

LIVE BY THE BLADE

A JUMPSTART FOR SCION: DRAGON

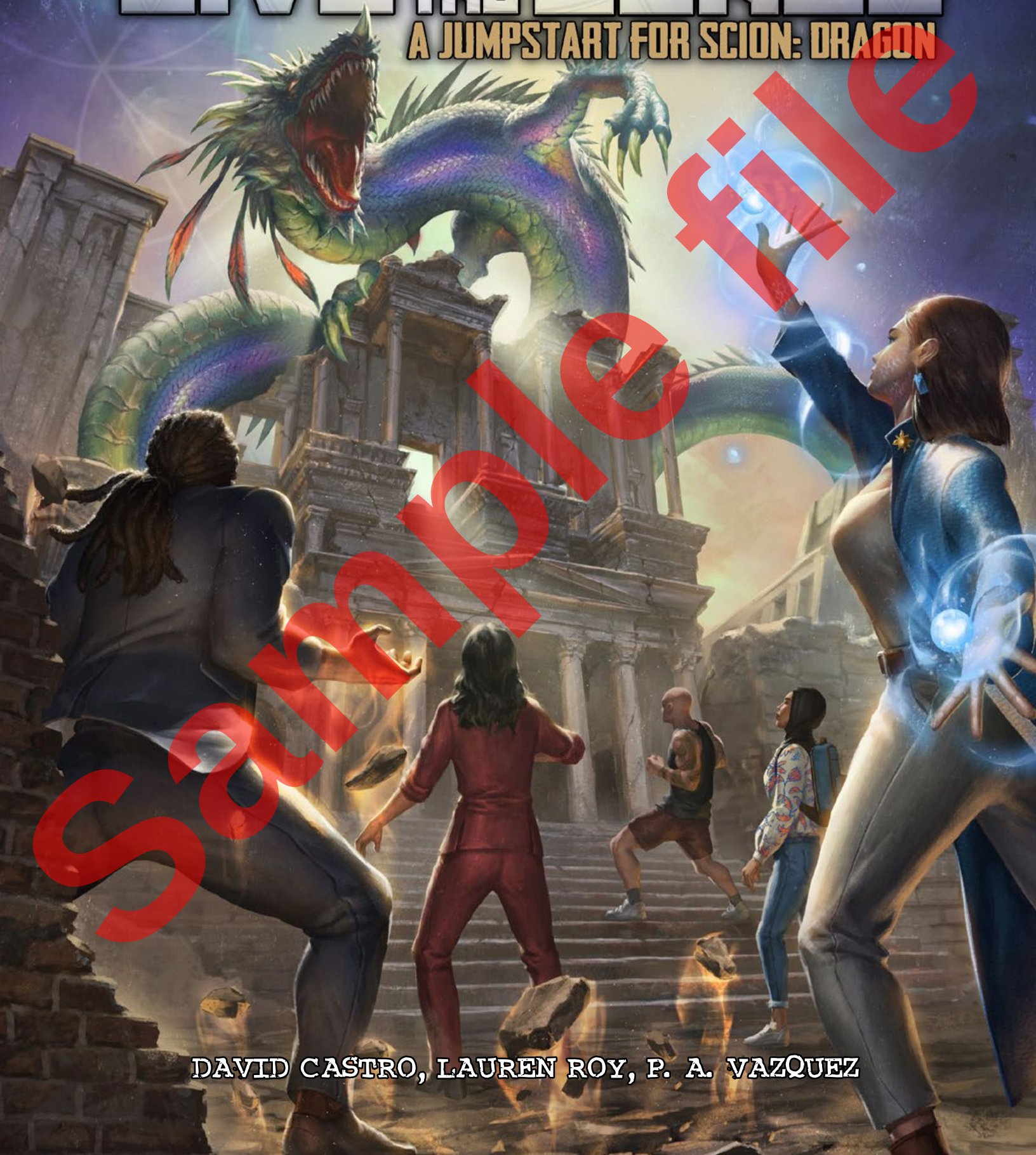


Scion

SECOND EDITION

LIVE BY THE BLADE

A JUMPSTART FOR SCION: DRAGON



DAVID CASTRO, LAUREN ROY, P. A. VAZQUEZ

CREDITS

Developer: Lauren Roy

Writers: David Castro, Lauren Roy, P. A. Vazquez

Editor: Richard Stratton

Art: Navella Studios

Art Director: Maria Cabardo & Mike Chaney

Graphic Designer: Mike Chaney

Creative Director: Richard Thomas



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INTRODUCTION

Welcome to **Scion: Dragon**, where you're the Heir to an ancient, hidden, and powerful Draconic legacy. In Scion, all myths are true. The Flights know something more: Some true myths have been hidden from The World in an age-old conflict between Dragons and Gods. As a Draconic Heir, you fight to reestablish the power and rule of Dragons as it was in the times before history, before the myths of the upstart Gods and their ilk drove Dragons from The World. This is a game of ancient secrets, lost legacies, skullduggery and subterfuge, and, most importantly, figuring out where your character fits in this Draconic-Deity War.

In this jumpstart, the characters meet The Archivist, a world-renowned, yet mysterious, Scion of Djehuty. He sends them on an epic heist to retrieve the magical Sword of Damocles from a Dragon's lair nestled within an ancient library's ruins. Will they succeed in their caper and steal the Sword of Damocles from right under Kazim-Azizi's nose? Or will they risk the History Gorgon's wrath and fight to avoid becoming a footnote in the annals of Draconic history? Adventure, thievery, treachery, and action await in *Live By the Blade*!

THEME: PULP SPY ADVENTURE

Dragons do most of their work behind the scenes and away from the prying eyes, ears, and other supernatural senses of the Gods, Titans, and even other Dragons. Like spies in our World, Heirs may not be aware fully of other Dragons' machinations — including those of their own Flight and Draconic parents — though they figure out bits and pieces of what's going on along the way. Adventure awaits amidst anxious tension and dark plotting as Heirs get involved in wild chases and amazing moments that make any spy flick look like child's play.

MOOD: INTRIGUE AND SELF-DISCOVERY

Dragons scheme. Their intricate plots have layers upon layers; each Flight member weaves a web of intrigue. Heirs have to learn how to navigate these, both to find what it is they seek and to avoid getting ensnared in someone else's web — or even their own. Heirs uncover their Draconic legacies and memories to piece together who they are, where they come from, and what they can truly become. Dragons, and Heirs in particular, constantly have more questions than answers. Nonetheless, they quest to shift this balance toward knowledge.

BECOMING A DRAGON

Players play the Heirs of the Dragons, a hidden and powerful class of beings who were The World's true rulers before the Gods first appeared. Characters hail from one of six *Flights*, Draconic groupings with similar purposes and cultural heritages, which assemble to fight against threats to the Dragons, uncover lost secrets and truths about their legacies, and fulfill their Draconic destinies. A gathering of Heirs is called a *Brood*. They gather and pool their resources to accomplish their goals and protect each other. Heirs

have various impressive powers at their disposal, including exceptional feats known as Knacks; unique Spells activated through Dragon Magic; and powerful Birthrights granted by their Flights and others, such as Guides, Hoards, and Lairs.

WHAT'S A FLIGHT AGAIN?

In response to the Gods gathering into Pantheons, Dragons grouped themselves into Flights. Once quite individualistic, these Draconic beings joined together in order to fight off the advances of the Gods, to maintain their legacies and Hoards, and to scheme towards a future where they will take their rightful places once more as rulers of The World. Flights fit the cultural themes and motifs of their original founding Dragons, but aren't bound geographically or culturally. A Flight welcomes any Draconic being whose motives align with its own, and thus offers protection against the Divine onslaught.

The six Flights are:

Draq: A vengeance-driven Flight seeking to punish the Gods for killing their progenitor, Tiamat.

Joka: Voracious and nostalgic Dragons who are constantly hungry and seek to turn back the clock to Draconic times.

Lindwurms: The first Flight, these Dragons have sought power and wisdom since time immemorial and love sharing stories of Draconic deeds.

Lóng: With no desire for vengeance or any particular ill-will toward the Gods, these Dragons are the largest Flight. They seek to convince The World that they should be worshiped instead of the Gods.

Naga: Many-headed Draconic beings formed through the melding of ideas and materiality, this Flight finds itself split between a special Terra Incognita and The World. They seek knowledge everywhere — especially that which will help them unite their two homes once more.

Serpents: This Flight loves the planet and the environment first and foremost. They work together with Humans against the despoiling of The World, raising both from their sorry states.

ADVENTURE PACING

Jumpstart adventures such as this one can be played in one long session over a few hours or over several short sessions. It may also serve as the start of an epic campaign with Kazim-Azizi as the main antagonist. The adventure is written to be flexible, and allows for players to jump right in without needing to know everything about the setting or the characters involved.

Live By the Blade is an adventure full of intrigue, subterfuge, and deception, which requires the Brood to be inventive. Like with any heist, Heirs should be ready to improvise on the fly as their plans go awry at the most inopportune moments. This adventure rewards creativity, craftiness, and an inquisitive attitude, and is geared so that every member of the Brood has a chance to shine.