

MYSTERIES OF THE WORLD

THE SCION COMPANION

The background of the cover is a dark, underwater scene. A massive, grey shark with sharp teeth and glowing yellow eyes is lunging towards the viewer. In the foreground, a team of four heroes is fighting. One hero, a man with a beard and a red headband, is holding a large, mechanical, silver weapon. Another hero, a man with red hair and a grey shirt, is in a dynamic pose, possibly kicking or dodging. A woman with long blue hair and a green top is also visible, and a man in a dark vest is in the background. The entire scene is overlaid with a large, red, diagonal watermark that reads 'Sample'.

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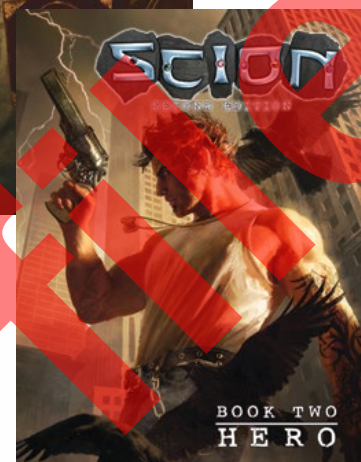
We dedicate this book to Alejandro (Alex) Melchor, a wonderful writer, game designer, collaborator, colleague, and friend whom we will miss dearly. We're proud to have his work live on in these pages. Rest in Peace, Alex.

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INTRODUCTION

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

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

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

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

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

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

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

WHAT'S IN THIS BOOK?

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

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

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



CHAPTER ONE
THE THOUSAND PATHS
OF A SINGLE ROAD

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

— Terry Pratchett, *Witches Abroad*

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

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

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

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

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

MYTH LEVELS

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

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

MYTHOLOGY NOIR: THE IRON SERIES

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

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

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

RESHAPING MYTH

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

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

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

GENRE

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

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

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

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

IRON GENRE

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



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

HEROIC GENRE

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

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

BRONZE GENRE

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

The Bronze Genre follows all the normal rules.

SILVER GENRE

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

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

EVERYDAY PROWESS: THE HEROIC SERIES

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

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

GOLD GENRE

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

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

THEOCENTRISM

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

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

The most prominent elements relevant to Theocentrism are:

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

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

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

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

IRON THEOCENTRISM

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

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

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

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

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

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

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

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

HEROIC THEOCENTRISM

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

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

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

BRONZE THEOCENTRISM

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

their pantheon and then mostly erased their independent identities altogether.

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

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

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

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

SILVER THEOCENTRISM

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

MODERN EPIC: THE BRONZE SERIES

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

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

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

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

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

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

GOLD THEOCENTRISM

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

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

TITANOMACHY

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

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

Adjust the Titanomachy by fine-tuning the following elements:

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

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

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

IRON TITANOMACHY

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

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

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

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

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

HEROIC TITANOMACHY

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

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

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

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

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

BRONZE TITANOMACHY

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



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

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



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

SILVER TITANOMACHY

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

UNFOLDING SAGA: THE SILVER SERIES

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

NEW CONDITION: EXPOSED

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

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

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

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

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

GOLD TITANOMACHY

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

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

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

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

EVIDENCE

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

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

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

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

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

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

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

IRON EVIDENCE

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

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

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

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

HEROIC EVIDENCE

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

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

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

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

BRONZE EVIDENCE

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

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

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

SILVER EVIDENCE

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

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