

A LIGHT EXTINGUISHED

A JUMPSTART FOR SCION SECOND EDITION



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INTRODUCTION	4	<i>Influence</i>	14
		<i>Bonds</i>	15
<i>Who Are You?</i>	5	A LIGHT EXTINGUISHED	16
<i>The World</i>	5		
<i>The Divine Community</i>	5	Act 1: Procedural	17
<i>Adventure Pacing</i>	5	<i>Scene Details</i>	17
STORYPATH OVERVIEW	6	Act 2: Intrigue	18
Core Mechanics	7	<i>Interrogating Francisco</i>	18
<i>Difficulty</i>	7	<i>Interrogating Hikaru</i>	20
<i>Complications</i>	7	<i>Interrogating Jennifer</i>	20
<i>Enhancements</i>	7	<i>Interrogating Keiran</i>	21
<i>Threshold Successes</i>	8	Act 3: Action-Adventure	23
<i>Failure</i>	8	<i>Scene Details</i>	23
<i>Consolation</i>	8	Storyguide Characters	24
Time	9	<i>Mortals</i>	24
The Three Areas of Action	9	<i>Scions</i>	24
<i>Conditions and Fields</i>	9	<i>Antagonists</i>	26
Action-Adventure	9	Hassan al-Hakim	28
<i>Initiative</i>	9	Sigrún Askrdottir	30
<i>Action Types</i>	9	Rashmi Bhattacharya	32
<i>Attacking</i>	9	Rhiannon Jernigan	32
<i>Defending</i>	11	Emanuel Montero	36
<i>Resolving Damage</i>	11	Birthright and Power Summaries	38
<i>Movement</i>	12	<i>Hassan al-Hakim</i>	38
Procedurals	13	<i>Sigrún Askrdottir</i>	38
<i>Information Gathering</i>	13	<i>Rashmi Bhattacharya</i>	38
Intrigue	13	<i>Rhiannon Jernigan</i>	39
<i>Attitude</i>	13	<i>Emanuel Montero</i>	39



INTRODUCTION

Welcome to **Scion**, a game of heroes and demigods who openly walk among mortals and clash with rival pantheons and creatures of myth. Here, all myths are true; Baldur is as real as Amaterasu. While the Gods are real, so too are their enemies, the Titans, who threaten to destroy The World. It is a storytelling game of high-octane modern fantasy with big adventures and even bigger stakes.

In this jumpstart, the characters must help solve the murder of an important member of their divine community before her killer can strike again and awaken a bright and terrible power. Someone has killed the demigod Bai Amari (known by her legendary title “the Luminary”), a well-respected, beloved Scion of Ra who has done much for the community. Who would want such a thing? Surely gracious Bai would not have many enemies? Furthermore, who could muster the kind of power needed to end the immortal life of a Scion on the cusp of becoming a true demigod? The Scion community is in an uproar. Is this a declaration of war? Who is behind this terrible tragedy?

WHO ARE YOU?

Players play the children of the Gods and tangle with their parents’ divine enemies and rivals, and deal with beasts and monsters that would threaten mortal lives. Characters are often from disparate pantheons, brought together to fight against the Titans and their influence despite existing strife and tension. The group of player characters, called a Band, joins forces and puts aside differences when bigger threats appear. Scion characters have a suite of exceptional abilities called Knacks, supernatural divine powers called Boons, and artifacts given to them by their godly parents called Relics.

THE WORLD

Scion adventures take place in its default setting, simply called the World, which is a place not unlike our modern world — minus the Gods and mythological creatures, of course. Games of **Scion** can take place in Perth, Seoul, Lagos, Belfast, or Indianapolis, but Storyguides are equally encouraged to create a fictionalized version of the real world; the magic and mystery of the divine is everywhere.

This jumpstart adventure takes place in a metropolis near and dear to the players. Ask the players where their home cities are and try to urge description out of them by engaging them in some small talk before the game. Additionally, this adventure assumes that Scions are known

to The World, both as culture heroes and as children of the Gods, and the PCs have some legends to their names.

THE DIVINE COMMUNITY

Played straight, there are plenty of hooks and leads to be found distributed among the player characters’ backgrounds and pantheons. If everyone divine and mortal can focus on cooperating, the adventure will run smoothly, the villain will be brought to justice, and those seeking the truth will be rewarded.

Unfortunately, neither Gods nor mortals are known for their cooperation.

Events on the divine stage can be as distant or as immediate as needed for this adventure. While open war is rare among the divine, the Gods aren’t above enacting hostilities through unwitting agents and pawns — Scions.

Many Gods make their demands on a need-to-know basis. As such, it’s in a Scion’s best interest to keep current on their family’s politics, lest they find themselves haplessly carrying out orders extremely unpopular with their Bandmates. Each Pantheon has their own agenda and will push their Scions to make sure the result of this investigation plays out in their favor (and, of course, make sure that none of them look complicit). Storyguides are encouraged to play up the tension and rivalries between the Band’s pantheons and create a rich and interesting background for the adventure.

ADVENTURE PACING

This adventure can be played in one session of a few hours or stretched over two or three sessions.

The investigation of the first act can be run as a complex action, with clues granted as Milestones, for a more pensive procedural. On the other hand, if you want to maintain a sense of urgency, when the PCs have spent enough time investigating, have Francisco contact them to transition to the second act.

For a more complicated intrigue in the second act, make use of the Scion suspects’ optional Extras to throw obstacles in the PCs’ way.

Finally, there is a fail-state for this adventure which intensifies the final encounter with the murderer. As this is likely to be the longest scene, if you are short on time consider running this encounter as-is, without promoting the Construct or increasing the number of mummies.



STORYPATH OVERVIEW