

NO GODS, NO MASTERS

A SOURCEBOOK FOR

SCION

SECOND EDITION

NO GODS, NO MASTERS



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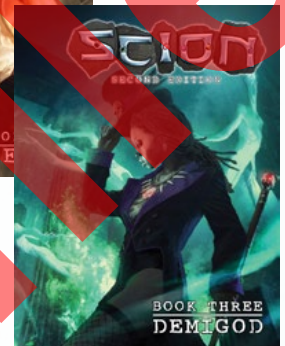
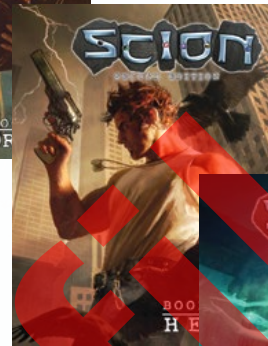
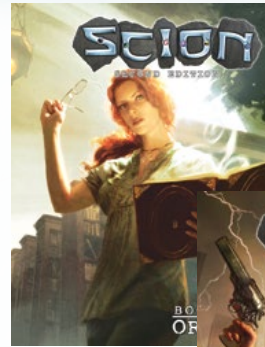
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To Chantelstiltskin for working their diabolical magic.



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Listen to your players 8

Get creative with description 8

Play around with pacing 8

Change the scenario 9

to suit you and your group 9

Don't 9

*Run straight from
the page without amendment* 9

*Panic if the players
do something unexpected* 9

Worry about knowing all the rules 9

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INTRODUCTION

But when the divine element in them became weakened and their human traits became predominant, they ceased to be able to carry their prosperity with moderation.

– Plato, *Timaeus*

THE DAWN OF A NEW AGE

This is a book about new beginnings, big ideas, and how you can't make an omelet without breaking several million eggs. It's the first long-form storyline for the second edition of *Scion* and it's big. It's going to change The World.

WHAT'S ABOUT TO HAPPEN

No Gods, No Masters develops over three stories. They're best run in sequence but the inciting events for each one are big enough that they each work as standalone tales.

In **Armageddon Jam**, the Scions discover the existence of the Keepers of The World. The Scions become embroiled in the Keepers' plans to sever The World from the Over- and Underworlds through which the Gods affect it. The Scions gather information on behalf of Hekate, the Crossroads Goddess, and are given reason to both sympathize with the Keepers and oppose their schemes. Ultimately, they're asked to either join with the conspiracy or oppose it.

The action continues in **Incognito Love Song**, where the Band visits Atlantis, famous Terra Incognita and resonant link with Ocean, one of the best-known Axes Mundi. The Keepers of The World race to sever the link before their own previous meddling erases Atlantis completely. The Band get to see the risks of the Keepers' strategy, capitalize on (or heal, if they're so inclined) a schism within the Keepers of The World, and pick a side once and for all. What happens in Atlantis draws the eyes of every God in every Pantheon to the Keepers' activities: the Band must now pick a side and mean it.

In **Anthem**, it's time for the World's rebirth — this time with significantly fewer Gods to mess around with it. The Keepers of The World carry out a ritual in which Tlazōlteōtl drowns The World in its own filth and sin, and the other Keepers symbolically deny her power. That would be high-stakes on its own, but Blodeuwedd of the Plant Dôn, the Keepers' newest recruit, wants a fully God-free World, including the demise of all the Keepers and herself.

The three scenarios take new Scion characters from their Origin all the way through to their transition to Demigods. By the end of the final story, the characters will be ready for Godhood. That doesn't just mean they'll be powerful — though they will, but also that they'll have cast off the chains of their mortal beginnings and stepped up to the challenges and responsibilities of being a Scion. They'll think about The World as Gods do, not as mere mortals.

THEME AND MOOD

Informed choice is one of Scion's core themes and it's the central tenet of **No Gods, No Masters**. The Band learn about the Keepers of The World, their identity, and their goals. They've made the bold, earthshaking choice to rethink their relationship with their Pantheon and the relationship Gods should have with The World.

In turn, the Band are presented with choices of their own: do they support or oppose this new vision for the World? If they approve, at least in theory, do they fall in step with the Keepers, work to realign the plan from inside, or start a movement of their own? Do they work behind the scenes to undermine the Keepers' plan, or do they involve other Gods and risk escalating the conflict?

This isn't a plot about stopping a group of baddies — though the Keepers' plan, as they have conceived it, will do a lot of harm to other Gods and to the World itself. After all, they're birthing a new reality, and birth is a messy, gory process. This is a story about encountering a wildly divergent point of view and deciding how to engage with it. The way the players' Scions interact with the Keepers of The World, throughout all three stories, has a massive impact at the end of **Anthem**. It determines whether the Keepers have enough faith in their own plan to achieve The World's rebirth.

The mood shifts from the wonder and horror of pulling back the curtain in **Armageddon Jam**, to the majesty and potential of discovering Terra Incognita in **Incognito Love Song**, to the overwhelming responsibility of deciding the world's fate in **Anthem**. The player characters can do anything, and they should feel that potential from the very beginning, while also feeling its weight.