the rest of the scene, though each attacker makes a separate resistance roll. (For the sake of

sanity, the Storyteller might wish to roll once and apply a blanket penalty for large groups of extras.)

Scions whose Epic Appearance represents divine beauty cannot use this Knack. Also, it doesn't work on ugly Scions with more dots of Epic Appearance than the one using the Knack.

MEET ME BACKSTAGE

Prerequisite Knack: Come Hither (Scion: Hero, p. 133)

Better than simply drawing someone to his side, a Scion with this Knack can give a meaningful glance, a casual wave or a whispered hint and cause a subject to go somewhere at the Scion's discretion. The star-struck victim tries to move to a nearby room, balcony, Jacuzzi or other spot as instructed, in hopes that the Scion will soon arrive. The power of the Knack does all of the convincing. The Scion's player simply spends one Legend point and picks a single recipient, as with the Come Hither Knack. As usual, the intended recipient must be able to see an image of the Scion, must understand that the message is for her and must have a reasonable idea of how to find him.

Meet Me Backstage doesn't interrupt a subject's self-preservation any more than Come Hither does: While the subject makes all due haste to reach the appointed meeting place, "due haste" doesn't mean "die along the way." Nevertheless, this Knack is excellent for discreet rendezvous as well as setting up a poor sap for a beat-down party.

Scions whose Epic Appearance represents divine ugliness cannot use this Knack. Also, it doesn't work on beautiful Scions with more dots of Epic Appearance than the one using the Knack.

VISAGE GREAT AND TERRIBLE

Scions of Hel are almost always awesomely hideous, while Scions of Aphrodite are generally phenomenally attractive. With this Knack, though, a Scion can have the best of both worlds. Once a Scion chooses this Knack, she can shift her Epic Appearance from hideous to beautiful at will. The player simply expends the requisite Legend cost and the Scion's mien transforms. In either form, she is still recognizable as herself; she cannot use this Knack to change her appearance, unless she also has a Knack like Detail Variation from p. 71 of Scion: God. However, she can change from an elegant, refined woman to a vengeful, nerve-wracking hag in the blink of an eye. Once she transforms thusly, her range of available Epic Appearance Knacks shifts as appropriate. While beautiful, then, the Scion can invoke all of her known Epic Appearance Knacks that rely on great beauty; while hideous, she can invoke any of her Epic Appearance Knacks that require a monstrous countenance.

Once a Scion learns this Knack, she can freely purchase any Epic Appearance Knack that would normally require incredible beauty or incredible monstrosity. She can only use the Knacks appropriate to the form that she currently bears, though.

Activating this Knack costs three points of Legend. The Scion remains in her switched state until she decides to activate the Knack again. (Indeed, both of them are her “natural” state; she simply has the ability to swap between them as desired.)

EPIC PERCEPTION IN YOUR DREAMS

Prerequisite Knack: Subliminal Warning (**Scion: Hero**, p. 134)

Even the best senses are of no use to a Scion who’s asleep. While some Scions get around this by developing enough Epic Stamina to no longer *need* sleep, other Scions prefer a different approach — one that also has the advantage of working while unconscious, regardless of whether it’s sleep-induced or trauma-induced. As the Scion slips into a comatose state, she leaves a bit of her mind attuned to her godly senses, and her subconscious mind remains aware of what goes on around her while she is out cold.

With In Your Dreams, the Scion generally doesn’t see anything (since most people don’t sleep with their eyes open), but she retains everything that she hears, feels, tastes and smells while asleep. When she awakens, she can access her memories of all that happened around her, just as if she had been lying there feigning slumber. This is greatly enhanced if she also has the Perfect Memory Epic Intelligence Knack (**Scion: Hero**, pp. 135-136).

Activating this Knack costs one point of Legend. Its effects last as long as the Scion remains asleep or unconscious. The player can activate this Knack as a reflexive action if some power or injury renders the Scion comatose.

REAL MCCOY

The Scion’s keen senses allow him to determine when he’s dealing with a creature that has been shapeshifted or a being that has chosen to take on a different form.

By spending one point of Legend, the player enables the Scion to discern when any creature that he can sense is actually in a form that is not its default shape. This could be due to a Scion using the Animal Purview to assume an animal form or perhaps the result of a spell, like Circe’s transformative powers (presented in **Scion: Demigod**, pp. 237-8). The Scion doesn’t necessarily know what the creature’s normal form should be, just that it’s been changed somehow into something different. Of note is the fact that this Knack doesn’t detect illusions: It only determines when a person or creature has physically transformed into something else.

SCENT THE DIVINE

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

PANTHEON

SCENT AND POSSIBLE SOUND

Aesir	Burning amber, with a snap of electricity
Amatsukami	Cherry blossoms, with a roaring wave
Atlantis	Ice, with no sound
Atzlánti	Fresh blood, accompanied by the sound of a heartbeat
Celestial Bureaucracy	Ink and old paper, with a sound of rustling silk
Devatas	Incense, with a low humming
Dodekathion	Olives in hot air, with a murmuring crowd
Loa	Rum and tobacco, with a drumbeat
Pesedjet	Dry dust and sand, with a sound of wind
Tuatha Dé Dannan	Fresh grass and clover, with a sound of creaking wood

I CAN SENSE YOU, HIGHLANDER

At the Storyteller's option, you might want to give *all* Scions the Scent the Divine Knack for free and let it be activated at all times. That way, Scions can always tell when they meet other Scions. There's no fooling someone by hiding in a crowd or pretending to be mortal — blood calls to blood, and ichor calls to ichor. This is a good way to make sure that the Band gets together even if their divine parentage doesn't help out, but it also provides them with the drawback that they'll always be spotted by their enemies well in advance.

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.

EPIC INTELLIGENCE AXIOM

After running into ambushes featuring no less than two dozen animated sand-golems with stone hearts, a Scion begins to wonder if there's some sort of pattern behind the attacks. The logical mind of a Scion with Epic Intelligence puts those patterns together and determines some viable conclusion. Once the sand-golems have been defeated, for instance, the Scion might theorize that since they are all made from sand, their creator must reside somewhere with a surfeit of sand — some desert. Normal people create theories like this all the time, but Scions with this Knack create theories that are *correct*.

The Scion's player spends three points of Legend and rolls (Intelligence + appropriate Ability + Legend). The Ability used will depend upon the axiom in question: Deriving a scientific fact about something uses Science, while relying on observed clues to deduce a suspect uses Investigation. The Scion must then state the axiom clearly, such as "I deduce from the presence of so much sand in these golems that the creator must reside within a desert," or "The constant attacks by ninja imply that our enemy must be related somehow to the Amatsukami." If the player's roll succeeds, the Storyteller will respond with "true," meaning that the Scion's claim is known to be true; "false," meaning that the claim is known to be false; or "incorrect," meaning

that the Scion has proceeded from a false assumption (perhaps forgetting that the ambushing ninja were all clones of Jean-Claude van Damme).

If the Storyteller had already planned out that element of the adventure, then the player learns what the Storyteller had in mind by virtue of the power; if the Storyteller had left the element undecided, then his answer to the player's Axiom essentially enforces how that part of the story will unfold. The Scion logically knows exactly what to expect, and she knows immediately if her best guess is right, wrong, or founded on a mistake that she made.

The difficulty of the roll depends upon the scope of the statement. Nailing down a simple fact, such as "All of these attackers use cheap guns, so their boss must be poor," has a low difficulty (1-5). Nailing down a more wide-ranging fact, such as "Despite their varied forms, all of these titanspawn are all susceptible to silver, so we should prepare to use the powers of the Moon against them," has a moderate difficulty (6-15). Facts that affect the Overworld or Underworld, or that nail down specifics with exacting detail, are severely difficult (25+). The difference between a normal deduction and a fact nailed down with Axiom is that the Scion's stated fact (if confirmed by the Storyteller) is known to be right. Essentially, the Scion's player states something that will be true or will be false about the rest of the story. The Scion can use this Knack only once per scene.

CONCEPT TO EXECUTION

Prerequisite Knacks: Fast Learner (Scion: Hero, p. 135), Star Pupil (Scion: Demigod, p. 65)

Ancient Gods with a particular joy for creation, such as Ptah and Hephaestus, often delight in unleashing strange scientific devices on an unsuspecting populace (or Scion). Scions who turn their prodigious intellect to the construction of curiosities often try to find ways to make useful tools, entertaining toys or devious traps. All three are possible for the mind capable of taking an idea from concept to execution. With Epic Intelligence and the Craft and Science Abilities, a Scion can manufacture a wide range of items, but this Knack enables the Scion to build uncanny devices that defy conventional reason or function.

Gadgets created by Scions have three primary possible functions:

Replace another item's function: For instance, creating a quick repair for a broken carburetor, using an aluminum can and a bicycle tube. Such a fix can temporarily restore function to a "mundane" (non-magical) item, such as a car, a computer or an orbital shuttle.

Temporarily replace a Relic: The Scion can use his innate knowledge of design and creation to make an object that can substitute for a missing or damaged Relic. The replacement allows its wielder to access one Purview that the original missing or damaged Relic normally provided. Replacement Relics require the creating Scion to imbue the item with a bit of ichor as power, which

SUGGESTED ITEM CREATION DIFFICULTY MODIFIERS

Size Modifier

Item is larger than a breadbox or smaller than a car key: +3

Item is larger than a person or smaller than a thumbtack: +5

Item is larger than a car or smaller than a grain of rice: +10

Item is larger than a battleship or microscopic: +15

Complexity Modifier

Item has many moving parts: +3

Item has many *intricate* moving parts: +5

Item uses electricity: +10

Item uses microcircuitry: +15

Dramatic Modifier

Item has only a peripheral relation to the story: +3

Item has no relation to the story: +5

Item runs counter to part of story, theme or plot: +10

means suffering a level of lethal damage (with no soak) in order to bleed out some ichor to fuel the item.

Perform a specialized new function: The Scion creates a device with functions not found among the more “common” tools of the World. The Golden Servant of Hephaestus (**Scion: Demigod**, pp. 228-229) would be an example of this.

As a general principle, items that replace another item’s function or temporarily replace a Relic are temporary. The Scion’s player spends five points of Legend and rolls (Intelligence + Craft + Legend). The difficulty depends upon the object, as shown in the accompanying table. This is an extended task of the Miscellaneous type, so it can be done in the midst of combat as the Scion theorizes, tears apart available materials and comes up with a solution on the fly. The temporary component functions for one use or (if the crafting Scion’s player spends a point of Willpower) for the rest of the scene.

Specialized new items rely on the Scion exploiting (or writing) new scientific principles. Creation of such devices can take months or years of time; the extended test uses (Intelligence + Science + Legend) to theorize the item, then (Intelligence + Craft + Legend) to build it. The difficulty for such a task typically begins at 35, and can increase due to object size and complexity (as well as how relevant it is to the story at hand; see the sidebar for some suggestions). If the item performs some otherwise impossible task or would radically change day-to-day life for the common man – cheap, clean fusion power, flying cars starting at \$100, an algorithm that proves that $P = NP$ – the base difficulty ranges from 50 to 100, and the task can only be completed by a God.

Thanks to the interference of Fate, any object that would completely hamstring a dramatic moment or reshape the cosmic order is simply beyond the magnitude of capabilities for even a God with this Knack. Also, the Scion must have some sort of tools or materials to work with. Trapped in the Mojave, the Scion can’t make a moisture condenser out of sand, but in a junkyard, the Scion could construct a miniature tank.

TACTICAL PLANNING

Usually, personal combat relies heavily on quick thinking and razor-sharp timing. A Scion with the Tactical Planning Knack, though, thinks three moves ahead of everyone else on the battlefield. With her excellent command of the battle situation and her prepared contingency plans, she’s able to react by using a previously-developed script instead of falling back on reflexes. As long as she isn’t surprised, the Scion can choose to substitute her Intelligence score (including Epic Intelligence) for her Wits when making Join Battle rolls.

EPIC WITS

ADAPTIVE FIGHTING

By registering how an opponent defends, the Scion gains insight into how to launch a successful attack. The Scion’s Epic Wits allow him to adjust his offense immediately after failing to touch an enemy. After missing an opponent with an attack, the Scion’s player spends one point of Legend. On the Scion’s next attack against that same opponent, the player adds his character’s Epic Wits as extra dice on the attack roll, to a maximum of +3. For demigods, the player may spend two points of Legend to increase the bonus to a maximum of +6, and for Gods, the player may spend

three points of Legend to increase the bonus to the character's full Epic Wits rating with no maximum. If this attack misses or if the Scion chooses not to attack again, then the bonus is lost.

BETWEEN THE TICKS

Prerequisite Knack: Opening Gambit (Scion: Hero, p. 136)

Instead of finishing an action with panache or waiting for the right moment in a battle, the Scion *makes* the right moment. Normally, a Scion can't interrupt any action but Aim and Guard. With this Knack, the Scion instead executes a perfectly-timed maneuver with split-second reactions and moves on to her next trick. The Scion's player can activate this Knack at a cost of three Legend points to interrupt after any action, effectively letting the Scion take another action before the requisite

number of ticks have passed. The Scion can use this Knack only once per scene.

DON'T READ THE MANUAL

The Scion sizes up a single item and then puts together an intuitive judgment of how to use it. No matter how complex the item, the Scion can grasp at least the rudiments of its functions. After spending a single point of Legend, the Scion can use the item for the rest of the scene as if the character had one dot in the appropriate Ability. The Scion could, for instance, glance at the controls of a stealth bomber, then intuitively figure out how to get it off the ground (or land it) as if she had one dot in the Control (Jet Aircraft) Ability. Similarly, a noncombatant could pick up a weapon and fight with it as if she had one dot of the Melee Ability. This Knack has no effect if the Scion already possesses the requisite skill.

NEW BIRTHRIGHTS

The Creatures, Followers, Guides and Relics provided in this section provides some new ideas that you can spin to create your own additions to your story. Rather than just putting down some more monsters with statistics, these samples each hinge on a particular idea that may be divergent from the usual core Scion game, and so they let you introduce a few twists to the regular cast of critters and magic items that populate the World (and places beyond).

NEW CREATURES

KERIT (CREATURE ●●●)

At home in eastern Africa, the kerit looks at first glance like a strangely-stooped small bear. With brown fur and a shambling gait, it seems to be little more than another nighttime omnivore, right up until it leaps over a fence, grabs a screaming victim in its front paws and proceeds to run on its remaining four back legs before it clambers up a large tree to feast on the victim's head.

Since the kerit is a nocturnal beast with dark fur and a certain amount of animal cunning, it is rarely seen by hunters or safari-goers. Nevertheless, people living in the rural bush of Africa continue to relate stories of the kerit, of its tendency to sit on thick tree-branches and lean down to lop off the tops of travelers' heads, and of its ability to sneak into pens and steal away herd animals. The kerit is slightly smaller than a brown bear, perhaps weighing in at 1,000 to 2,000 pounds, but it makes up for this smaller mass with its startling speed and agility (in part because it has six legs).

For a Scion, the kerit is an appropriate companion for the Loa and Pesedjet pantheons. The kerit is most common as a pet for Scions associated with the Darkness purview.

Attributes: Strength 6, Dexterity 3, Stamina 6; Charisma 0, Manipulation 0, Appearance 2; Perception 3, Intelligence 2, Wits 3

Virtues: Harmony 3, Order 2, Piety 2, Vengeance 3

Abilities: Athletics 4, Awareness 2, Brawl 3, Fortitude 2, Integrity 2, Presence 1, Stealth 4, Survival 4

Supernatural Powers:

Epic Attributes: Epic Dexterity 1 (Monkey Climber)

Join Battle: 5

Attacks:

Bite: Accuracy 7, Damage 7L, Parry DV —, Speed 4

Claw: Accuracy 6, Damage 6L, Parry DV —, Speed 5

Clinch: Accuracy 6, Damage 7B, Parry DV —, Speed 6, P

Soak: 3L/6B

Health Levels: -0/-0/-1/-1/-1/-2/-2/-4/Incap.

Dodge DV: 4 **Willpower:** 4

Legend: 1 **Legend Points:** 1

MUSHHUSHSHU (CREATURE ●●)

The mushhushshu is distantly related to the dragons of many pantheons, and has an ancient past: It served as the regal mount for the Gods of the Sumerian pantheon (now likely deceased, or at least in a great deal of trouble). The mushhushshu adorns the Ishtar Gate of ancient Babylon in many bright pictorials, showing it as a four-legged beast about the size of a rhinoceros, with yellow-orange lizard-like scales, a sinuous neck, a stubby tail and a frill behind the elongated jaw.

Since the mushhushshu hails from a pantheon that is now all but extinct, it is a creature rarely seen even among Scions. Gods from other pantheons, especially the Pesedjet and the Dodekathion, occasionally pop up with a mushhushshu for a stalwart young Hero, although they usually confine their comments about it to "keep it out of the cold and make sure it doesn't eat your friends."

Despite its large stature, the mushhushshu is not a terrific combatant. It's also about as smart as one can

expect of a lizard. It does, however, provide a wonderful means of transport, because the mushhushshu are extremely blasé around supernatural occurrences. Whether running up the stairwell of an Aztec pyramid, chasing through the Dark Forest of Norse legend or swimming across a sea of blood in the Underworld, the mushhushshu will serve as a mount under nearly any conditions, never complaining or balking. It can't fly, but thanks to its large size it can easily carry a small Band of Scions on its back – particularly important when crossing dangerous territory with wounded companions.

Left to forage, a mushhushshu will feast upon small birds, rodents and mammals. It can depopulate a fairly large area of squirrels in a short time. Usually, the mushhushshu comes with a special Relic • urn in which it can be stored as a cloud of smoke when it's not needed, although on at least one occasion Sobek "gifted" one of his children with a mushhushshu and no way to stable it.

Attributes: Strength 7, Dexterity 2, Stamina 5; Charisma 0, Manipulation 0, Appearance 1; Perception 2, Intelligence 1, Wits 1

Virtues: Conviction 1, Courage 3, Duty 3, Loyalty 3

Abilities: Athletics 3, Awareness 2, Brawl 2, Integrity 1, Survival 2

Supernatural Powers:

Epic Attributes: Epic Strength 1 (Uplifting Might), Epic Stamina 1 (Holy Fortitude)

Join Battle: 3

Attacks:

Bite: Accuracy 5, Damage 8L, Parry DV –, Speed 5
Soak: 2L/5B

Health Levels: -0/-0/-1/-1/-1/-2/-2/-4/Incap.

Dodge DV: 3 **Willpower:** 3

Legend: 1 **Legend Points:** 1

THUNDERBIRD (CREATURE ●●●●)

The tremendous thunderbird is depicted on totem poles in the American Northwest, where folk legends pass down stories of the condor-like creature so large and majestic that its wings flap to create thunder and its flashing eyes manifest lightning. The terrible cry of the thunderbird can shake the mountains and cause avalanches. A thunderbird is so massive that it hunts whales out in the ocean, bringing them back with its great talons and tearing them open with its curved beak.

A thunderbird appears as an enormous bird with dark feathers, an arched beak, an angular head and extremely sharp talons. While it is not an especially intelligent creature, it is a fearsome hunter, and it has



a propensity for lifting its prey high into the air before dropping it and scavenging the remains.

The thunderbird comes from Northwestern American mythology, but the legend of a great bird could also apply to the roc from Arabian stories or the Peng from Chinese myths. Any Scion could conceivably take a thunderbird as a Creature, particularly after finding a way to cause the bird to imprint to him (perhaps by raising it from an egg or using the Animal Purview). The thunderbird is a natural enemy of the kongamato (**Scion: Demigod**, pp. 263-265), which is a Titan-corrupted, reptilian mockery of the thunderbird's true majesty.

Attributes: Strength 7, Dexterity 4, Stamina 7; Charisma 0, Manipulation 0, Appearance 5; Perception 5, Intelligence 1, Wits 4

Virtues: Courage 3, Endurance 4, Loyalty 2, Vengeance 2

Abilities: Athletics 4, Awareness 3, Brawl 3, Fortitude 4, Integrity 2, Presence 2, Survival 3

Supernatural Powers:

Epic Attributes: Epic Strength 2 (Holy Rampage, Uplifting Might), Epic Stamina 1 (Holy Fortitude)

Thunder and Lightning: A thunderbird gains the benefits of the Storm Augmentation Boon (Sky •••, in **Scion: Hero** pp. 146-147) on all of its unarmed strikes at no cost.

Join Battle: 7

Attacks:

Bite: Accuracy 8, Damage 8L, Parry DV 4, Speed 5

Clinch: Accuracy 7, Damage 8B, Parry DV —, Speed 6

Soak: 1A/5L/8B

Health Levels: -0/-0/-0/-1/-1/-1/-2/-2/-2/-4/Incap

Dodge DV: 5 **Willpower:** 5

Legend: 3 **Legend Points:** 9

Other Notes: A thunderbird's favored tactic is to stun an opponent with its Storm Augmentation, then grab the prey, draw it high into the air and drop it. See the rules for falling damage in **Scion: Hero**, pp. 180-181.

NEW FOLLOWERS

ANAUŠA (FOLLOWERS ••• TO •••••)

With membership fixed at 10,000 men (described in detail by Herodotus), the Anauša — the Persian Immortals — comprised a shock force of tremendous size for the ancient world. Despite their limited technology, the Immortals exhibit excellent organization for their day. Stories say that whenever one fell in battle or to illness, a reserve was called up so that their ranks would always be 10,000 strong. Of that number, 9,000 would carry spears adorned with silver pomegranates, while the outer rank consisted of 1,000 with gold pomegranates on their spears. Every gold pomegranate was the sign of a veteran; by putting the veterans on the outer ranks, the Immortals helped to control and direct the less-

experienced green troops, thereby improving morale and holding ranks together. Immortals served both as heavy infantry and as the special Imperial guard, a dual role that highlighted the Emperor's extreme importance as well as providing a boost in prestige that guaranteed that every Immortal fought to uphold the honor and discipline of the unit.

After the eventual demise of the Achaemenid dynasty at the hands of Alexander the Great, the Immortals ceased to function as a historical unit, but the name lived on. Various royal guards, up to and including the Iranian Imperial Guard in the 1970s, claimed the moniker of "Immortals" to tie their fates (and Fates) to that legend (and Legend). In that sense, the Anauša are much like the einherjar: Everyone who has died under their banner will now be immortal and will fight when called.

Without a pantheon to support them, though, the Anauša are in the position of being a mercenary force. They'll work for whoever can pay them; that payment, however, is in Legend. Scions have Legend in abundance, and by calling on the Immortals for aid, Scions and the Immortals can tie their respective Legends together. As the Scion performs great deeds, the Immortals reinforce their reputation. Soon, some other army or guard will call itself the Immortals, and the myth will grow.

In order to call upon the Immortals, the Scion must offer a point of Legend as payment. The troops spring forth from the Earth fully-formed and armed. Anauša function like experienced soldiers (in **Scion: Hero**, p. 283). When armed only with spears, shields and light leather armor, they count as a unit of five experienced soldiers (Followers •••). More dots in Followers can increase the number or can upgrade to more recent Immortals, such as the Iranian Imperial Guard (complete with modern weapons). Since the dissolution of the Shah's regime, though, no new Immortals have joined the ranks (likely for the same reason that the einherjar have no new recruits).

Unlike the einherjar, the Immortals automatically replace their losses each time they're summoned; the summoning Scion doesn't need to offer them any sort of food and drink. Also unlike the einherjar, they are actually dead. Anauša gain a temporary lease on life and a return to action when summoned through the power of Legend, but if the sun sets while the Anauša are out in force, their bodies shrivel, turn to dust and blow away (along with all of their gear). The Scion must summon them again with a new infusion of Legend.

Because they are now a mercenary force, Anauša gain affinity for the same Virtues as that of the Scion who calls upon them (distribute 5 dots between Virtues when they are summoned). They will fight hard and loyally for whatever cause their master dictates, so long as they are provided with Legend. The one exception is that they will never serve a Scion of the Dodekatheon.

GHILAN (FOLLOWERS ••• TO •••••)

In Islamic folklore, travelers would sometimes come across a graveyard and find scattered corpses dug up and gnawed upon, blaming the desecration on ghouls that clawed their way out of the ground and feasted upon the other bodies. Ghilan (the plural of ghoul) represent packs of these hungry corpses.

Mechanically, ghilan function like hungry dead (Scion: Hero, pp. 294-295). Unlike hungry dead, though, ghilan can speak (and some are given to being quite talkative, complete with a dark sense of humor). Ghilan also restore health simply by devouring human (or near-human) flesh without having to eat brains, so a ghoul can restore health levels equal to a body's (former living) Stamina score. If properly disguised, a ghoul could pass for a human (in the dark, with a heavy coat and if you didn't mind the stench). Taking Followers ••• grants the Scion a group of five ghilan, while additional dots increase the amount as usual.

Because they're tough, clever and able to follow directions, ghilan can make a frightening force. Ghilan do not normally come equipped with any sort of gear beyond perhaps a loincloth or burial shroud, but they can use simple implements of destruction like crowbars, baseball bats and machetes. They prefer, though, to rend and tear potential prey with their hands and teeth.

Ghilan only come when called by an appropriate Relic, or if the Scion offers them a tasty treat — a piece of bone or flesh from a recently-dead person, perhaps. Left to their own devices, ghilan will also sniff out other corpses and dig them up for feasting. Thus, a Scion should keep a tight rein on them unless he wants them to wander off and get up to all sorts of mischief that will garner unwanted attention.

Ghilan have only one Virtue: the Dark Virtue of Rapacity. The fact that ghilan have a Dark Virtue should be enough to give a Scion pause in commanding them, but when you're losing a war, you take the allies that you can get.

SPRITES (FOLLOWERS • TO •••••, GUIDE •)

Sprites — from the same root word that gave us spirits — are perhaps one of the most humbling Followers a Scion can have. While the term "sprite" in general mythology refers to the entire class of faeries, malevolent spirits and mischievous creatures, the Scion who calls upon these Followers finds that he has access to an "army" of small gremlins, boggans, pixies and similar figures (probably much to his dismay). Sprites aren't just whimsical faerie folk that might be erroneously laid at the feet of the Tuatha Dé Dannan, though: They could be small brown-skinned goblin-like creatures, such as the bakemono of Japan, or they could appear as tiny dragonfly-like winged serpents, in a miniature form of the coatl. For a Scion of the voodoo pantheon, they might resemble ghostly,

disembodied heads. Whatever their appearance, they come in swarms that emit strange noises, give off eerie lights and are usually embarrassingly small.

Like other magical followers, sprites generally appear only when called. Most commonly, the Scion keeps the sprites trapped in some form of container — an ensorcelled bottle, a shoe box tied with a magic string, a wicker basket for lucky crickets — and lets them out only when necessary. Naturally, sprites will whine and complain about this imprisonment, so occasionally a Scion has to get tough with them when it's time to go back in the box.

In spite of their drawbacks, sprites do have one redeeming characteristic: They're unfailingly loyal. A sprite will never betray its patron. If guided correctly and used with discretion, sprites can form the backbone of a stealth task team that's hard to catch.

Sprites can serve as regular Followers, with each dot representing five sprites. Alternatively, a single sprite could serve as a one-dot Guide.

Attributes: Strength 1, Dexterity 4, Stamina 1; Charisma 2, Manipulation 1, Appearance 2; Perception 3, Intelligence 2, Wits 3

Virtues: Loyalty 5

Abilities: Animal Ken 1, Awareness 3, Craft 1, Empathy 3, Integrity 5, Larceny 3, Occult 1, Stealth 3

Supernatural Powers:

Boons: Wind's Freedom (Sky ••)

Glow: An individual sprite can glow with a soft light equivalent to a candle by spending one point of Legend. This glow lasts for the scene, or until the sprite douses the light or is destroyed.

Join Battle: 6

Attacks:

Unarmed, Light: Accuracy 4, Damage 2B, Parry DV 3, Speed 4

Soak: 1B

Health Levels: -0/-1/-2/-4/Incap.

Dodge DV: 3 **Willpower:** 6

Legend: 1 **Legend Points:** 1

Other Notes: Sprites can fly, float or hover, but they still only move at walking speed. Due to their tiny size, sprites cannot perform heavy attacks nor can they clinch someone (although a large group of them working in concert *might* be able to briefly hold a foe). Because sprites do not have the Brawl skill, their unarmed attacks are at +2 difficulty.

NEW GUIDES

MARA SECARE (GUIDE •••••)

Succubus at Large

Mara is a succubus freed from the Underworld by the wreckage wrought in the wake of the Titans' escape. Capable of changing her appearance to suit the lusts and desires of any man (or woman), she survives by stealing



the health from unwitting mortals and using it to power her own Legend through a series of one-night stands and the occasional lingering dalliance. It may sound horrible, but a girl's gotta survive somehow, right?

Of course, once she meets a Scion, Mara becomes absolutely overwhelmed. She's skittish, even fearful. She begs for clemency and a chance to explain. While trapped in the Underworld for ages as a creature of spirit, she interacted with the other spirits of the damned and came to realize her own tenuous position. She likes the World better than the Underworld, and she likes flesh better than spirit.

She wants to be good, so that she can stay and enjoy living. Once she acts as a Guide to the Scion, Mara proves to be as good as her word. She uses her seductive powers to bait mortals as needed, especially if she can lick off a few points of Legend by draining them with a little kiss (or a little more). She explains the nature of the Underworld and helpfully discusses some of its movers, shakers and denizens. She's on her best behavior, slowly warming to the patron Scion like an adopted child to her parent. Whether she stays on her course of good behavior or ends up manipulating the Scion toward her own ends is up to the Storyteller.

Mara typically appears as a strikingly attractive person of the preferred sex of her new friend. She's always dressed well, if perhaps just a bit provocatively. In her "real" form, she's a demonic woman with coppery skin, black hair, tiny claws, tremendous black bat-like wings that sprout from her back, tiny horns on her forehead, glowing eyes, a thin reptilian tail (complete with a tiny spike on the end) and retrograde legs with hooves.

Mara isn't attached to any particular pantheon. While nearly every set of myths and legends includes some sort of story about seductive life-stealers and vampires, she doesn't neatly fit into any pantheon's categories. She represents a Guide whose provenance is suspect, but whose talents are undeniable.

Attributes: Strength 2, Dexterity 4, Stamina 4; Charisma 5, Manipulation 5, Appearance 5; Perception 3, Intelligence 3, Wits 3

Virtues: Endurance 1, Expression 2, Loyalty 2, Vengeance 1

Abilities: Art 1, Athletics 1, Awareness 3, Brawl 1, Command 3, Empathy 5, Fortitude 1, Integrity 1, Larceny 2, Occult 4, Politics 2, Presence 4, Stealth 2

Supernatural Powers:

Epic Attributes: Epic Stamina 1 (Damage Conversion), Epic Charisma 2 (Benefit of the Doubt, Blessing of Importance), Epic Manipulation 2 (Blurt It Out, Gods' Honest), Epic Appearance 2 (Center of Attention, Come Hither)

Boons: Blessing of Health/Curse of Frailty (Health ••)

Life Stealing: Mara can only regain Legend by draining life energy. She does so through intimate contact. The

victim need not be willing, although she must clinch and pin such a subject in order to use this attack. When she makes contact, she pits her (Manipulation + Empathy + Legend) against the subject's (Willpower + Integrity + Legend). If she wins, she steals away one health level (taken as bashing damage) and gains a point of Legend.

Poison Stinger: In her demonic form, Mara's tail has a stinger with a paralytic poison. This poison has Tolerance —, Damage paralysis for 3-30 ticks, Toxicity 6, Penalty -2 (successes on resisting the Toxicity reduce the duration, which is determined by rolling three ten-sided dice and adding them). Mara can only use this poison once per hour.

Shapeshifting: Mara, like so many seductresses of legend, can assume the form of any normal man or woman. She cannot, however, impersonate a specific person: She can only create broad characteristics for herself (hair color, skin tone and the like). She can re-assume any form that she has previously used with perfect accuracy, though.

Join Battle: 6

Attacks:

Claw: Accuracy 5, Damage 3L, Parry DV 3, Speed 4

Clinch: Accuracy 5, Damage 3B, Parry DV —, Speed 6, P

Tail Sting: Accuracy 6, Damage 3L + poison, Parry DV 3, Speed 4

Soak: 2L/4B

Health Levels: -0/-1/-1/-2/-2/-4/Incap

Dodge DV: 4 **Willpower:** 6

Legend: 3 **Legend Points:** 9

SIMON TELAMON (GUIDE ●●●)

Ajax Security Elite Consultant

Every generation, a few mortals stand out, head and shoulders above the masses. While not quite Scions, they certainly don't lack for courage, determination and skill. Perhaps they were Scions who never received a Visitation and were left to live up to a crippled potential, or maybe they really are just mortals who are *that* good.

Simon Telamon is one such mortal. He's better than a veteran soldier. He's better than a cutthroat mercenary: He's just the right man for the job. Simon Telamon has a sketchy background, as all men of his type do. He participated in a multitude of brush wars and shadow ops on various sides. He's done bodyguard detail, crack driving, wetwork, infiltration and Rambo-esque fire support missions.

These days, he wears a chauffeur's cap and a fitted suit with an armored vest. Of course, he has an abundance of weapons, from the pistols in the back to the collapsible batons in the sleeves and the plastic knives in his boots. Whether he's leaning from a helicopter door with a zip-line and a machine gun or leaping from the prow of one boat to another while stabbing Nigerian pirates with a jammed spear gun, he's at home in the thick of the action, just like his former incarnation — Telamonian Ajax, mortal hero and companion to Odysseus.

Simon Telamon's far too experienced and unique to be a simple Follower. He can serve as a Guide to a Scion who treated him fairly, especially one from the Dodekathion. It's up to the Storyteller to decide whether he knows that he's a reincarnation of a famous mortal hero or not. Most likely, his soul escaped the Underworld in the wake of the Titans and has since taken up residence in a new home to its liking. You can easily create other mortal Guides on this theme by reincarnating some ostensibly mortal person of great resolve, such as Alexander the Great, Cao Cao or JFK.

Note that Simon Telamon has a Legend score, and so many of his derived statistics round up instead of down. However, he is still a mortal, and thus doesn't have Virtues.

Attributes: Strength 5, Dexterity 4, Stamina 5; Charisma 4, Manipulation 2, Appearance 3; Perception 4, Intelligence 3, Wits 4

Abilities: Academics 2, Athletics 5, Awareness 4, Brawl 5, Command 4, Control 4 (Cars), Control 3 (Helicopters), Fortitude 5, Integrity 5, Investigation 2, Larceny 2, Marksmanship 5, Medicine 2, Melee 5, Presence 3, Stealth 4, Thrown 4

Join Battle: 8

Attacks:

Clinch: Accuracy 10, Damage 6B, Parry DV —, Speed 6, P

Unarmed, Heavy: Accuracy 9, Damage 9B, Parry DV 3, Speed 5

Unarmed, Light: Accuracy 11, Damage 6B, Parry DV 6, Speed 4

H&K MP5: Accuracy 9, Damage 4L, Range 30, Speed 5, P

M16: Accuracy 9, Damage 6L, Range 150, Speed 5, P

Peacemaker: Accuracy 11, Damage 5L, Range 20, Speed 5, P

Soak: 2L/7B (Bulletproof vest, +2L/2B)

Health Levels: -0/-1/-1/-2/-2/-4/Incap

Dodge DV: 5

Willpower: 6

Legend: 1

Legend Points: 1

Other Notes: Simon Telamon has a veritable arsenal of weapons stashed away in various locations, from a houseboat moored conveniently at the city docks to a tarp-covered hole out in an arroyo near the suburbs. While "on duty," he typically wears a bulletproof vest and carries a pistol. If he expects to go into heavy combat, he'll upgrade to submachine guns, assault rifles or rocket launchers, as the situation demands.

TETSU DEBU (GUIDE ●●●●)

Bodhisattva Oni

Found wandering the roads outside of Wakkanai on the northern tip of Hokkaidō, Tetsu Debu managed to survive a tremendous storm when he took shelter in a tiny mountain shrine. Originally, the giant planned to eat the old monk that he found meditating at the shrine,

but as the storm whistled and howled, the monk told Tetsu Debu amusing anecdotes and koans. When the storm finally abated forty hours later, the monk smiled, nodded his head and died. Tetsu Debu, profoundly moved by the monk's words, buried the body with care before setting out to find his own Buddha nature. He wasn't entirely sure where it was, but he knew that if he wandered long enough, he'd find it.

Convinced of his need to escape karma, he has decided to become a Buddhist. Granted, a forty-hour-lecture given to a giant with the intelligence of a lizard hardly prepares one for a life of contemplation. Regardless, Tetsu Debu still does a lot of the things that Oni do: He beats up his enemies with his club, and he consumes truly prodigious amounts of food and drink.

In spite of his quirks, Tetsu Debu is very loyal to any Scion who takes him on, serving both as a combatant and as an occasional reminder of muddled-up Buddhist, Shinto and Hindu thought. He also knows some startling facts about other Oni and the weaknesses of certain titanspawn, which can be useful when a Scion's busy with figuring out how to kill the latest horrid thing to slither out from under a rock.

Tetsu Debu uses the statistics for a generic giant on p. 314 of **Scion: Hero**, except that he also has the Ability of Academics 2, and he has replaced his Dark Virtues with the Virtues of Duty 1, Harmony 1, Loyalty 1 and Order 1. A Scion who takes Tetsu Debu as a Guide hopefully has some way to feed the giant, since his appetite is prodigious, as is his propensity for "helpfully" failing at inopportune moments. Nevertheless, Tetsu Debu can also come through with shining colors, as long as the Scion remains aware of the giant's inherent limitations.

NEW RELICS

CODEX IXTLILXOCHTLI

Relic ••• (1 Purview, 2 Unique 1-Dot Powers)

When the Spaniards devastated the Triple Kingdom, the Christian priests burned several bound, painted pictorial books that showed the history and traditions of the Aztec people. Few codices survived this purge. The Codex Ixtlilxochtil is among the older codices, and it illustrates a series of pictures that explain the Aztec calendar and the relation of the gods to various calendar days. It also demonstrates (in bloody detail) the rites that priests must perform in order to gain the favor of the Gods.

The Codex Ixtlilxochtili is an invaluable tool for any Scion of the Aztec pantheon. By following the guided instructions, the user can access the Magic, Mystery or Prophecy Purviews. The Codex can only show one such Purview's instructions at a time; the Scion must use a miscellaneous action to page through the Codex and find the right instructions if he wishes to use the Codex for a different Purview.

The Codex is also capable of disguising itself, which may explain how some of them survived destruction at the hands of the Spaniards. With a thought, the Scion who owns the Codex can cause it to reshape itself into the form of any ordinary book. It can be made to look like a Bible, a children's picture book, a trashy romance novel or even a role-playing game supplement. The Scion can still use it to access a Purview, though, simply by reading the text inside – which, for the Scion, always seems to contain the needed instructions. The Codex can also be commanded to resume its usual form at no cost, which is necessary if the Scion wishes to change its Purview access.

APOLLO'S NECKLACE

Relic •• (1 Purview, 1 Unique 1-Dot Power)

While this necklace bears Apollo's name, it grants access to an unusual Purview for the sun God. Although it appears to be a simple piece of twisted metal that reflects rainbow colors in the sun, its true nature is apparent only to a Scion with a firm grasp of science and craftsmanship. This particular Relic is forged from metal taken from the hull of the Apollo mission, from the lander that came back to Earth, making it one of the few objects on the planet that has been to the moon. As a result, the necklace grants access to the Moon Purview.

Additionally, the necklace allows its Scion owner to inspire those around her, mortal and otherwise. Just looking at the reflective piece of twisted metal, people somehow intuitively know that it means something important. They can't necessarily say what, but it fills viewers with a sense of longing, wonder and adventure. With a successful (Charisma + Presence + Legend) roll against an onlooker's (Willpower + Integrity + Legend), the Scion's player can activate the Relic's power. The viewer feels a sense of mystic fulfillment and becomes more positively inclined toward the Relic's wearer.

GUN WING MASK

Relic ••• (1 Purview, 1 Unique 2-Dot Power)

Recognized by otaku everywhere, this helmet looks exactly like a flight helmet from any modern-day anime with giant robots and psychic pilots. This item offers limited protection to the wearer's head, although it is far from a full suit of armor (at best, it might grant an extra soak die if an attack happened to strike the Scion in the head). Like the mempo worn by samurai in feudal Japan, though, the object helps to strike terror into the enemy and gives the wearer a sense of battle superiority. As such, the Scion can use it to access the War Purview.

Furthermore, this helmet contains its own air filtration system, so it automatically (and magically) scrubs impurities out of the air. The Scion can breathe normally in smoke, underwater or even in space



(although the pressure might hurt the rest of his body). Similarly, it completely protects the eyes against dust, harmful liquids or anything else that might get in them and obscure the Scion's view.

IGJALLAR

Relic •• (1 Purview, 1 Unique 1-Dot Power)

Sometimes what a Scion really needs is to contact the rest of her Band, regardless of niggling interference like distance, underground depth or location in some lost terra incognita. The iGjallar serves as the modern version of a sounding horn: It's a smartphone with a direct uplink to the Overworld. While the iGjallar is a particular Norse spin on the idea, other Pantheons have latched onto this notion as well and sometimes provide similar devices with divinely-imbued uplinks.

The iGjallar performs all of the functions that a regular smartphone can perform, with the added bonus that the Scion never needs to worry about pesky details like a service contract or reception in the hinterlands. While an iGjallar can access the regular phone network, it does so by sending a signal up through the Overworld and then back down to the World, so it receives reception almost anywhere.

Only when the user is in a strange terra incognita unknown to the gifting Gods (such as a special location sacred to another pantheon) does it lose signal.

A divine smartphone like the iGjallar also serves as a Relic, providing access to the Psychopomp purview.

SAN GREAL

Relic ••••• (1 Purview, 1 Unique 4-Dot Power)

The *san greal*, or Holy Grail, is most definitively associated with Christian iconography. Its existence as a Relic is one of the strange mysteries surrounding exactly which pantheons have sway in the World. It might actually have to do with ancient legends from the Tuatha Dé Dannan regarding the cauldron of Matholwch (an ancient king), or it might actually have to do with some historical version of the King Arthur legend.

The *san greal* appears to be a humble wooden cup. It has no handle, only a simple stand and a hand-carved bowl. Like the chalices of earlier eras, it is wider than it is deep, but when filled with a liquid, its rich, dark red wood glows softly.

When a potable liquid is poured into the *san greal*, the Relic automatically removes all impurities. "Impurities" in this sense means drugs, poisons, dirt

and similar deleterious substances. The san greal renders the liquid perfectly fit for consumption, although it has no effect on liquids not normally consumed (such as molten silver or gasoline).

Additionally, the san greal has the power to convert water poured into it into a holy liquid that cures diseases, nullifies poisons and heals wounds. When the Scion with the san greal expends a point of Legend, she empowers the vessel to work its healing magic. Each point of Legend spent allows the san greal's healing waters to cure one health level of bashing or lethal damage; two points of Legend will heal one health level of aggravated damage. The san greal can't restore the dead to life, but it can heal any wound short of that. (At the Storyteller's discretion, certain intractable poisons or diseases, such as those inflicted by a Titan, might require additional Legend for a cure). The san greal also offers its owner access to the Health purview.

As told in stories, the san greal can only be held by the "pure of heart." Who makes these rules is uncertain, but the reality is that the san greal will only operate in the hands of a Scion with a rating of 4 or more in the Virtue of Piety. The Scion doesn't have to believe in the Christian faith; she simply has to believe in a faith.

SHU FEATHER

Relic ••• (2 Purviews, 1 Unique 1-Dot Power)

The shu feather is held by the minor Pesedjet Goddess Ma'at, the personification of justice and social order for the Egyptian pantheon. When a soul reaches the Underworld, it is the shu feather that is placed on a balance scale against the human heart to determine whether the soul is righteous enough to proceed to the lands of paradise, or if the soul must remain in the early, hellish stages of Duat. Anubis traditionally oversees this procedure and occasionally gives out a shu feather to his children or those favored by the Pesedjet.

As a representation of judgment over the soul, the shu feather grants access to the Death and Justice Purviews. The feather can also determine the morality of the living while it is in the hands of a living Scion. The owner simply places the feather on her palm, nib down, and expends one point of Legend. As she does so, the feather stands straight up on end. The Scion then indicates a target and her player rolls (Perception + Empathy) against the subject's (Willpower + Integrity + Legend). If the Scion's player wins, she immediately learns the target's highest Virtue. If the target has no Virtues, she learns that fact instead. Successive uses can determine lower Virtues in the same target.

NEW PURVIEWS AND BOONS

The various Purviews listed in **Scion: Hero**, **Scion: Demigod** and **Scion: God** assume a very linear approach. While a given Scion doesn't need to learn all of the powers in order, any Scion who chooses to master a Purview will wind up with the same set of powers as any other user of the same Purview.

ATLANTEAN VIRTUES

The Atlantean Pantheon, in its heyday, embraced four cardinal Virtues, much as other Pantheons did. When Atlantis fell into decay and became a mockery of its former glory, the people turned to the Dark Virtues instead (**Scion: Hero**, pp. 309-310). An Atlantean Scion who unearths the ancient ways and diligently works to uphold the best qualities of his lost civilization and Gods, though, might feel the call of the ancient Virtues once more.

Due to their commitment to family and their strong emphasis on travel, technology and an orderly world, the Atlantean Pantheon embraced the Virtues of Duty, Intellect, Order and Piety.

To remedy this linearity, this section introduces several new Purview levels that can substitute for existing levels. When you're building a Scion character or spending experience, purchase these just like you would any other Purview. Spend the requisite dots or experience points for the Purviews level, and your Scion has a nifty new power. In fact, you can still choose the alternative power that you didn't take before: Simply spend the same number of points again.

In addition to the alternative Purview Boons, this section contains a complete run-down of the Atlantean Purview. Next time your Band decides to head out to Antarctica, you'll be ready to surprise them.

Finally, at the end of the section are several new spells for use with the Magic Purview, in case your Scions haven't found enough ways to Fatebind themselves to others yet.



SCĪRE

The old Atlantean language is long gone. Perhaps the Gods of Atlantis still speak it, but even if they do, none of their young Scions in the modern age would understand it. The closest that one can come is perhaps to look for the Indo-European language that focused on a rigid, highly structured approach to explaining

the world (one that is, not coincidentally, also a dead language). *Scīre* is a Latin verb meaning “to know,” and it represents the rudiments of the Atlantean specific Purview: the knowledge based on understanding the workings of the World and its component parts. It’s no surprise that with this Purview, the Atlanteans excelled at the mastery of technology. Their civilization grew to such heights early in the development of humankind in part because of *Scīre*.

The power of *Scīre* to dissect and understand the World also means that Atlantean Scions may potentially be among the most dangerous powers to emerge, if any of them rear their heads. By using *Scīre*, an Atlantean could potentially master and manipulate the full range of modern technology in ways that the ancient Gods rarely bother to do. With the possibility of controlling the World Wide Web or the leftover nuclear weapons from the Cold War, it’s a good thing that no Atlantean Scion has shown up to take over the World...yet.

FUNDAMENTAL (SCĪRE •)

Dice Pool: None
Cost: 1 Legend

The fundamental principle of *Scīre* is *to know*, as the name indicates, but this also means that the Scion must understand the World and deduce its rules. Activating the Fundamental Boon gives an Atlantean a bolstered sense of mechanics and physical laws. The Atlantean’s player adds the character’s *Scīre* rating to all dice pools involving the Craft or Science Ability. Unlike the *Arete* Purview of the Dodekateon, though, this benefit does not scale increasingly with higher levels; the Atlantean only gains a bonus equal to the character’s highest level of *Scīre*.

LITERATI (SCĪRE ••)

Dice Pool: Intelligence + Science
Cost: 1 Legend

The Scion touches an object that contains information – most commonly a book or paper, though possibly also a computer disk, a flash drive or a rune-covered tablet – and in a moment, all of the information contained on the item floods into the Scion’s mind. Depending upon the complexity of the information, the Storyteller may set a difficulty for the (Intelligence + Science) roll, but most basic books and texts require only one success for this transfer. Works covering complex or esoteric topics may require three to five successes to decipher, and the difficulty should increase by five or more if the work is in an unknown language or format (such as the binary code on a magnetic storage device). The Scion doesn’t necessarily understand all of the fine details of the data, but she has access to all of the raw facts; the information is essentially downloaded into her brain.

Information gathered via this Boon remains in the Scion’s mind for one scene, after which time it starts to fade and becomes too muddled to use. The exception

is if the Scion has the Perfect Memory Epic Intelligence Knack (in *Scion: Hero*, pp. 135-136), in which case it all remains in her memory permanently.

INTUITIVE ADAPTATION (SCĪRE •••)

Dice Pool: None
Cost: 1 Legend

Having instinctively learned the laws of physics within the material world, the Atlantean gains the ability to perform great feats of technical precision. The Atlantean’s bonus from the Fundamental (*Scīre* •) Boon now extends to *any* task in which the Atlantean uses a technological device. For the purposes of this power, any action that the Scion undertakes while using a tool with moving parts, chemical reactions or electricity – anything more complex than a simple machine, basically – benefits from the bonus dice that Fundamental normally provides to Craft and Science tasks. If the Scion performs a tool-utilizing task that relies on one of those Abilities, such as reprogramming a computer, then activating this Boon in conjunction with Fundamental allows the bonus to stack, giving the player bonus dice equal to twice the character’s highest level of *Scīre*. Tasks that use a different Ability, such as Marksmanship with a Relic gun, can still gain a bonus equal to the Scion’s level of *Scīre* when this Boon is activated. Once activated, this Boon remains in effect for the duration of the scene.

CONSEQUENCE (SCĪRE ••••)

Dice Pool: None
Cost: 1 Legend

With but a glance, the Scion looks at a simple object or tool and ponders, “What would happen if I...” As a result, he gains an intuitive knowledge of an event that would occur immediately after doing whatever it was that he was thinking of doing. For instance, if the Scion glanced at a car that had been rigged to explode and said, “What would happen if I turned on that car?” he would immediately know that it will explode. Conversely, if he looks at a normal door and asks, “What will happen if I open that door?,” the only real answer is that he will be able to enter the building.

PROPER TOOL (SCĪRE •••••)

Dice Pool: None
Cost: 2 Legend

Although an Atlantean can often adapt quickly to changing conditions with the Intuitive Adaptation Knack, her gear and devices might not follow suit as quickly. Delicate contraptions can be quickly ruined by exposure to sea water. Guns misfire and electronics fail in heavy rain. Extreme cold can ruin plastics by making them brittle, or the heat of a raging volcano might start to melt plastics. Fortunately, *Scīre* provides the foresight and the mystical endurance to protect against such hazards. The Atlantean simply invokes this Boon and all items that she wears, carries or holds become protected

from environmental hazards to the same degree that she is. That is, if she has Fire Immunity (Fire ●), all of her clothes and possessions have it, too. Indeed, the Scion's own Epic Stamina Knacks can make her possessions resistant to a wide range of hazards, because her gear gains all of her immunities and resistances.

Once activated, Proper Tool remains in effect for the rest of the scene. Any item that the Scion holds receives its benefits; anything that she drops loses the protection at once. This power does not extend to living creatures that the Scion might be carrying.

REMOTE CONTROL (SCĪRE ●●●● ●)

Dice Pool: Dexterity + Control

Cost: 3 Legend

Atlanteans devised myriad cunning devices (for their time), and their familiarity with technology gave them a tremendous ability to interact with and command devices. Every physical law and every device was seen as interlinked with the Scion's understanding of the World, so the demigods and Gods of the Atlantean Pantheon knew well the notion that the most minute action could reverberate with consequences felt across reality. A simple act such as raising one's hands could change a balance point on a complex system of weights and thereby trigger a gearing system that opened a tremendous door. The use of ScĪre refined this principle to such heights that an Atlantean could, with the simplest of gestures, exert precise command over the technologies of the golden civilization.

Using Remote Control, an Atlantean Scion can manipulate a device from a distance. The Scion pantomimes the actions that the device is to take, and the device follows suit. This could be as straightforward as remotely yanking the levers for a crane or as complex as remotely turning on a computer and typing at the keyboard. The device in all ways responds as if the Scion is actually touching and manipulating it, although the Scion can only exert enough force to work its controls. This Boon would not allow a Scion to telekinetically pick up a keyboard and fling it out of a window, for instance.

Without the use of other Boons or Knacks, the Scion does not necessarily have any way to tell what he's actually doing. Typing on a computer keyboard from across a room may be amusing (and frustrating to the poor secretary), but it's not likely to be productive unless the Scion has some way to tell what's happening over there (such as with the Wireless Interface Epic Intelligence Knack, on p. 65 of **Scion: Demigod**). Unlike the Wireless Interface Knack, though, this Boon allows the Scion to manipulate all manner of machinery, not just electronics.

Once Remote Control is invoked, it functions on one chosen item and lasts for the rest of the scene. Any use of Remote Control is subject to the normal (Attribute + Ability) tests that might be needed to use the devices in question, but is also capped by the activating Scion's (Dexterity + Control) total.

MASTERFUL VECTOR (SCĪRE ●●●● ●●)

Dice Pool: Wits + Marksmanship

Cost: 3 Legend

A quick appraisal of a situation allows the demigod to surmise immediately the best way to exert a force such that it affects as many targets as desired, while leaving other targets unscathed. With any ranged attack or special power that targets an area, the demigod can choose whom to include and exclude from the effect. The demigod can leave entire areas unscathed while victims are trapped in whatever other nastiness she devises. If the Atlantean uses a weapon that normally sprays an area, such as an acid-spraying pump or a flamethrower, she exerts complete control over where its devastation lands. In conjunction with a Boon or Knack, the Atlantean gains total influence over its area of effect, able to include or exclude specific locations, people or even parts of certain targets, as desired. She cannot reshape a power beyond its original range or "trade" some of its internal volume to stretch it past its normal limits, though. The player's (Wits + Marksmanship) activation roll determines how many targets the demigod may choose to selectively exclude from an area effect.

Masterful Vector applies the supernatural precision of ScĪre to an attack, so it is only effective when used with a technological device or in conjunction with an area attack invoked by a Relic (be it a special power of the Relic or a Boon invoked with it). The Scion couldn't reshape an avalanche with this power (unless it was called down by a Relic), but she could easily warp the dimensions of a flamethrower, hand grenade or blast of fire created with the Fire Purview.

ANTICIPATION (SCĪRE ●●●● ●●●)

Dice Pool: None

Cost: 10 Legend

The keen Atlantean mind can anticipate the connections proceeding from nearly any chain of events. Indeed, just by rapidly applying the knowledge of the World to a given situation, combined with facts about the God's own capabilities, the Atlantean can derive an accurate conjecture regarding the outcome of any action. The player simply expends the appropriate Legend points before taking an action. After rolling for the outcome of an action, the player may then choose to undo that action and take a different one instead. In effect, the God foresees the consequences of taking a particular tack and decides to do something else. Note that after rolling for an action, the God must either abide by those results or change to a different action — the player cannot decide to roll, take a different action, then do the same action again (as a "different action") with a new roll.

It is possible to use Anticipation multiple times in one turn, so long as the player pays the Legend point cost for each action.

DEEP SECRET (SCĪRE ●●●● ●●●)

Dice Pool: Wits + Stealth

Cost: 1 Willpower + 10 Legend

Though most of ScĪre concerns itself with knowing the World and understanding its natural laws, the Deep Secret Boon inverts this principle. The Scion calls to mind a certain fact that she knows from personal experience. She writes this fact down in some fashion, storing it on a disk, in a computer or on a scrap of paper. Then she invokes this Boon, and the fact is whisked away from common memory, turned into a secret stored only on the place where she wrote it. Even the God herself doesn't remember the fact – which makes for a great alibi, since she can truthfully claim ignorance.

The difficulty to erase a fact depends on how widely spread it is. If only the Scion herself knows a specific fact, then erasing it from her own mind has a base difficulty of 10. The difficulty rises to 15 if the fact is known to a small group of people (10 or less) or stored in very rare books or databases. The difficulty increases by 5 again for each order of magnitude by which the number of people who know it rises. Thus, the difficulty is 10 for 100 people, 15 for 1,000 people, 20 for 10,000 people and so on. Erasing a commonly-known fact from the knowledge of the entire world (population approximately six billion) would have a difficulty of 55.

Once erased, a fact disappears from the knowledge of everyone who knew it and from every source of information that carried it. The *function* of the fact still persists, so the Internet would still run even if nobody remembered what an IP address was, for instance. It would certainly be harder to debug, though, especially since there would no longer be any way for a system utility to reference such an address in a form that a person could read!

The existence of particular people cannot be purged from knowledge in this fashion: Living, thinking beings are far too unpredictable and too interactive with the World to be so casually removed. Just about anything else is fair game, though: Scions might forget about the existence of a particular Relic for which they were questing, for instance.

If anyone ever re-reads the original fact from the place where it was stored, then the Boon's power ends and the fact is re-asserted to all of the locations where it was once known.

ULTIMATE EFFECT (SCĪRE ●●●● ●●●●)

Dice Pool: Intelligence + Science

Cost: 1 Willpower + 15 Legend

If knowledge is power, then ultimate knowledge is ultimate power. The God's supreme understanding of universal principles enables the Scion to cheat those principles. The player spends the necessary Willpower and Legend and makes an (Intelligence + Science) roll, and the God attempts to violate the laws of causality.

Performing this particular feat allows the God to escape the consequences of one action. In many ways, this power is similar to Solipsistic Well-Being (Scion: Hero, p. 129), but much more wide-ranging and potent. When a God invokes this power in response to a particular action, it's as if the action didn't happen to the Scion at all. This could be as simple as evading a bullet (probably a trivial use, since bullets don't do much to most Gods) or as potent as completely avoiding the power of an enemy God or Titan. The Atlantean God may make a slight shrug or a brief glance to one side, but no matter how immense the effect, it has no bearing on the God. Entire cities might crumble around the God in the face of a tremendous attack, but the God is completely untouched.

One power remains outside of the ability of the God to nullify, naturally: Fate. The God cannot negate or avoid Fatebindings or Fateful Aura effects by using this Boon. Ultimate Effect also cannot ignore the powers of a God in Avatar form – such a being is performing the work of Fate through the auspices of its chosen power.

Ultimate Effect only functions on powers that affect the invoking God personally. Other people or items that might be affected are in no way protected. A God may only invoke Ultimate Effect once per story.



ANIMAL

FAUNAPHAGIA (ANIMAL ●●●)

Dice Pool: Stamina + Animal Ken

Cost: 1 Willpower + 1 Legend

Some shamans believe that consuming a creature grants a measure of its strength. Scions who engage in this practice learn to absorb the capabilities of an animal by devouring such a creature and drawing forth its essence from the digested flesh. The Scion must eat a piece of meat from the appropriate animal (a potentially risky act, considering that the animal is probably considered sacred to his patron God). Then, the player expends the Willpower and Legend and rolls (Stamina + Animal Ken). The successes scored indicate the number of points of Abilities that the Scion may borrow from the animal. See the animal templates on pp. 328-332 of Scion: Hero. A Scion can only borrow Abilities up to the level possessed by the animal, although these dots can add on to his existing skill dots to a maximum total of five.

Skills gained with Faunaphagia remain for the rest of the scene.

PAPER TIGER (ANIMAL ●●●● ●●)

Dice Pool: Intelligence + Art

Cost: 1 Willpower + 5 Legend per act of creation; 1 Legend per unit

While some demigods use the primal power of their ichor to grant life with the Create Animal Boon (Animal ●●●● ●●, Scion: Demigod pp. 70-71), others use the artistic work of creation to infuse their conjurations. Indeed, this act

may explain the Neolithic cave paintings of various animals scattered about in caves inhabited by early humanity.

The Scion invoking Paper Tiger draws or creates a picture or icon – even a scratching in sand – indicative of the animal that she wishes to conjure. She could keep a handy painting available for later use if desired, so that she’s not stuck scribbling on paper in the middle of a fight. The player then rolls (Intelligence + Art) and spends the requisite Legend and Willpower points. Consult the table on p. 71 of **Scion: Demigod** for the cost per unit when conjuring a creature. Instead of using her own ichor, the Scion infuses the picture with her Legend and her creative energy to give it power. The number of units that the character can summon is limited by the threshold successes on the roll: The more compelling the Scion’s art, the more creatures she can summon forth.

Once the player determines how many creatures are called, they spring forth from the surface, transforming in a second from scrawled lines or painted icons into full-sized flesh-and-blood animals of the chosen type. As with Create Animal, the Scion may choose not to create as many animals as she is capable of generating from her player’s successes or Legend expenditures, but she cannot conjure incomplete animals. The animals that spring out of the art in this fashion last for the rest of the scene or until killed, at which point they dissolve into nothingness. An animal that fades away at the end of the scene returns to the picture; an animal that is killed leaves no picture behind (and the piece of art is no longer useful unless a new picture is drawn).



CHAOS

LABYRINTHINE LINGERING (CHAOS ●●●●●)

Dice Pool: Wits + Awareness
Cost: 5 Legend

The Scion stands in the middle of a crossroads, a hallway or an intersection – any place where a choice of direction could be made – and summons the confusion of chaos into the area. For the rest of the scene, anyone who enters that intersection becomes unable to determine direction. Compasses wildly spin, GPS locators lose their signal and landmarks shift and can’t be pinned down. The Chaos-user remains able to navigate, but anyone else who isn’t touching the invoking Scion becomes completely turned around. When a traveler passes through the area, no matter what precautions he takes, he becomes disoriented and exits in a random direction.

This power doesn’t affect anyone with a higher Legend rating than the invoking Scion. Other creatures with Legend ratings may attempt to resist it with a (Perception + Awareness + Legend) roll, pitted against the invoking Scion’s initial successes. Mortals and creatures without a Legend rating have no defense and are automatically misled.

UNLIKELY PATTERN (CHAOS ●●●●● ●●)

Dice Pool: Wits + Craft

Cost: 1 Willpower + 10 Legend

The God picks up a series of items, then throws them up into the air. When they land, they amazingly come together in the form desired by the God or in a position that the God wishes. The difficulty of this trick depends on the number of items used and the complexity of the final item. Use the accompanying table as a guideline.

Not every item created in this fashion comes out quite right. If the player scored an even number of successes, the object functions as desired. If the player scored an odd number of successes, the item has some sort of quirk, flaw or dramatically-appropriate hindrance.

Normally, an item created in this fashion falls into its component parts at the end of the scene. If the player spends a permanent *dot* of Willpower, the object remains permanent. This expenditure must come before the God knows whether or not the item is flawed, though.

Items	Outcome	Difficulty
Wooden blocks	Stack of blocks	3
Coins	All land on heads	5
Aluminum pipes, rubber tubes, chain	Bicycle	10
Coins	All land on edge	15
Flour, milk, and eggs	Cake	20
Steel grommets, plastic sheeting, plate glass, screws	Car	25
Dark matter	Pocket universe	50



DARKNESS

AFRAID OF THE DARK (DARKNESS ●●)

Dice Pool: Manipulation + Empathy
Cost: 1 Legend

The Scion causes a momentary darkness to pass before the eyes of a target. For a single instant, the subject sees everything cast in shadow, with frightening overtones and hideous, nightmarish contortions. This brief second of doubt shakes the target, causing her to lose a single point of Willpower.

Afraid of the Dark has no effect on a character with a higher Legend rating than the user. Against someone with an equal or lower Legend score, the defender’s player rolls (Willpower + Integrity + Legend) to shake off the effect.

ABSORB LIGHT (DARKNESS ••••)

Dice Pool: None

Cost: 2 Legend

The Scion's body turns pitch-black, and he becomes a sinkhole for light. Radiated light becomes absorbed when it strikes the Scion's body, leaving him as a vaguely humanoid-shaped black blot (though still quite solid). In darkness or shadow, the demigod blends in almost perfectly – he's just a little *too* dark, which makes him stand out a bit from the "mundane" darkness around him. Nevertheless, the Scion gains a bonus equal to the character's Legend score on all Stealth tests while the power is active.

Furthermore, because the demigod absorbs all light without harm, the Scion becomes immune to any damage or blinding effect from the Sun Purview when it's created by anyone with a lower Legend score than his own. The Scion also absorbs radiation from the infrared spectrum all the way up to cosmic rays with no effect on him, meaning that the Scion could literally survive in the nuclear fallout after the explosion of an atomic weapon (although the force during such an explosion could still be fatal).

Absorb Light lasts for one scene.



DEATH

DELAY ROT (DEATH •)

Dice Pool: Intelligence + Medicine

Cost: 1 Legend

With a brief touch and the expenditure of one point of Legend, the Scion causes a subject to cease rotting and become completely preserved against decay. The item in question is immune for a number of days equal to the threshold successes scored by the player on the (Intelligence + Medicine) roll. Scions using the Death Purview extensively find this Boon extremely handy in keeping their various cadaverous "friends" fresh and crisp.

Delay Rot can be re-applied to a corpse (or vegetable, food item or other object susceptible to rot) with another activation. Once the power expires, potential putrefaction proceeds as normal; the target does not suddenly "catch up" with the elapsed time.

DEATH OF THE SOUL (DEATH ••••• •••••)

Dice Pool: Strength + Occult

Cost: 1 Willpower + 20 Legend

The God indicates a single divine target within line of sight, then severs that target from its connection to divinity. If the God's player succeeds on a (Strength + Occult) roll against the target's (Willpower + Integrity + Legend), then the subject immediately loses all divine power, in effect becoming a normal mortal. Epic Attributes, Knacks and Boons become unusable. Legend points are temporarily inaccessible. The subject caps out at a rating of 5 dots in any Abilities, and rounds down on all fractions.

Death of the Soul lasts for ten ticks. It does not function on a God that is currently in Avatar form, nor does it affect Titans (although it can affect a Titan's avatar).



EARTH

RUST/SHINE (EARTH ••••)

Dice Pool: None

Cost: 2 Legend

With a pass of the hand, the Scion causes a coating of rust or oxidization to form on a metallic object or conversely removes such a coating, restoring an item to its untarnished form. A rusted metal object loses durability and functionality. Its Hardness decreases to half normal, and if the object is a precision item (like a gun), it has a 50% chance to malfunction any time it's used. Restoring a rusted item to its original state wipes away all traces of age and even reverses the effects, so that a wholly rusted-out car body (for instance) would be as good as new. The rusted parts don't just disappear, they reverse the process and become solid metal again.

Invoking this power on an item requires the Scion to physically touch or manipulate the object, and it has no effect on metals that don't rust (such as gold) or upon Relics.

IMPRISONING CRYSTAL (EARTH ••••• ••)

Dice Pool: Strength + Craft

Cost: 5 Legend, +1 Legend per Legend dot of the target

A massive shard of crystal coalesces around the Scion's target. If the player's (Strength + Craft) roll bests the opponent's (Strength + Fortitude + Legend), then the opponent becomes encased in a clear, translucent, many-faceted shard of crystal. This prison holds the opponent in place but also renders it immune to physical attack. Unless something manages to penetrate the crystal, the occupant, in stasis, remains unaffected. The crystal has a Hardness equal to the successes in excess of the opponent's roll that are scored on the activation of the power. If any single attack manages to penetrate the crystal, it shatters and prematurely releases its occupant, although this does not cause any damage to the imprisoned creature.

A Scion could also use this power to temporarily place a friend in stasis, perhaps to prevent the progress of a disease or persistent injury. While encased, the subject does not age, breathe or suffer from any ongoing conditions.

Normally, an imprisoning crystal lasts for one scene, after which time it shatters into pieces that fade away as quickly as they appeared. If the conjuring Scion's player chooses to spend a permanent Willpower dot, then the crystal instead remains for one day per success scored over the opponent's roll times the conjurer's Legend score.



FERTILITY

TOXIC THORN (FERTILITY ••)

Dice Pool: Intelligence + Science

Cost: 1 Legend

The Scion sprouts a single thorn from his hand or foot, which he can use in conjunction with an unarmed strike to poison a victim. Successes scored by the player on an (Intelligence + Science) roll determines the strength of the poison that can be created. Consult the accompanying table for its toxicity:

Feature	Difficulty
<i>Tolerance</i>	
Stamina	+ Fortitude +0
Stamina	+3
None	+5
<i>Damage</i>	
Per level	+1
Bashing	+0
Lethal	+10
Aggravated	+20
Per day	+0
Per hour	+3
Per minute	+5
Per action	+10
<i>Toxicity</i>	
Per point	+2
<i>Penalty</i>	
Per point	+2

Once the Scion grows a particular poisonous thorn, it remains for the rest of the scene or until he chooses to shed it. Note that an unarmed attack that does not inflict damage also does not inject poison (it was blocked, dodged or absorbed by armor).

GREENSKIN (FERTILITY •••)

Dice Pool: None

Cost: 2 Legend

With a moment's thought, the Scion reflects upon the characteristics of the green, growing world. She then internalizes those characteristics, granting herself some of the features of a plant.

While the Scion doesn't become completely suffused with plant-like characteristics, she does develop a noticeable greenish tint to her skin and hair. Her flesh becomes woody and slightly tough, which grants her one extra level of soak against lethal and bashing damage. She also gains the ability to draw sustenance

by photosynthesis. So long as she garners at least four hours of sunlight in a day, she obviates her need for food completely. (While her body might still require a few trace elements, they are so negligible as to be ignored). Lastly, her blood becomes thick and sticky, completely mitigating any bleeding that might happen as a result of wounds; her injuries cover over in a translucent amber almost immediately. Greenskin lasts for a number of scenes equal to the Scion's Legend, or until the Scion chooses to cancel the effect.



FIRE

FLAMIN' BULLETS (FIRE ••••)

Dice Pool: None

Cost: 1 Legend per scene

The Scion reaches into a source of flame – anything from a candle to a bonfire will do – and then “loads” that fire into a projectile weapon. The weapon becomes wreathed in flames, and for the rest of the scene, the weapon belches blasts of Legend-fueled fire. The weapon still consumes normal ammunition, but the shots become imbued with “fire power,” so to speak. The fiery rounds also inflict lethal damage, even against creatures that normally take bashing damage from bullets, such as the walking dead. The fiery rounds add +1 Accuracy and Damage to the weapon and also allow it to light targets on fire. Shooting the gas tank of a car with a pistol really *can* produce an explosive ending when Flamin' Bullets are used.

In spite of the moniker, this Boon also functions on missile weapons besides guns. Anything that fires a projectile is fair game: bow, cho-ku-no, atlatl, sling, blowgun and so on. The effect is the same: Otherwise mundane ammunition becomes wreathed in fire and gains the bonuses to Accuracy and Damage.

While the Scion can choose to place this Boon on weapons other than his own, a wielder who doesn't have Fire Immunity (Fire •) risks burning himself just by holding an imbued weapon. The weapons augmented by this power do not suffer any damage, though.

Fiery ammunition burns into black smoke and ash after it strikes a target, so there's also no evidence left behind – aside from the wounds, which look like they were inflicted by superheated versions of the weapon in question.

Although the ammunition created by this Boon is fiery, it also has some degree of corporeal substance. As a result, it still inflicts damage on creatures that are immune to fire, although it does not gain the bonus to Accuracy and Damage against such targets.

HOTTER THAN HOT (FIRE ••••• •••••)

Dice Pool: Wits + Control

Cost: 5 Legend

When a God of Fire decides to turn up the heat, it's time to get out of the kitchen – things are going to get

really hot. Invoking the Hotter than Hot Boon amplifies the mystical force that powers a God's Fire Boons. For the rest of the scene, any time the God uses a Fire Boon, it automatically trumps the simple Fire Immunity (Fire •) Boon. While many advanced powers can overcome the immunity of beings with lower Legend ratings, a power enhanced with Hotter than Hot suffers no such limitation: It cuts right through fire resistance like it's not there. In fact, the supercharged flames that a God wields in conjunction with this Boon are so deadly, they can injure or kill creatures that are made entirely of fire. Whether it's another Scion in Devil Body form or an Ifrit, fire elemental or salamander, beings that normally enjoy total protection from fire now realize what "scorching" really means.

When the God invokes this Boon, the player rolls (Wits + Control). Anyone subsequently targeted by the God must score more successes on a (Stamina + Fortitude + Legend) roll or have its resistance to fire completely trumped. This trumping effect applies only to powers used by the God who invoked Hotter than Hot: The creature's fire resistance (if any) functions normally against other peoples' effects unless they, too, have this Boon. This Boon's effects last for a single scene.



**GUARDIAN
WARNING LINE
(GUARDIAN •)**

Dice Pool: Perception + Awareness
Cost: 1 Legend

The Scion traces a line across the ground, along a doorway or over some other opening. The line can be as long as the Scion wishes to make it, so long as she traces the entire line in one pass. At the end, she names a creature. This can be as specific or as general as she wishes: "titanspawn," "mortals," "any animal smaller than a rat" and "Kane Taoka" are all valid examples. If a creature of that sort crosses the line, the Scion immediately becomes aware of it.

There's no limit to the number of Warning Lines that a Scion can have drawn at once, and she can intuitively tell the difference between any of them. (That is, if she has three different Warning Lines active, she knows which one was tripped at any given time). A Warning Line remains effective for a number of days equal to the player's activation roll.

**WATCHER AT THE THRESHOLD
(GUARDIAN ••••• •)**

Dice Pool: None
Cost: 5 Legend

Prerequisite Boon: Vigil Brand (Scion: Hero, pp. 143-144)

By marking a series of portals or passageways with his Vigil Brand, the Scion becomes capable of instantly transporting between any of them.

The Scion can only appear at a given portal when another being attempts to pass through it, though. If a creature makes an effort to enter a passageway, the Scion can check on it through his Vigil Brand and then decide whether he wishes to respond by transporting to the spot.

Watcher at the Threshold functions for any Vigil Brand that the Scion lays at an area that could be considered a threshold — a doorway, gate, bridge, intersection, window or even a hole in the ground.



**HEALTH
BOLSTER (HEALTH ••)**

Dice Pool: Stamina + Medicine
Cost: 1 Legend

The Scion speaks a few heartening words and waves his Relic or activates the pressure points and meridians on a series of targets. The Scion spends one Legend point and her player rolls (Stamina + Medicine). For each success scored, one target gains one temporary health level. This bonus health level lasts for the remainder of the scene. When the health level disappears, any wounds that filled it also subside; it does not overflow into normal damage.

ANTIDOTE (HEALTH •••)

Dice Pool: Intelligence + Medicine
Cost: 1 Legend

A quick purging of the subject's system forces poisons and diseases away. Any mundane toxin or common disease instantly disappears from the subject, although the leftover damage, crippling, scarring or similar symptoms remain unless cured with other powers. Magical diseases, titanspawn venoms and the poisons inflicted by powerful Relics might be purged. The player must score more successes on the activation roll than the original poisoner inflicted. For poisons or diseases that weren't created via a power with an activation roll, the player must roll more successes than the poison's Toxicity.



**JUSTICE
GUILT OF THE DAMNED
(JUSTICE •••)**

Dice Pool: Perception + Empathy
Cost: 1 Legend

The Scion calls out one of the failings of a foe while striking him, and then spends the requisite Legend point. If the subject has a lower Legend score than the attacking Scion, the power functions automatically; otherwise, the player rolls (Perception + Empathy) against the opponent's (Willpower + Integrity + Legend). If the power succeeds, the enemy becomes wracked with guilt at its lack of integrity and questions its

ability to uphold the high standards of Virtue that it considers important. (A titanspawn might instead become uncertain of its ability to wreak havoc and lose confidence in its ability to overcome the Scion). These feelings of inferiority reduce all of the target's Virtue ratings by one dot for the rest of the scene. A target can only be subjected to this Boon once per scene, although a Scion can choose to use it against multiple different opponents.

STAR CHAMBER (JUSTICE ●●●● ●●)

Dice Pool: Charisma + Politics

Cost: 3 Legend, +1 Legend per Legend dot of the target

Crying out for justice, the Scion calls out to Fate to balance the universal scales. The subject's Fate becomes twisted by the demands of justice, and Fate conspires to see that the target is punished for the sins that it commits.

The actual execution of such punishment can be convoluted indeed. While it's unlikely that a burning helicopter will suddenly crash upon the target (although it's possible), a subject will find that every minor infraction and past misdeed comes back to haunt him. A hardened criminal with many years of treachery behind him will discover that his own possessions are stolen, his family and friends become subjected to investigations by the police, old evidence turns up against him and cold cases suddenly become hot again due to testimony of witnesses who previously disappeared. Every time he tries to flee persecution, something snarls his attempts and causes him even more grief. If, for example, he buys a plane ticket, he discovers that his flight from prosecution has added federal charges. If he tries to lie low in a hide-out, he finds that his bad luck has all of his former friends turning him out on the street.

The severity of the curses levied upon a lawbreaker is proportionate to the magnitude, frequency and supernatural potency of the criminal's actions. A bad neighbor who yells at other tenants and kicks the sweet old lady's dog may discover that his walls have become full of mold and he has developed corns on his feet. A powerful titanspawn that rampages across a town, enslaves the people and devours human sacrifices will almost certainly find a Band of Scions drawn inexorably into its lap to destroy it.

The judgment of Fate in this matter is invisible and intangible, but any magical means to look at the character's misfortune will reveal the power of the Star Chamber. The criminal has taken on karmic justice, and the stars themselves will see it fulfilled.

Star Chamber only functions on a creature with a higher Legend rating than the Scion if the player scores more successes on the activation roll than the subject's (Willpower + Integrity + Legend) roll.



MOON

SILVER BLESSING (MOON ●●)

Dice Pool: None

Cost: 1 Legend

With a breath of cool air, the Scion causes a single item to take on a glittering, silvery sheen. For the rest of the Scene, the item has all of the supernatural properties of silver. While silver does not have any inherent special qualities for most Scions, it can be effective as a weapon against certain theriamorphs (were-creatures) and undead. Silver also features prominently in some kinds of magic. An item affected by Silver Blessing loses none of its native properties, but gains all the benefits of pure silver for the rest of the scene.

MIRROR OF LUNACY (MOON ●●●●)

Dice Pool: Manipulation + Empathy

Cost: 2 Legend + 1 Willpower

The Scion holds up a reflective surface to another Scion who is in the throes of a Virtue extremity, then utters a cryptic phrase of advice or a soothing balm for the troubled subject. After spending the appropriate Legend and Willpower, the Scion's player rolls (Manipulation + Empathy) against the target's (Willpower + Integrity + Legend). If the player invoking Mirror of Lunacy scores more successes, then the Boon takes hold: The targeted Scion sees himself in the reflection and suddenly realizes the extent of his madness. This causes the subject to immediately snap out of his Virtue extremity, although it does not necessarily prevent him from taking other rash actions in order to "set right" any mistakes that he may have made during that time. The Scion cannot use this Boon on herself, and it can be used only once per story.



PSYCHOPOMP

SPIRIT LAMP (PSYCHOPOMP ●●●●)

Dice Pool: Charisma + Occult

Cost: 2 Legend

The Scion tunes up her mystic resonance and unleashes her Legend energy to become a beacon to ghosts, spirits and strange wandering energies. For a range of miles equal to the threshold successes times the Scion's Legend, she stands out to everything in the spirit world. Spirits come and cluster around her, and ghosts seek out the Scion for guidance. While the Scion may not necessarily have any special control over ghosts (that's the function of the Death Purview) nor does the power compel the attendance of spirits (also a function of the Death Purview), her



role as a Psychopomp becomes clear: Any spirit can tell with a glance that the Scion serves as an intermediary between the World and other realms, with the power to guide people on their journeys. Spirits and ghosts that see the Scion's radiance can choose how to respond, but the Scion's glow is clearly visible to them, even through barriers.

Better still, if the Scion happens to be in the Underworld, her radiance is visible to everyone there, including herself, although its range drops to feet instead of miles. Anyone in the Scion's radiance in the Underworld gains a bonus equal to the Scion's Legend rating on any roll to notice hazards or pitfalls and to avoid the deleterious effects of hanging out in the land of the dead, such as the gray leaching effect that mythically strikes inhabitants of Hades. Thus, the Scion can serve as a guide for her Band, illuminating the way through the Underworld and helping them to avoid the pitfalls therein.

**HEART OF THE MAZE
(PSYCHOPOMP ••••• •)**

Dice Pool: Charisma + Presence

Cost: 3 Legend, +3 Legend per additional scene (see below)

The demigod need only handle an item somehow connected to a particular person and picture that person in his mind. He then invokes Heart of the Maze, and the player marks off 3 Legend and rolls (Charisma + Presence). The demigod's image suddenly appears within the mind of the chosen target, along with intuitive knowledge of how to reach the demigod from wherever the target is located. The instructions to reach the demigod are clear and automatically update as the subject changes location, always in a set of directions that the subject could conceivably complete.

Heart of the Maze has a maximum range of 100 miles times the successes scored times the Scion's Legend. The player must score at least 15 successes in order to use this power across the boundaries of the World to another place, such as the Overworld or a Touchstone. The directions remain in the target's mind for the rest of the scene, although the duration can be extended if the Scion's player expends another 3 Legend points per additional scene. If the Scion or the subject moves out of the range of the power, it ends immediately. Note also that Heart of the Maze in no way compels the subject to come to the Scion; it simply provides directions.



SKY

WEATHER WITCH (SKY •)

Dice Pool: Intelligence + Science

Cost: 1 Legend

By tasting the wind, putting a finger up in the air or testing the feel of her joints, the Scion gains the ability to predict the vagaries of natural weather. Her prediction is good up to a number of days in advance equal to the successes scored by her player on the initial (Intelligence + Science) roll. This doesn't account for changes introduced by more powerful uses of the Sky Purview or by Titans and titanspawn.

Weather Witch functions for an area up to one mile on a side times the square of the Scion's Legend — that is, a Hero with a Legend of 1 could predict for an area one mile square, while a God with a Legend of 12 could predict for an area 144 miles on a side (20,736 square miles). The Scion must be able to see the area, although she can perceive it through a camera, television, telescope or other remote means as long as what she's seeing is current and up-to-date.

Furthermore, while within an area for which she has predicted the weather, the Scion suffers no penalties from natural weather phenomena any less than a hurricane or thunderstorm. High winds and sleeting rain don't bother her or penalize any of her actions. Lightning strikes can still hurt her, as can heavy objects tossed around by those high winds, as well as supernatural powers that influence the weather.

DIVINE THRENODY (SKY ••••)

Dice Pool: Intelligence + Art

Cost: 2 Legend

An oft-overlooked element of the Sky Purview is the fact that air carries sound. The most graphic example of this is thunder, which is commonly associated with sky gods; wind, too, is said to howl or moan, as if the sky itself has a voice. A demigod who delves into the nature of thunder and sound can learn to manipulate the currents of air that carry sound and thereby enhance or dampen sonic effects.

With a simple use of Divine Threnody, the Scion can dampen sound. Voices become muffled, footsteps recede into the distance and even cars and airplanes seem to emit almost no noise whatsoever. The Scion dampens sound in an area equal to her player's threshold successes on a roll of (Intelligence + Art) times the demigod's Legend rating, in feet on a side. Thus, with six successes and a Legend of six, the demigod dampens sound in an area up to thirty-six feet on a side. Within that area, Stealth checks gain a bonus equal to the demigod's Legend rating and noise becomes extremely suppressed or eliminated altogether. People must shout just to hear each other, and sound deadens and becomes unable to carry beyond arm's length. Such a dampening lasts for a number of ticks equal to the successes scored on the effect.

If the Scion amplifies sound, she can create a crack of thunder or sonic boom. Her player's threshold successes determine the intensity of the noise, although she must have an initial source sound to amplify (such as her own voice). While this scream does not inflict damage, it can inflict knockback or knockdown as if it had scored damage equal to the threshold successes (see **Scion: Hero**, p. 198). Furthermore, anyone who suffers knockdown from it — that is, anyone whose (Stamina + Fortitude) total is less than the Scion's threshold successes — is temporarily deafened for a number of turns equal to the difference in successes [the screamer's (Intelligence + Art) roll minus the victim's (Stamina + Fortitude)]. This blast of sound forms a tight beam that emanates from the Scion and strikes a single target.

Divine Threnody also has an additional use for a Scion who understands music. So long as the Scion has at least Art ••• (with any form of music or oratory specialty), she can use Divine Threnody to create voices on the wind. The wind can moan, howl, sing or carry messages, as desired. This application has a maximum range of miles equal to the user's threshold successes times Legend. The Scion can carry a song, message or voice this way to a maximum number of people equal to her Legend rating. Any power that could be invoked via the power of the Scion's voice can also be invoked at a distance with Divine Threnody, so long as the Scion's player pays the requisite cost, but the dice pool for the follow-up power is limited to the threshold successes scored to activate Divine Threnody. Note that while the Divine Threnody might carry a message to several people simultaneously, everyone hears the same message, and voice-activated powers that affect only a limited number of targets might not affect everyone (though the Scion can choose whom to affect).

Divine Threnody does not function in any location without air, be it underwater or in a vacuum.



SUN

LIFE-GIVING RAYS (SUN •••)

Dice Pool: Charisma + Medicine

Cost: 1 Legend

A soft, golden glow emanates from the Scion, just bright enough to read by. While bathed in this golden light, living beings heal more rapidly than normal. All healing times (**Scion: Hero**, p. 196-7) are halved after an hour of being within the Scion's refreshing light, including for the Scion herself. Life-Giving Rays function for a maximum number of people equal to the Scion's Legend rating plus her player's successes on the initial (Charisma + Medicine) roll, and remains in effect for a number of hours equal to the player's original threshold successes. If a target whose healing rate is halved takes any new damage of any kind, their healing time for all their wounds returns to normal.

FUSION (SUN ●●●● ●●●●)

Dice Pool: Strength + Science

Cost: 10 Legend + 1 Willpower

The Scion generates an incredible internal kiln that releases tremendous amounts of energy. A shimmering halo of heat surrounds him as his body crackles with power. As long as this inner fusion reaction continues, the God is capable of absorbing matter, transforming it into newer, denser material and releasing energy simultaneously.

To fuel the Godly furnace, the God must grasp matter. The material may be solid, liquid or gaseous: Anything can become part of the solar process. Even magical items or people can be absorbed, if the God can grab them away or clinch them. The God then presses the item or creature in between his hands and exerts tremendous pressure and heat, using the power of the Sun to create fusion.

Converting an item via Fusion requires the God's attention, so after absorbing the item, the God must perform a miscellaneous action to complete the process. At the end, the object is destroyed and converted into newer, denser matter and energy. The resultant matter is drawn forth by the God, who separates his hands to reveal a glowing white light that quickly fades into the resultant matter. While this new matter cannot be a manufactured item — it emerges as little more than lumps of raw material — it can be nearly any element or compound possible. The process of fusion allows the God to compact material into gold, uranium or other elements, or to selectively pare off specific light matter (such as helium) and release that matter instead. In addition, the process of fusion generates a tremendous amount of energy, which the God can either radiate with the intensity of sunlight for a full 24 hours or release in a sudden surge of heat and light (just like the Divine Radiance Boon on p. 147-148 of *Scion: Hero*).

Fusion performed on a creature that the God has clinched after a successful grapple (*Scion: Hero*, p. 200) inflicts a base of 7 levels of aggravated damage plus the successes on a (Strength + Science) roll by the God's player. A creature that survives Fusion is ejected from the God's grasp (smoking and perhaps a bit crispy, but otherwise reasonably intact), and the God does not derive any composite materials. As with other Sun Boons, Fire Immunity (Fire ●) doesn't protect against this power.

Once a God has performed Fusion on a target, the power is complete. A God may only perform Fusion on an item or creature (or part thereof) that the God could fit between his hands. Of course, a God who can assume a larger form can benefit from a wider range of consumables.



WAR

MORTAL STROKE

(WAR ●●●●)

Dice Pool: None

Cost: 1 Legend + 1 Willpower

per weapon

The Scion touches one or several weapons and invokes the power of her Legend to grant them supernatural killing power. For each point of Legend and Willpower spent, the Scion's player can choose to affect one weapon. Each weapon blessed with Mortal Stroke inflicts aggravated damage on its next attack.

Mortal Stroke can enchant missile weapons such as guns or spears, but not individual ammunition — that is, a quiver of javelins could each be individually enchanted (since each one is thrown separately and without the aid of another device), but a gun or atlatl enchanted this way would grant the bonus only to the first shot that it makes.

A missed attack does not use up a Mortal Stroke; the weapon retains the power until it either scores a hit or the scene ends.

SIEGE JUGGERNAUT (WAR ●●●● ●●)

Dice Pool: None

Cost: 10 Legend

Overcoming enemy defenses means inflicting damage that can penetrate their walls, fortresses and terrain. For a demigod, the usual way to do so is to blast right through them, a power epitomized by this Boon. When a demigod invokes the Siege Juggernaut Boon, she becomes capable of using her normal weapons (or even unarmed attacks) as artillery. To the onlooker, no change is visible until the Scion lashes out. When she strikes, though, her weapon becomes suffused with a massive aura of divine energy and appears as a giant, illuminated version of the usual strike. This tremendous blast of power can smash down walls, rend the landscape and sweep away fortifications with ease.

While under the effects of Siege Juggernaut, the demigod's attacks can lash out to a distance of five feet per dot of Legend. When the Scion strikes against an object such as a barricade or tank, her scything energy aura inflicts +10 dice of damage and halves the Hardness of the object. Against creatures or people, the massive attacks grant a +5 bonus to the damage inflicted and automatically cause knockback (*Scion: Hero*, p. 198). This Boon's effects last for a single scene.



WATER

POTABILITY (WATER ●)

Dice Pool: None

Cost: 1 Legend

For Scions who lack the means to use Purify Water (*Scion: God*, p. 103), the Potability Boon is a simple substitute. Potability allows the Scion to touch

one source of water no larger than a bathtub and cause any liquid in it to become safe to drink. While various contaminants may remain, including living beings, the water will not be poisonous or disease-laden. It might be brown, it might have algae floating on top, and it might taste like dirt mixed with baking soda, but it'll quench thirst and function for irrigation, if necessary.

The Potability Boon does not guarantee that water will remain in a pure state. If used on a body of water too large to cleanse, the Boon simply fails. It doesn't allow the Scion to purify water in several steps, unless the Scion chooses to physically remove some of the water into a container and then make it drinkable. Water rendered potable can readily mix with other substances.

DROWN (WATER ●●●●●)

Dice Pool: Dexterity + Science

Cost: 1 Legend + 1 Willpower

With a soft caress, the Scion causes the target's lungs to start filling with fluid. Over the course of several ticks, the target drowns on this viscous internal flood until it either fights off the demigod's power or collapses in a heap.

The Scion must touch a creature's bare skin to start the drowning process (which could be part of an unarmed strike). Every three ticks thereafter, the subject suffers one level of bashing damage unless its player bests the Scion's activation roll with a (Stamina + Fortitude + Legend) roll. This power concludes once the target beats the Scion's activation roll or dies. For ease of reference, you may wish to place a special token or slip of paper on your battlewheel, if you use one, so that you can update it every third tick.

This Boon has no effect on creatures that don't have lungs, that breathe water naturally or that don't have to breathe. Scions with the Water Breathing (Water ●) Boon must still spend one miscellaneous action to shift their breathing to water, unless they were already submerged.

NEW SPELLS



Scions who use the Magic Purview rely on trying to twist the threads of Fate to their advantage. Of course, such manipulations are not without their own inherent risk.

Every tug at the skein of Fate entangles the Scion further in a mesh not of her own design. Ultimately, the use of Magic may bind its wielder inevitably to the very Fate that she had hoped to avoid. Not that this stops Scions from trying to find new ways to cheat the designs of Fate — or from creating new spells to flex their will.

The new spells presented here function just like the other spells of the Magic Purview: Scions can learn them and cast them without any special difficulties, aside from the usual experience, rolls, costs and Fatebindings. Scions who do more than dabble may also choose to make their own spells. Such undertakings form the basis of a great story. The Scion can quest for secrets from the Gods of knowledge, learn from mysterious hidden libraries and experiment with stolen Relics and trophies in order to refine her work. In general, creating a spell is not an undertaking for an afternoon in the garden.

A new spell follows three simple steps: First, the player designs the spell, writes down its intent and proposes a dice pool and cost. Next, the Storyteller determines the necessary components and research to complete the spell, if it seems agreeable, and makes any changes to the rules in order to help the spell fit thematically and mechanically into the game. Finally, the Storyteller sets the research difficulty for the player's extended (Intelligence + Occult) test to puzzle out the final spell formula. Once all of these steps are completed, the player can spend experience points to learn the new spell. Of course, just because a

spell was approved doesn't mean that it will always work. A spell that winds up twisting around the story too much may suddenly cease to function as Fate intervenes to protect the tapestry of the future.

MEASURED FOE (●)

Dice Pool: Perception + Empathy

Cost: 1 Legend

A glance at the threads about a particular person can tell much of that person's capabilities, his weaknesses and the way that he handles problems. With a successful casting of this spell, the magician learns the subject's highest-level Purview or Epic Attribute. Each additional success scored on the casting roll grants knowledge of the next lower Purview or Epic Attribute. If the subject has multiple abilities at the same level, the Storyteller randomly chooses which ones the caster learns. Note that this spell does not indicate the *lack* of a particular Purview or Epic Attribute: It simply indicates which ones the target has, starting with the target's strongest (most defining) powers and proceeding to the weakest.

LEGENDARY SURGE (●●)

Dice Pool: Wits + Empathy

Cost: 1 or more Legend

By using a thread of Fate as a conduit, the magician gifts a target with some of his own Legendary energy. For each success scored on the activation roll, the caster can transfer one point of his Legend to the subject. Casting the spell consumes 1 Legend point, and the caster can then send over any amount of Legend, up to the limit of his own remaining pool. The subject doesn't have to be willing, but excess Legend points (any that would go over the subject's maximum) are lost.

TUGGING HEARTSTRINGS (●●●)

Dice Pool: Charisma + Presence

Cost: 1 or more Legend

The caster measures the Fatebinding between two people – possibly including herself – and pulls on the thread to draw them closer. This dangerous spell actually intensifies a Fatebinding. Every two successes scored on the (Charisma + Presence) roll increases the strength of the Fatebinding by one step. Of course, the caster also becomes Fatebound to both subjects, if she wasn't one of the initial targets.

Note that the caster must know that a Fatebinding exists. This is relatively trivial, though, if she also has the spell *The Unlidded Eye* (**Scion: Hero**, p. 154).

Casting this spell costs a total number of Legend points equal to the Legend score of both targets added together (with a minimum of one, such as in the case of strengthening a binding between two normal mortals).

BOUND SPIRIT (●●●●)

Dice Pool: Manipulation + Occult

Cost: 1 or more Legend

The magician utters a potent curse, loops the target's thread of Fate around a particular location and pulls it taut. The thread passes (metaphysically) through the target's body and anchors her spirit at that location. Against a target with a lower Legend score, there is no defense; targets with equal or higher Legend scores can resist with (Willpower + Integrity + Legend). If the spell succeeds, the target's soul is anchored to the particular place. While she can still leave and move about as normal, upon her death her soul becomes a ghost locked into inhabiting the location. Powerful users of the Death or Psychopomp Purviews might be able to free her, but otherwise she can only escape if the caster releases her or some pre-stated condition comes to pass, no matter how ludicrous. The trapped spirit knows what condition will free her and likely goes to great pains to beg those who come near to find a way to fulfill those conditions and free her.

SANCTIFY BAND (●●●●●)

Dice Pool: Charisma + Presence

Cost: 1 Willpower + 1 Legend per person

Some Scions use ritual and ceremony to create a deliberate bond between their members. This magical rite, performed by sharing a meal, a cup of wine or some other joining act, creates a mystical connection between all of the members of a Band.

For each success on the activation roll, the spellcaster can affect one member. Everyone who is brought into the sanctified Band gains the ability to share Willpower points with other members of the Band. A member can voluntarily choose to give one Willpower point to any other member of the Band at any time as a reflexive action; during combat, however, it must be on a tick the donor is able to act on.

This spell only affects willing participants, and only functions on people or creatures with a Legend score. Every subject of the spell also garners a minor (level one) Fatebinding to every other member of the same Band.

MEDDLESOME FATES (●●●●● ●)

Dice Pool: Manipulation + Command

Cost: 1 Willpower + 5 Legend

The magician must have access to the subjects of this spell or some intimate (Fateful) possession of each. Once cast, the spell creates a new Fatebinding between the two targets. The magician can choose the nature of the binding: For instance, she might designate one of the subjects the recipient and the other the Lover, the Catastrophe, the Nemesis or any other role. She is also not bound to tell either party of the roles that she chooses. In fact, the subjects might not even be aware of the Fatebinding unless they are present when the magician casts the spell (or use their own Magic to see the new thread).

Every two successes scored on this spell creates one level of Fatebinding between the two targets. The magician also gains a Fatebinding to both targets as usual.

TRANSIENT VISITATION (●●●●● ●●)

Dice Pool: Charisma + Presence

Cost: 1 Willpower + 5 Legend

Some Gods are just too busy to Visit all of their offspring, or they are stuck in some unfortunate part of the Underworld and can't get out. By means of this spell, the caster arranges to Visit her child via the world of dreams. When the subject next goes to sleep, the caster appears vividly in a dream and can inform the subject of whatever she pleases. The subject remembers the dream clearly and gains all the benefits of an actual Visitation; granted Relics, Creatures and the like appear to the offspring through coincidence and happenstance. Because the Visitation was a projected image, though, the God does not actually have to travel to the Scion and does not risk bringing titanspawn in her wake (or getting killed during the trip).

STEAL BIRTHRIGHT (●●●●● ●●●)

Dice Pool: Manipulation + Stealth

Cost: 1 Legend per point of Birthright + 1 Legend per object or being

Through a convoluted switching of threads in the skein of Fate, the God arranges to temporarily steal away one of the Birthrights of some other Scion. The cost to do so is 1 Legend per dot of the Birthright, plus 1 additional Legend point per object or creature that makes up the Birthright in question. (See Birthright Bond on pp. 110-111 of **Scion: God** for the mechanics of granting a Birthright in the first place.) The spellcaster's player must score a number of successes equal to the Legend point cost of the spell, or else the spell fails.



If the theft succeeds, then the God gains use of the stolen Birthright for a number of days equal to the God's Manipulation rating. Alternatively, the God could choose to gift the stolen Birthright to any other creature to which the God has a Fatebinding, such as one of his own children. Either way, the Scion who lost the Birthright finds its powers completely inaccessible until the spell is unwoven or has run its course.

Each casting of the spell can only steal one Birthright at a time. That is, five spartoi could be stolen by one casting (because they are all part of one Followers ••• Birthright), but not five spartoi and a tarnhelm.

HEART OF MINE (••••• ••••)

Dice Pool: Stamina + Empathy

Cost: 1 Willpower + 10 Legend

The magician tangles up her own threads of Fate so securely with the victim that the two become thoroughly enmeshed. For a number of days equal to the successes scored on the activation roll, both parties share the same Fatebindings. Furthermore, if either one dies, the other target also immediately dies. (A particularly vindictive God could even invoke this spell and then kill herself to ensure the murder of a hated foe! Worse still, a God with Ultimate Stamina (see **Scion: God**, p. 67) could

survive such a trick....) This spell does not function on anyone with a higher Legend score than the caster.

MAGICAL PURGE (••••• •••••)

Dice Pool: Intelligence + Occult

Cost: 1 Willpower + 15 Legend

With a cutting motion that snaps some of the threads on Fate's loom, the God literally tears the skein of Fate and destroys the ability of other magicians to warm the loom. The God chooses one target, and the God's player rolls (Intelligence + Occult). Whenever the target attempts to cast a spell, the victim must amass more successes on the activation roll than the God. Otherwise, the spell fails completely with no effect, but at least the Legend (and possibly Willpower) are not spent.

Magical Purge remains in effect for a number of hours equal to the invoking God's (Intelligence x Legend). A God can only invoke a Magical Purge against one target at a time – holding Fate in abeyance like this taxes even the powers of the greatest Gods. Also, Fate has a tendency to look unkindly on this sort of wanton meddling, and Gods who use this spell often find that their own plans become rather convoluted and twisted for some time afterward.