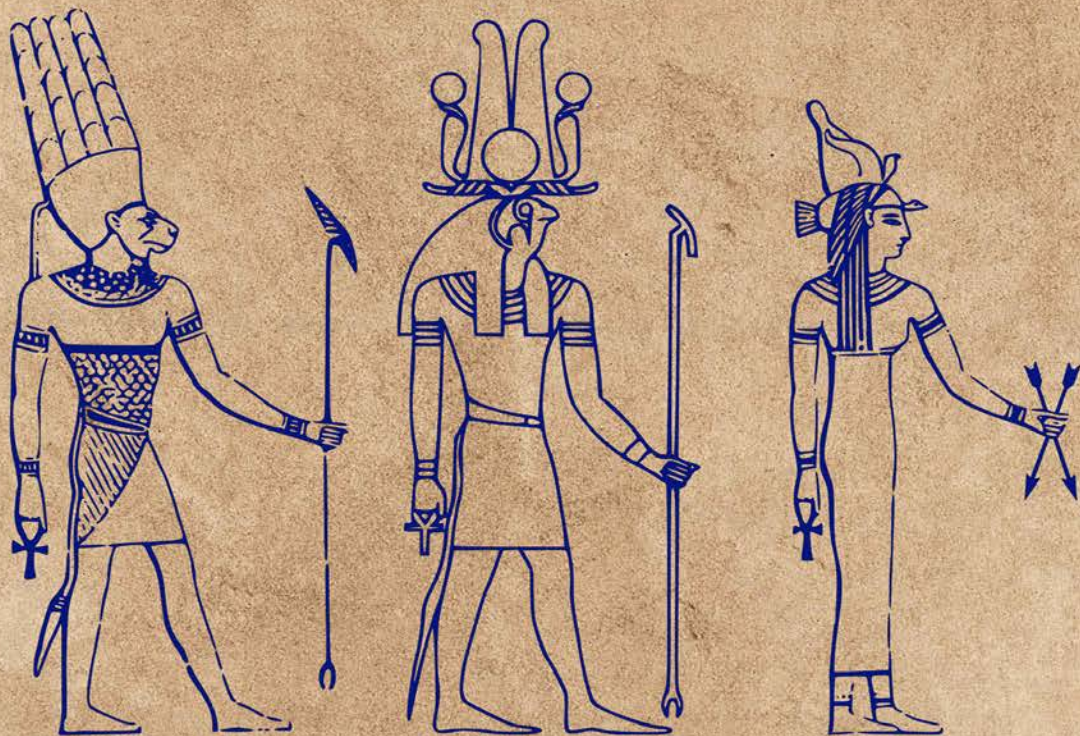


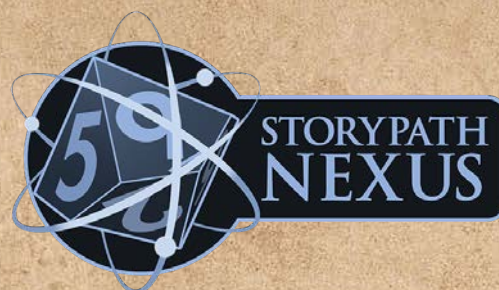
# SCION

## NILE WAR GODS



Chris Handforth

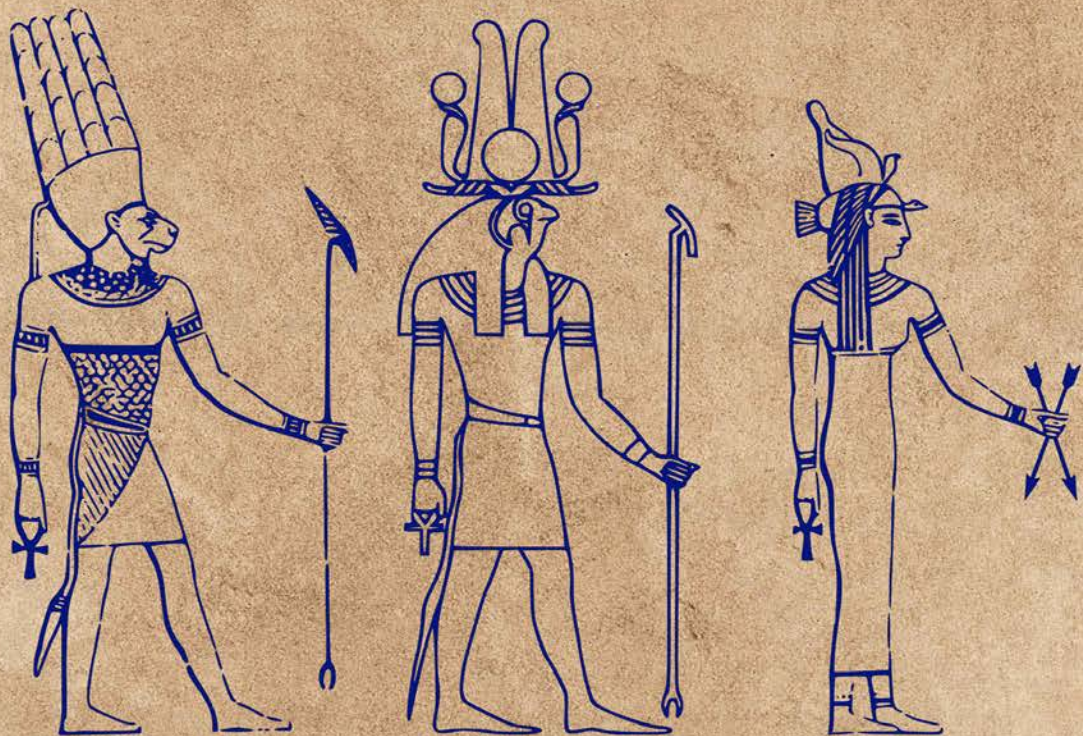
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# STION

## NILE WAR GODS



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## SPECIAL THANKS TO

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**Alex**. Team Scion will miss you. Rest in Peace.

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## NILE WAR GODS

**W**elcome to the Storypath Nexus! This supplement examines three additional Gods from the Netjer Pantheon sharing a single theme: war. Few people know these three deities today, but they each have storied histories and at one time were important divinities in the lands of Kemet.

### ANHUR, THE SKY BEARER

**Aliases:** Anhuret, Arensnuphis, Inher, Inheret, Iryhemesnefer, Onouris, Onuris

Long ago, the lion Goddess Menhit fought the Titans in Upper Egypt. She was victorious but lost her way amid the southern cataracts during the battle, so the Netjer elected to send a Scion to her aid. This task tested the chosen Hero's prowess as a tracker and warrior, but he succeeded in helping Menhit return home. Time buried the Scion's mortal name under the desert sands, but everyone in Memphis knows the name the Netjer bestowed upon him in thanks: Anhur. The Sky Bearer ascended to Godhood so long ago he has served among the most prominent Netejer and since fell into obscurity, but Kemet never forgot him.

Anhur appears with a human or lion head, wearing a crown with four feather plumes and a shendyt, a kilt-like lower body wrap. Anhur's modern incarnations don't always wear the full quadruple feathers, but they unfailingly have

at least one tucked into their high-quality garments. While Anhur is a flurry of violence and action in a fight, he is patient and calculating before battles begin. He insists Gods and mortals respect him in all matters; his temper is short when he feels unappreciated. Anhur and Ares fought side by side during the Ptolemaic Dynasty and Egypt's stint as a Roman province, so their Scions often join forces. Anhur reaches out to sub-Saharan pantheons with his Kushite Mantle of Arensnuphis and encourages his Scions to build similar diplomatic bridges.

Anhur holds himself aloof from most modern concerns, but the former Scion keeps close tabs on his divine children, even those who do not receive a Visitation. Those Scions he does visit consider themselves to be big siblings to pre-Visitation Scions and seek them out. Wanderlust drives them to explore the World and strike down the monsters threatening humanity. Fate draws Anhur's Scions into conflict with the titanspawn Maga's crocodile-demon offspring. Anhur bestows protective relics upon his children to assist them against his greatest foes. His favorite gift is a paramotor that summons a gale-force sandstorm in its wake.

**Callings:** Guardian, Hunter, Warrior

**Purviews:** Beast (Lion), Epic Stamina, Epic Strength, Journey, Sky, War



## MONTU, LORD OF WASET

**Aliases:** Buchis, Bakh, Bakha, Ment, Mentu Menthu, Minuthi, Mont, Monthu, Montju

Shining and furious, Montu remembers when Re was young. In those days, Montu was the state God of Waset and a solar deity, but he saw he couldn't defeat Re's might issuing forth from far away Iunu. Rather than face humiliation at the stronger sun God's hands, Montu stepped aside and assumed a new Mantle, becoming a war God as strong and dominating as the scorching midday heat. By adapting to Re's new hegemony, Montu's cult survived for generations, spreading throughout Egypt. Few people worship him beyond the Nile's banks, but fervent worshippers around the World pray that Montu's strong arms will grant them victory.

Montu no longer competes with Re, but he retains the falcon-headed body of a sun God nonetheless, complete with a solar disk crowning his brow. Often mistaken for Heru or Ra, the twin plumes flanking either side of Montu's solar disk serve as his identifying markers. Montu also takes the form of a warrior with a bull's head in homage to his most sacred Incarnation, the Buchis Bull. Montu's modern Incarnations prefer naval dress uniforms decked out in medals displaying their seniority and marital prowess, armed with either a khopesh or a ceremonial saber. Montu leads by example, refusing to shirk his responsibilities on the front line under any circumstance. He leaps into combat, favoring swift and decisive action, but he is adaptable and changes tactics if his preferred methods prove ineffective.

Montu's Scions adapt in the face of adversity, refusing to concede an inch and approaching problems from every conceivable angle. Their most infamous relics are Montu's warships. Often, these are small motorboats allow Scions to sneak in behind enemy lines, but Fenris Arms' R&D department recently unearthed rumors of a divine battleship patrolling the East African seaboard. Among the Netjer, Montu associates with Raet, Re's female Mantle, and Satis, both being his ex-lovers. While Montu's relationships with these Goddesses are platonic these days, Fate often drags their Scions together. Montu also allies with Apollo, but recently he began send Scions as envoys to the Devá. Those aware of this outreach speculate it must have something to do with the Buchis Bull's reincarnation cycles.

**Callings:** Judge, Leader, Warrior

**Purviews:** Beasts (Bull, Falcon), Epic Strength, Order, Sun, War

## SATIS, GODDESS OF FLOODS

**Aliases:** Satet, Satjit

When titanspawn threaten to invade Egypt from the south or corrupt the Nile's headwaters, Satis' arrow storms drive them away. When mothers cry out in pain during childbirth, Satis' touch eases their suffering. When the dead need purification so their souls can travel westward, Satis' waters wash away all impurities. From her cultic center in Swenett

— modern-day Aswan — Satis guards the cataracts marking Egypt's southern borders. She incarnates as a woman armed with bow and arrows who wears the conical white crown of Lower Egypt. Her body either possesses an antelope's head, or antelope horns flank her crown. Her modern incarnations are lithe and athletic; depending on which aspect Satis wishes to emphasize, they appear as archers, swimmers, or runners.

Satis and Montu once shared a romantic relationship, but her current inamorato is Khnum, who also calls Swenett home. She bore the Goddess Anuket into the World, although isn't clear if this child was the fruit of her relationship with Khnum, Montu, or Re. Aset and Satis work well together, ensuring the Nile's flood coincides with the rising of Sirius in the night sky. Satis is friendly with the Yazata Anahita, as the Persian Goddess also oversees war and water's purity. The relationship between Hera and Satis is generally good, although the Goddesses become annoyed with each other when their worshipers have difficulty telling them apart.

Scions keep a constant eye out for Cataract Springs bottled water, as Satis bestows this purifying Relic upon Heroes when titanspawn threaten to flood the lands. Her Scions are fighters, but their preference is for defense over offense. They respect boundaries, both literal and metaphorical, although they have no qualms about crossing them after acknowledging their existence and importance. Love — be it romantic, platonic, or familial — is an important emotion for these Scions. They guard their mortal parents and offspring closely, but their protection extends to former romantic partners as well. That said, not everyone appreciates their overprotective ex showing up out of nowhere with mummy legion at their command.

**Callings:** Guardian, Liminal, Lover

**Purviews:** Beast (Antelope), Beauty, Epic Dexterity, Fertility, Stars, War, Water.

## RELICS

Anhur, Montu, and Satis gift the following Relics upon their Scion and champions.

### Antelope Mask (•)

**Purview:** Beast (Antelope)

**Motif:** Swift as an arrow.

This golden mask mimics Satis' animalistic form, with genuine antelope horns reaching high above the wearer's crown. Wielding this relic grants Heros the freedom to run with the water and appreciate life from an animal's point of view. Satis bestows these masks upon her favorite children, although she also gifts them to those who need to loosen up and enjoy life as a Scion. Determining their mother's motivations for presenting the Birthright plagues many Scions.

**Flaw:** The Scion must wear the Antelope Mask when using it.





## Montuhotep's Muscle Shirt (••)

**Purviews:** Epic Strength, War

**Motif:** By Montu's strong arms!

Waset is the bastion of Montu's faith, but he was a popular God for the ancients, and they worshipped him in many cities. Occasionally, the tank tops sold in the gift stores near his sanctuary turn out to be more than cheap cotton sold to tourists. Scions bearing these Relics find themselves blessed with Montu's legendary strength and Pharaoh Mentuhotep II's tactical acumen.

**Flaw:** Once per arc, Montu requires the Scion's service; gain the Paying Tribute Condition.

## Tiberius' Crown (•••••)

**Purviews:** Fortune, Order, Sky

**Motif:** Champion of two faiths.

A famous engraving shows Emperor Tiberius wearing Anhur's four-plumed crown. Archeologists consider this poetic mythmaking by the rulers of Roman Egypt, but the crown is real, buried somewhere underneath Rome. If uncovered, it sparks a conflict between the Netjer and the Theoi. The former assert it is Anhur's regalia, while the latter argue the Egyptians gifted it to Tiberius and thus to the entire Roman Pantheon.

**Knack:** The Crown enhances its bearer's majesty and draws the attention of everyone in the room, provides the Scion with the Grand Entrance Knack (**Scion: Hero** pg 230).

**Flaw:** Conflicts tend to erupt over the Crown, and Tiberius managed to rule for 22 years by not using it. Each time it is used, the Storyguide adds one point to the Tension Pool.

## STORY SEEDS

Dr. Noor Fathi, a linguistics professor, enlists the Band's aid in protecting her archeological expedition from bandits and roving monsters. She neglects to mention, that she is a Scion of Montu in search of Re's truenam and that "bandits" harassing her are Aset and Re's cultists. When the Band discovers the truth, do they uphold the Netjer's established order, or do they side with Dr. Fathi in ensuring Re's sun sets and Montu's rises?

The secret to Anuket's parentage is the Gods don't care. Satis has an answer, but all that matters to her is that she is Anuket's mother. Re and Montu both have healthy relationships with Satis and treat Anuket with parental affection. Khnum knows she is his daughter, regardless of whether she is his Scion. Mortals, unfortunately, struggle to rise above base gossip. A tabloid has uncovered the truth, and if they publish the tale, it threatens to Fatebind the Gods into a conflict that none of them desire.

The sun hangs, unmoving, in the sky. Somehow, cultists of Isfet have found their way into Pet, arrested Re's movement, and are raining down falsehoods on the World below. Anhur recruits Scions to set Ma'at right again before the world burns, but reaching Pet is hard enough on a good day. This time, the Band will have to navigate sorcerous illusions hiding all the entrances to the sky realm.