

SCION

DEMIGOD COMPANION



THE SCION: DEMIGOD PLAYER
AND STORYGUIDE'S HANDBOOK

SECTION

DEMIGOD COMPANION



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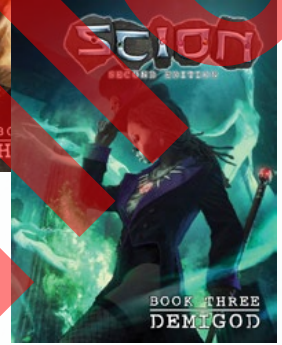
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INTRODUCTION

I don't know whether there are gods, but there ought to be.

— Diogenes

This book is a companion to **Scion: Demigod**, funded by stretch goals hit during the **Scion: Demigod** Kickstarter campaign. It expands on Boons, Terra Incognitae, Birthrights, and relics for the pantheons presented in several of the books in the line so far, including **Hero**, **Demigod**, and **Mysteries of the World**. The book also features expanded information on the Demigod pantheons' Titans, and offers advice on solo and troupe play on a Demigod level.

WHO IS THIS BOOK FOR?

Players and Storyguides will each find abundant uses in the **Demigod Companion**. From new abilities and artifacts for your characters to use in their fight against Titanspawn to an in-depth examination of who the Titans are and how to use them in your stories, the **Companion** has been designed to cater for varied purposes.

Players should feel encouraged to chat about any of the content in this book with their group and the Storyguide, volunteering the inclusion of features they particularly enjoy. Conversely, if the Storyguide is introducing something new into their games of **Scion** based on this content, and that content wouldn't prove controversial to their gaming group, a subversive surprise can be incredibly satisfying. Storyguides can, and should, use the ideas in this book to make Demigods think differently of their enemies, consider the responsible use of relics, and fill Terra Incognitae with potent lures and terrifying risks.

As with all books in the **Scion** line, groups are encouraged to use what they like, and leave what they don't. Respect the cultures and faiths presented in this book, but have fun with the myths, legends, and entities — divine or otherwise — you'll find on the following pages. If you're

having fun and exploring the material in **Scion** with an adventurous attitude, you'll find that this is your opportunity to create memorable tales of your own, of slaying or supporting great beasts; resolving or perpetrating grand injustices; and bringing light to darkness, or darkness to light, depending on the Purviews you have access to.

The **Demigod Companion** gives you a lot of tools to make your story even bigger, stronger, and longer lasting than before.

WHAT'S IN THIS BOOK

Chapter One: Wonders and Worlds provides Dominion Boons for **Demigod's** Pantheon Specific Purviews, new Boons, and a walkthrough of new strange places and Terra Incognitae for your characters to explore.

Chapter Two: Allies and Companions introduces optional rules for leveling up Creatures alongside their Demigod companions, provides Storyguiding advice for portraying Guides, and includes new Follower organizations and expanded rules for Cults and Covenants.

Chapter Three: Items of Power delves into expanded relic crafting rules. It also introduces relic forges and organizations and optional rules for crafting relics from materials gathered from Titanspawn. Lastly, it includes new relics from across the pantheons.

Chapter Four: Titans and Titanspawn takes a deeper look at the Titans and Titanspawn introduced in **Demigod**, exploring their backgrounds, goals, and rivalries. Additionally, it offers ideas for Storyguides and players for games involving only one or two people and alternative methods of storytelling at your table using troupe play.