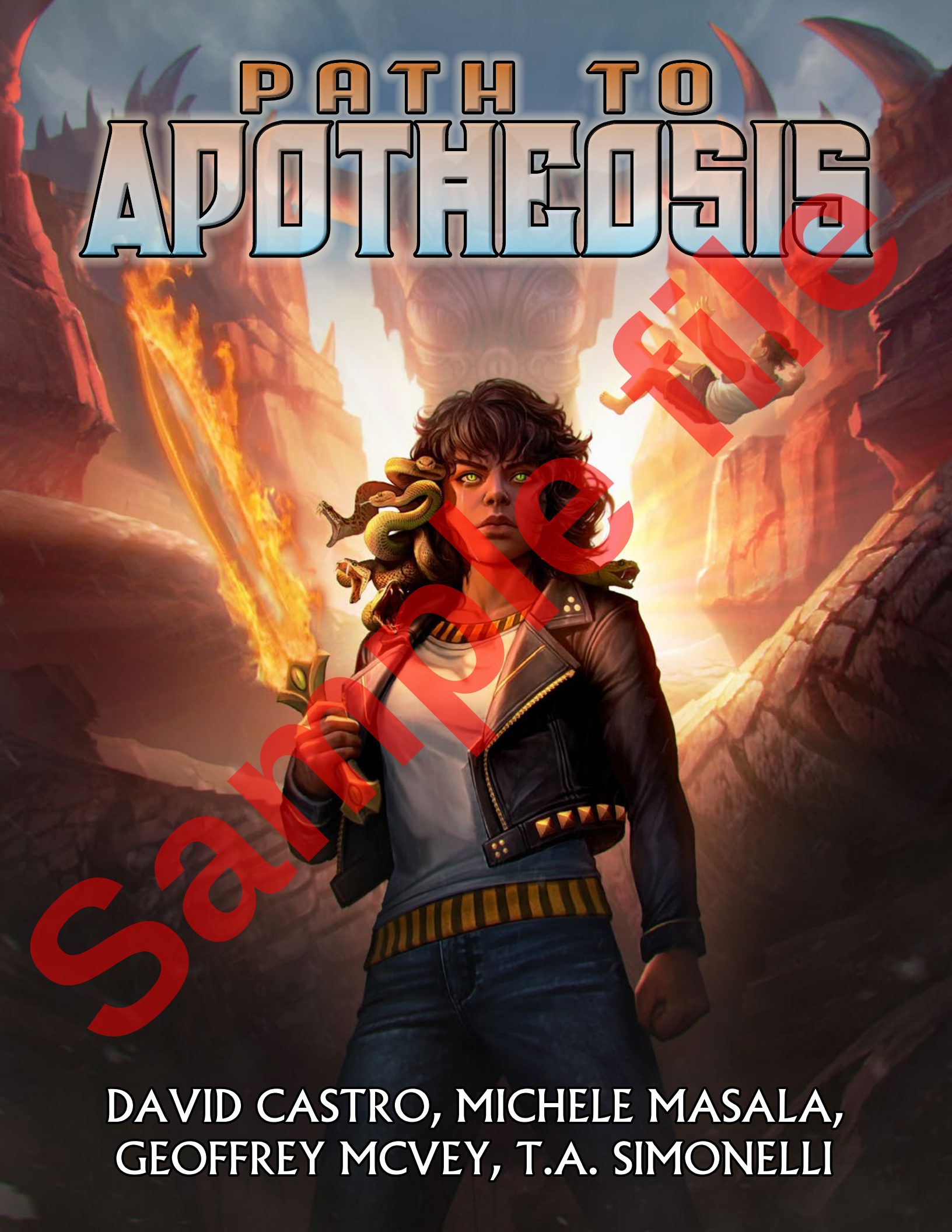


# PATH TO APOTHEOSIS

The book cover features a central illustration of a young man with dark, wavy hair and glowing green eyes. He is wearing a dark leather jacket over a white t-shirt and blue jeans. A large green snake is coiled around his neck. He holds a flaming sword in his right hand. The background is a dramatic, fiery landscape with a large, glowing face in the distance. A red 'Sample' watermark is diagonally across the cover.

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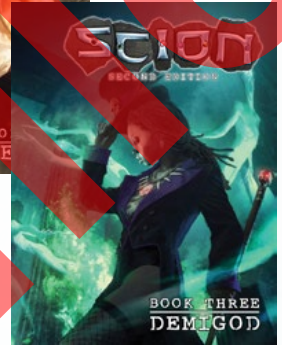
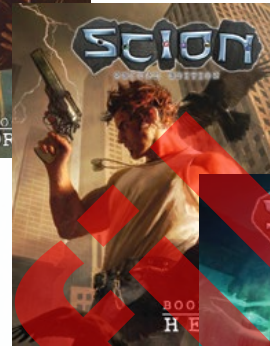
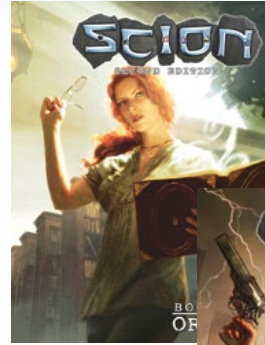
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## SPECIAL THANKS

David wants to dedicate this to their mother, L. Sandra Saez, who always fueled their creative spirit.



REQUIRES THE USE OF SCION ORIGIN,  
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# INTRODUCTION

Rise above the deceptions and temptations of the mind. This is your duty. You are born for this only; all other duties are self-created and self-imposed owing to ignorance.

— Swami Sivananda Saraswathi

Not every Scion makes the choice to walk the path to Godhood. It is one of the most decisive things in the World. Succeed, and you become a God, one of the elite few, able to shape the World and all those who live in it. But if you fail, you die. There is no turning back, no giving up on Apotheosis and returning to the life of a Hero. Become a God or die trying, all or nothing; these are the stakes starting down the path of Apotheosis.

## BECOMING A DEMIGOD

When a Scion takes their first steps towards becoming a Demigod, they're accepting a role in the World and Realms beyond that they cannot comprehend. Heroes are the hands and the eyes of the extant Gods and their Pantheons. Whether born, chosen, created, or incarnated, those Scions usually serve the purposes of their divine forebears. When one makes the turn to Apotheosis, however, they take charge of their Fate and gain access to a piece of the power they will gain should they succeed and become full Gods.

The steps to becoming a Demigod and the particulars can be found in **Scion: Demigod** (p. 14-46), but at the end of all things, becoming a Demigod elevates Scions to a new level of import.

## WALKING THE PATH TO APOTHEOSIS

What follows are three scenarios that can be played in either single sessions each, over the course of a few sessions, or as the start of a campaign that will, eventually, intersect each of these adventures. You can, of course, use the pre-generated characters in **Demigod** p. 119, but consider having your players make their own characters to play these adventures with. These games are very personal, and the deeper the connections the players have to their characters, the greater the impact these adventures will have.

## THE PATH TO APOTHEOSIS

The three adventures of this book take place at three key points in the life of a Demigod, as follows:

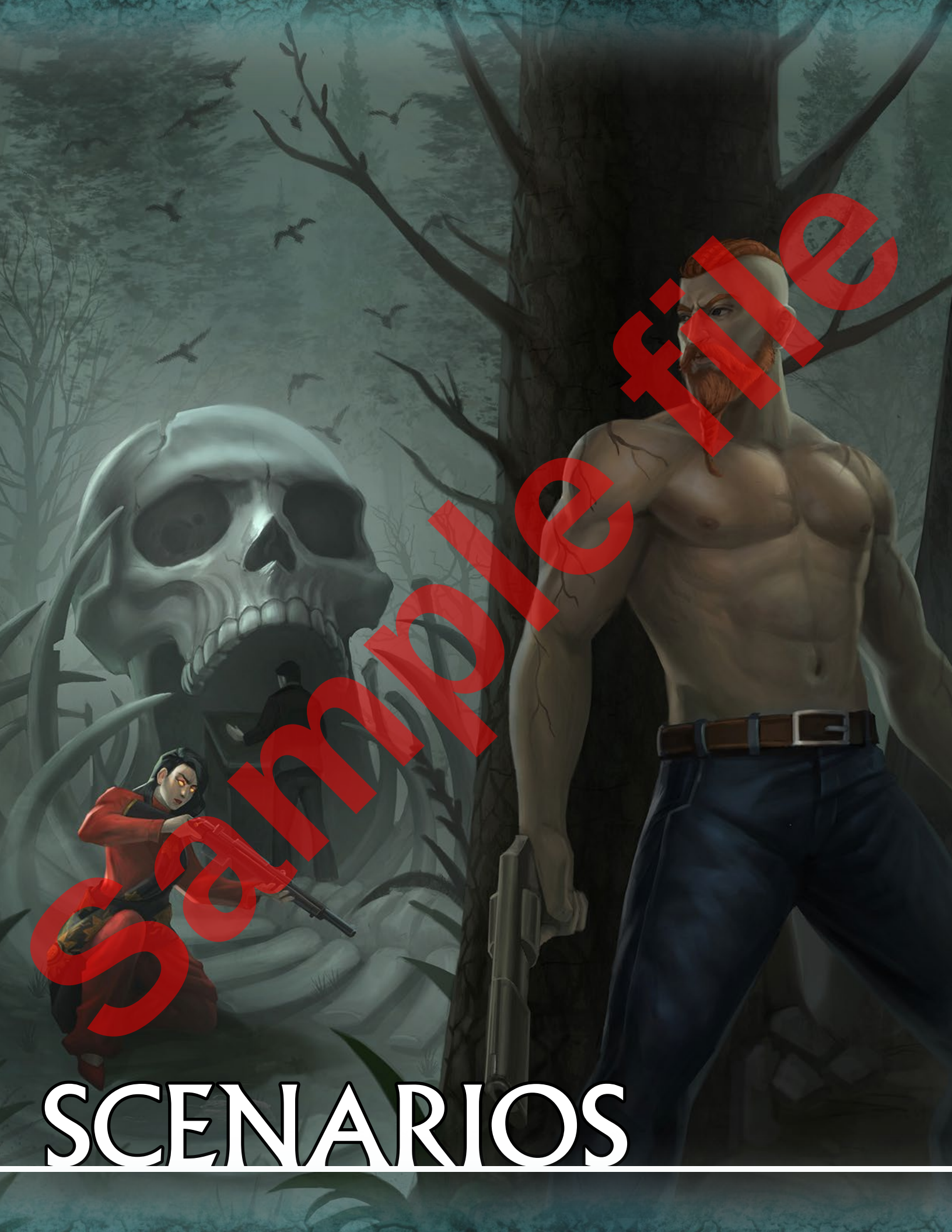
- *Threads of Fate, Winds of Death:* As the Scions just make the turn to Demigods, they realize that the World is so much more complex and dangerous than they could have imagined beforehand. With new power comes new perspective, as well as new choices. The Band is called to the town of Amber Falls, where a plague has ravaged the populace, and the local Band of Demigods seem to be powerless to stop it. Dr. Annabelle Stoll of the Curses & Plagues Control summons the Band for fresh eyes on the problem.
- *When The World Bares Her Teeth:* The Demigods hit their stride. They know themselves, and there's more path behind them than in front. In this adventure, Ares calls upon them to help investigate an incident with one of his Demigod Scions' Band after combat with a manifestation of the Titan Tlaltecuhltli.
- *Devour the Sun:* The Band nears the end of their path, and the stakes rise to new heights. Before initiating Theophany, the Demigods could have taken another road. Now, the scales of Fate hold Godhood on one side and death on the other; it is up to the Demigods to shape their futures. They are drawn into the Thrice-Tenth Kingdom, an Overworld of the Bogovi, to investigate the apparent death or disappearance of another Demigod, uncovering his various sins.

Taken separately or interwoven into a campaign, these adventures serve as a great guide to walk **Scion** players through Demigod-level play.

## A MOMENT TO TALK ABOUT TONE AND CONSENT

The following adventures are full of emotionally trying content, and it would behoove you to advise your players about them and make sure they're okay with it. Either as a Session Zero before the campaign, or just checking in before you get started, the following should be discussed, and safety tools be used, to ensure the fun and safety of the group.

Please do use caution when running these adventures, and keep the fun and enjoyment of your players and yourself in mind.



# SCENARIOS

# THREADS OF FATE, WINDS OF DEATH

They devastate one land after another,  
They drive the free woman outside the house where she gave birth,  
They cast gentle fledgling down from their nests,  
They strike the oxen upon them, and scare away the lamb,  
The demons vicious and cunning.  
— François Lenormant, *La divination chez les Chaldéens*

In the World, people make their prayers knowing that someone is always listening. The Gods may not act on those prayers, but faith in the divine stands strong. After all, the Gods are distant, but their Scions walk the earth. When Scions take their steps on the path to Apotheosis, however, the friction between their relationship to the world of mortals and their aspirations of godhood ensures many come to see both ordinary people and their very own allies as little more than stepping stones in the ascent to divine power.

*Threads of Fate, Winds of Death* takes place in the small, rural town of Amber Falls. The community is no stranger to problems of mythical nature, as the past deeds of a beloved Band of Demigods who took residence in town attests, but recently the situation took a turn for the worse. Disease, drought, and mysterious disappearances trouble Amber Falls on such a magnitude that the Curses & Plagues Control — the CPC — dispatched several teams to keep the situation under control, to no avail. While the citizens place their faith in the local Demigods to save the town, unaware that the Scions have a central role behind the problems of Amber Falls, a CPC doctor unwilling to “wait and hope for the best” contacts the player characters for help, the sudden thought of getting in touch with them born out of the machinations of Fate.

- **Dr. Annabelle Stoll (she/her)** feels desperate. Being a CPC doctor, she's used to dealing with awful situations, but the apparent apathy ruling over Amber Falls tests her resolve. The countryside is dying, more people fall ill each day, and

the obstacles the CPC encounters each time they propose a course of action further restrains the help they can give. Annabelle refused to accept the reassurances Amber Falls' authorities gave her since day one, but Leah convinced her to focus on the sick and leave the supernatural problems to the Demigod's Band. After weeks of disappointment, the doctor risked her reputation — and career — to contact a group of Scions she knows can make a difference when innocent lives are at risk.

- **Leah Jubouri (she/her)** hasn't been seen in public for a while, but her presence shines everywhere. The Scion of Shamash became the unofficial patron of Amber Falls when, soon after reuniting with her Band after months of isolation, she guided her fellow Scions in town and defeated a terrible giant living in a forest nearby. Even before she declared Amber Falls under her protection, the Demigod already swayed the town's citizens with her charisma. During the current crisis, Leah never hesitates to assure that the situation will improve soon, but perceptive minds noticed the trace of anger and nervousness hiding beneath her words. To justify her absence, Leah relies on her companions to handle daily matters and tells them to say “she's busy taking care of other problems,” but the arrival of other Scions further complicates a situation she already sees slipping out of her control. Although Leah's influence looms over the whole scenario, she's absent from the adventure proper, leaving the Band to deal with the consequences of

## A WARNING ABOUT CONTENT

This adventure features mentions of a rampaging plague and the imagery that goes along with that. It features stressed and overwhelmed medical staff and a hospital overrun with the afflicted.

Please discuss this with your players when performing your Session Zero. While plagues and contagions are commonplace in myth, with everything the world has gone through with the Covid-19 pandemic, it would be prudent to make sure that your players are okay with these themes.

her actions when it comes to both her allies and the fate of Amber Falls.

- **Damian Karnon (he/him)** is a ticking time bomb. The jovial Scion of Cernunnos who triumphantly marched through the streets covered in giant's blood is no more, a dour man now left in his place. Something haunts Damian's thoughts, leaving him irritable and skittish. Leah dismisses that as frustration for the Amber Falls situation being a problem Damian can't punch away, but Damian's torment has far more serious roots. Though Damian spends most of his time alone drinking and wondering whether he had an easier life as a wolf, Scions who interact with him don't need to push hard for the Demigod to start spilling up what troubles him. It's easier to talk to strangers, after all — provided those strangers manage to not enrage him, that is.
- **Reika Ohtaka (she/her)** has a job to do. Leah saved the young Scion of Pele when Titanspawn tried to kill her right after her Visitation; she gave Reika a family and guided her through all the steps of heroic development. Reika never doubts that Leah's Apotheosis will make the World a better place. When Leah casually mentioned something troubling the pursuit of her dream, the Hero felt it only fair to step forward and repay her debt. Reika's no fool and keeps a low profile, fully aware of the atrocity of the task at hand and how it coming to light would ruin Leah's reputation, but she'll do anything in her power to make her dear friend proud, no matter the sacrifice that demands out of her.
- **Juniper Bradford (she/her)** hates the mess her Band turned into. The other Scions always helped her whenever trouble arose with her divine father, not to mention they accepted and supported Juniper through all stages of her transition, but those days are long past. More than anything, the Scion of Tawiscara hates the kind of person Leah

has become. Cultivating Reika's admiration into a toxic, dependent fealty was already bad enough, but Leah's recent behavior made things even worse. Juniper has suspicions she's not afraid to voice, but for now all that matters is helping the people of Amber Falls. Her friends might not care to discover what's really going on, but the Demigod will do that on her own, if necessary. It goes without saying that any help is more than welcome.

- **Pazuzu (he/him)** patiently waits for his moment. The old demon retired a long time ago, exhausted by a World he didn't feel needed his presence anymore, so he's the first to admit Damian actually convincing him to get back to work came as a surprise. Sure, the opportunity to ruin once again the plans of his hated Lamashtu helped the decision, but that doesn't mean things will be easy. Pazuzu knows how weak he is right now compared to his nemesis, and the methods demons like him use to regain strength are neither pretty nor pleasant. Damian, as driven by selfish motives as he is, accepts this, which is good enough for Pazuzu. Reika offering herself to act as Lamashtu's agent gathers no piety from the demon, but Pazuzu recognizes how Leah manipulated the Scion of Pele into the deal, meaning the Annuna Scion earns the full brunt of his enmity. As for anyone else interfering with his plans, Pazuzu has no qualms about dealing with them.

## ACT ONE: PROCEDURAL

Amber Falls lies on the verge of collapse. Famine, disease, and death have held the entire town by the throat for several weeks, turning a pleasant little corner of the World into an eerie spectacle of devastation. What was once the kind of rural American town people send postcards from is now a desolate place whose streets would stand empty if not for CPC's vans and tents.

### SETTING THE STAGE

As a tangible demonstration of the echoes Fate wields once Scions aim to experience their Second Calling, the scenario assumes player characters had a role in fighting against creatures of famine and disease earlier in their heroic career. Beings associated with the Annuna Pantheon, like the Lilu demons, resonate the strongest with this adventure, but other options are just as valid.

As long as the threats at work in this scenario are a call back to the past that happens on a much bigger and more dangerous scale, then the adventure can work as an introduction to the power level of **Scion: Demigod** — or even as a Band-wide Second Calling, should the Storyguide and players agree.

## ATTITUDE AND BONDS

Annabelle: Leah (-1, Frustration 2), Damian (-1), Juniper (1), Reika (-1), PCs (2)

Ruin came in a matter of days, striking everyone and everything. No family has been spared, and those whose members aren't forced to bed, or worse, struggle to work fields filled with gray plants that turn into dust the moment the wind blows.

Merely stepping into Amber Falls triggers the clear perception something's wrong with the town. Gusts of wind run through its deserted roads, and yet the air feels still and oppressive. Aside from the occasional person desperately attempting to keep up with a daily routine, silence reigns over town so much that steps echo, and the buzz of stray insects resounds like the howling of wild animals.

### Field: Amber Falls' Quarantine Zone

Annabelle greets the Scions as soon as they arrive in town. She offers a brief overview of the situation unprompted, then invites them to come visit the CPC's tents and see for themselves if they can make sense of what afflicts the population. The moment characters express any intention to investigate the matter, she looks both relieved to see they are actually doing something and disappointed they can't just snap their fingers and wish the problems away, though the latter is nothing more than a consequence of sheer exhaustion.

## POINTS OF INVESTIGATION

### CPC TRIAGE CAMP

With Amber Fall's small hospital collapsing soon after the disease overwhelmed the town, the CPC established a camp around the town main square for triage and to try to limit the contagion's spread. Annabelle offers hazmat suits to the characters and guides them around the place, in an environment that gives a clearer idea of exactly how bad things are in town than quiet roads and empty stores do. Rows of occupied beds fill the tents, while doctors run around trying to alleviate people's pain as much as their capabilities allow.

If characters ask around and check with both doctors and conscious patients, they'll discover the scene's Core Clue: People started to get sick not long after a Band of Demigods led by Leah Jubouri killed a giant in a forest nearby the town.

Mundane treatments are ineffective, but each person healed through Knacks or Boons provides a cumulative +1 Enhancement on investigative rolls made during the scene, up to a maximum of +5.

The additional Alternative Clues characters can learn include:

- The ailment tormenting Amber Falls is difficult to categorize, a pathology whose symptoms include fever, respiratory issues, headaches, boils, and more. While highly dangerous, its course varies from person to person, with the worst cases drawing similarities to ancient plague outbreaks.
- Correlation doesn't imply causation, but pregnant women and young children are completely absent from the camp. If this gets brought up, doctors admit they can't think about any of the aforementioned categories getting sick. In truth, this happens because Pazuzu always made a point to protect both babies and expectant women, either from adverse circumstances or other demons.
- Several people seem to have disappeared in the past weeks. The CPC hasn't the resources nor the powers to investigate, and what's left of the Amber Falls police force asserts the claims are due to confusion in the current chaos, but a couple of citizens remember a person went missing before the epidemic started.
- While Annabelle provided hazmat suits to all characters, Scions are seemingly immune to the contagion.

### AMBER FALLS' TOWN AND SURROUNDINGS

While devastated, the roads and fields around Amber Falls aren't deserted. A few businesses remain open, more as a way for their owners to cope with the events by clinging to a sense of normalcy than anything, and farmers still work dead soil in a desperate attempt to save enough produce to have a future after the current crisis.

Players who interact with the citizens encounter people with varying attitudes toward the disaster, but a shared

## ATTITUDE AND BONDS

Citizens of Amber Falls: Leah (3, Devotion 3), Damian (2, Devotion 1), Juniper (2, Devotion 1), Reika (1, Devotion 1), Annabelle (1), PCs (1)



belief that Leah and her Band will solve things. After all, when Amber Falls suffered because the giant in the forest killed anyone who dared to approach the township, Leah appeared out of nowhere to defeat the Titanspawn. The understanding that members of Leah's Band come and go from the forest represents both the Core Clue for the scene and all the proof people need to be certain the Demigods are at work to save the town again.

If players try to improve the Fields' state with Knacks or Boons, they trigger a Clash of Wills roll against Pazuzu's primary dice pool of 13, with no guarantee the changes will hold. Still, a successful attempt grants a +4 Enhancement on all investigative rolls during the scene, as news of the Band's miracles spread around town.

Additional information characters can learn around town include:

- The famine happened because of a combination of severe drought and locust swarms whose presence nobody can explain.
- Aside from sporadic public appearances where she reassures the community, Leah stands out as the only Scion of her Band who prefers to not hang out around town. People assume that's because she's fighting for Amber Falls' salvation in realms beyond the reach of mortals, but nobody knows for sure.
- Though she's not in Amber Falls at the moment, Leah took residence in a large house the town

gifted to her after she arrived. Devoted cultists used to come and go from the place, but the contagion put a stop to that.

- Leah and Juniper were spotted arguing on multiple occasions. Juniper mentioned "Gilgamesh" during these discussions, only for Leah to dismiss her companion's words. Notably, both Damian and Reika were absent during the arguments.
- Damian spends most of his time running across the countryside or serving himself at the Raging Bull, a local pub otherwise currently abandoned because of the plague. Owners say nothing because they think the Demigod's presence shields them from harm. Not to mention Damian paid handsomely for the privilege.
- Several thefts occurred in Amber Falls during the last few weeks, though the state of emergency made sure nobody cared much. Both the local pharmacy and supermarket sustained losses, with thieves grabbing goods such as food, water, and assorted meds.
- Unlike Leah, people know for a fact Reika never left town, but the Scion of Pele seems both shy and reserved, unwilling to show her face around. She's been spotted leaving the Band's house at night to go for a walk.

When players feel they have a general idea of the situation in town, the scenario moves to the next act.

## ACT TWO: INTRIGUE

At this point, the players should feel like they have multiple leads to investigate. The forest outside of Amber Falls makes for a solid start, but they can try and meet the famous Band everyone talks about as well. The adventure's trajectory changes slightly depending on what players decide to do first.

Should players decide to split up, make sure to alternate between scenes as revelations and twists occur, so both groups' engagement stays strong.

### THE FOREST

Silence rules supreme over Amber Falls Forest. Even animals don't dare to break the solemn quiet of the location; visitors only hear the wind blowing through branches and the subtle rustling of leaves. Saws, timbers, and various machines lay on the forest's external margins, but everything indicates the logging operations barely had the chance to hit the trees before the contagion forced workers away.

**Field:** Hallowed Forest Tomb of a Mighty Titanspawn

Once characters venture deep into the woods, they soon stumble upon the charred bones of a massive humanoid being, the giant everyone talks about. Characters exploring the creature's skull find a rudimentary altar built inside, with tablets and inscriptions detailing a prayer to the Mesopotamian monster Lamashtu. The tablets detail a ritual asking Lamashtu to grant power to open a conduit to Irkalla and "deliver her rightful due," but no passage to the Underworld ever existed here, open or dormant.

Further investigation around the skeleton can reveal the following Alternative Clues:

- The presence of a tent with a sleeping bag inside suggests someone slept here for an unknown period of time.
- Several cedar trees surround the giant's remains. Their presence looks odd, because the trees aren't native to the zone and stand in stark contrast with the maples and oaks around them. They grow because Fate subtly echoes here the fight between Gilgamesh, Enkidu, and Humbaba in the Terra Incognita of the Cedar Forest.

- The controlled fire traces around the skeleton indicate it didn't burn during a battle but rather some time after, as if someone wanted to reduce the giant's corpse to cinders and cleanse the area.
- Once characters have the chance to explore the scene, Juniper shows up and introduces herself

### INTERROGATING JUNIPER

The Scion of Tawiscara approaches the characters aware her presence looks suspect. The Demigod swears she hasn't been following the Band, but rather was keeping an eye on the giant's bones exactly because she knows what lies inside and hopes to catch whoever set up the altar when they return to destroy the evidence. Juniper never believes anyone from the Band are involved, if only because her suspicions lie elsewhere.

Juniper's drive for the scene is to enlist help in her investigation. She carefully considers the behavior Scions take toward her while addressing them but doesn't hesitate to talk if given the chance. If players helped the citizens of Amber Falls during Act 1, Juniper caught wind of that, thus raising her Attitude toward characters to two.

Without the need for influence, Juniper will share:

- Her Band arrived in Amber Falls after Leah discovered news of a giant who attacked whoever tried cutting the trees. Leah then insisted on combatting the Titanspawn with only Damian's help, ordering Juniper and Reika to do nothing.
- Leah had recently rejoined the Band after a period of absence, but the Demigod's behavior took a turn for the worse. Juniper dislikes how her companion has become a demanding despot who now treats everyone except Damian like subjects.
- Aware of the choices Demigods can make, Juniper suspects Leah is laying the foundation to recover the Mantle of Gilgamesh, replicating feats from the King of Uruk's legend. If the giant she killed plays the role of Humbaba, Damian would be Leah's personal Enkidu. Something Juniper hates, because the catalyst for Gilgamesh's descent into the Underworld was the death of Enkidu himself. She shared these suspicions with Damian, but he dismissed them as absurd.
- Juniper thinks Leah made a pact with Lamashtu to gain protection while travelling into Irkalla, that she may succeed where Gilgamesh failed.

### ATTITUDE AND BONDS

Juniper: Leah (2, Doubtful Friendship 2), Damian (3, Camaraderie 2), Reika (2, Worry 2), Annabelle (2), PCs (1)

## ATTITUDE AND BONDS

Damian: Leah (-3, Heartbroken Friendship 3), Juniper (2, Camaraderie 2), Reika (3, Unofficial Little Sister 3), Pazuzu (1, Only Way Out 1), Annabelle (1), PCs (-2)

- She believes Lamashtu's influence can be blamed for the current state of Amber Falls.

Juniper isn't wrong about Leah's association with Lamashtu, but she ignores that the Demigod asked Reika to actually make the pact, so as not to taint her own Apotheosis with the demonic alliance. Juniper's wrong to blame Lamashtu for the city's troubles, though, Pazuzu being the true culprit.

If the characters didn't speak with Damian yet, Juniper asks them to help her convince her other companions of Leah's intention. She points them at the Raging Bull pub first, suggesting that gaining Damian's trust will help them talk to Reika as a unified front. Juniper proposes to meet later at the Band's house and proceed from there.

If the characters know about Reika's true role and Damian's pact with Pazuzu, Juniper's eyes widen. Struck by the horrific turn of events, she volunteers to go talk with the Reika, begging the characters to stop Pazuzu.

## INTERROGATING DAMIAN

The Scion of Cernunnos sits on a stool in the Raging Bull pub, serving himself beer after beer from the other side of the counter. Its owners at home for the quarantine, the place hasn't been cleaned in weeks; clouds of dust show through the wan light. An old jukebox fills the place with classic rock music, while broken bottles and debris litter the floor.

**Field:** Empty Pub Taken Over by a Tormented Demigod

Damian's drive for the scene is to be left alone to brood, goddammit. Getting anything out of Damian requires social influence made against Difficulty 3, though knowledge of Leah's plans to ascend as Gilgamesh lowers the Difficulty to 2. On a failure, Damian physically attacks the characters, more to vent unexpressed rage at someone than to seriously hurt them.

The Demigod makes for a strong foe, but he's both heartbroken and ridiculously drunk: All his attack rolls come with a level 2 Complication which, if not bought

off, means Damian crashes through a wall or unleashes his anger against the furniture. Should five attacks end up hitting the environment, characters have two rounds to flee before the whole building collapses, which wouldn't kill the Scion of Cernunnos but sure helps him calm down.

When characters manage to have a proper conversation with Damian, he reveals the following information while in tears:

- Damian knows Leah wants to inherit Gilgamesh's Mantle. That sounded ridiculous at first. Hell, believing Leah would direct Fate into binding him into the role of Enkidu was pretty much an insult. When he confronted her about the former, Leah candidly admitted her aspirations, though Damian quietly realized the latter was also true.
- The Demigod felt too betrayed and desperate to react against Leah's intentions. What spurred him into action was discovering that Leah asked Reika to act as intermediary between her and Lamashtu, finding people to sacrifice to the monster as payment for a safe trip through Irkalla.
- Repulsed by Leah's actions and her manipulation of poor Reika, Damian tracked down Pazuzu and convinced the demon to fly to Amber Falls and interfere with Lamashtu's plans.
- Pazuzu's presence stops Reika from delivering the prisoners to Irkalla, but at the same time the demon caused both the plague and the famine raging across town. Years of isolation left Pazuzu weakened, with him ushering ruin over Amber Falls to recover energy. Pazuzu lies in the town church's basement, his insidious influence spreading through the wind.
- Though nobody knows this, Damian struggles against a fatal illness. He's fine with dying because of that at this point, sure that will put a nasty damper on Leah's plans for his demise. He considers the disease the price of dealing with Pazuzu.

## ATTITUDE AND BONDS

Reika: Leah (3, Utmost Devotion 3), Damian (3, Found Family 2), Juniper (3, Found Family 2), Lamashtu (-3, Hatred 1), Annabelle (-1), PCs (-2)