

SECTION

WAR GAMES



AN ADVENTURE FOR
TITANIC CHARACTERS

SECTION

WAR GAMES



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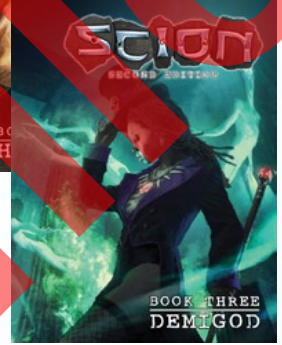
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THE WAR BEGINS

The more you sweat in peace, the less you bleed in war.

— Norman Schwarzkopf

The Titanomachy is not the only war over which the Gods loom. Every conflict involving humanity, denizens, and all the other assorted beings of the World has experienced their touch or influence. Gods love to meddle, even when it leads to thousands of deaths.

The Polemomakhia is a fierce competition between Gods and their Scions that influences the outbreak of wars in the World. In **Scion: War Games**, the Polemomakhia is taking place, but this time, Titanic Scions want their shot to have a say in the shape and impact of future conflicts.

War Games contains an adventure for **Hero** and **Demigod** tiers of play using the ready-made characters found in **Titans Rising**. Story seeds in this book carry forward to other tiers of **Scion** play — **Origin** and **God** — allowing Storyguides to create a chronicle focused on the Polemomakhia through all tiers.

As Titanic Scions, the players' characters have a critically important choice ahead of them: do they help their Titanic cousins planning to sabotage the Games, or do they play the Games straight, trying to win them outright so that they can gain the legitimacy that many Titanic Scions crave?

Their actions in the Field of Ragnarök will echo throughout the World. The Scions included in **War Games** may turn the tides of war, which could give their Titanic parents the edge in the Second Titanomachy. If they play their cards right, this may be just what they need to jumpstart the most epic of wars. Or, if the Scions would rather not upset the status quo, the Titanic Scions defeating their divine cousins might quash any hope of a Titanomachy coming to pass at all.

What does it mean to change the concept of war in the World? What does it mean for Titanic Scions to hold that responsibility in their hands? What will the Gods and their Scions do to prevent such a thing from happening? What side do these Scions stand on, and how will it affect your version of the World?

War Games provides a way for players to work through complex storylines available to Titanic Scions. Regardless of the paths they take or how successful they are, one thing is for certain: the World will never be the same.

WAR STORIES

War is a frequent backdrop for roleplaying games because conflict is a source of engagement and often poses quandaries of moral and philosophical natures. But Storyguides and the players in their group should never lose sight of the fact that in war, people can lose their homes, their connections, their jobs, their loved ones, and of course, their lives. This doesn't mean every aspect of war needs to be represented, but rather, Storyguides should focus the story on the elements with which players wish to engage.

A question every Storyguide should ask their players is “what aspects of war do we want to cover in our game?”

The Polemomakhia of **Scion** is in theory a fair and noble battle, organized in a manner that's unnatural and inhuman. Despite assumptions to the contrary, kings and warlords of history rarely sent messengers to their enemies to say, “Meet me here, at this time, with this many warriors.” That's the way of high schoolers meeting behind the bike sheds to settle disputes in a juvenile way, not the preparations taken before mass bloodshed. It's also the way of many Gods and their pantheons, who cleave to the ideas of battlefield honor and glorious victory.

Your stories can emulate this style, or they may veer into grittier territory.

For some, the fight is enough. You're warring against monsters and Gods, so why not clear out a city block in the same way they do in a *Marvel* movie, concentrating on the clash instead of the collateral damage? Buildings may fall, you might see the occasional fleeing crowd of civilians, but such a war is about your characters, first and foremost.

For some, examining the shockwaves is important. Did your character launch a car at a Titan, only to see it deflect and smash into a café full of civilians? If so, what was the cost of that action? Is it something for which the character can make amends, or maybe a source of guilt they carry around with them? Do they justify any deaths as a natural outcome of war?

For other roleplayers, realpolitik is what drives their interest in war. Who are the participants, what are their motives, and how can we influence them? Both before and after a conflict, what are the steps we can take to mitigate (or exacerbate) harm?

Then there are the players who really want to delve into the nihilism of war. Nobody on the frontline of a conflict, whether as a combatant or a civilian caught in the crossfire, comes away without scars. Sometimes they're physical. Other times, they're deeper. Consider if you and your group want to go this deep into the subject, as such tales can deliver fantastic moral explorations, but can also pass on trauma to players who reenact such things. Consider also how a Scion might change after being exposed to the horrors of war.

There's no perfect means of handling war. Whether you enjoy the abstract nature of pushing painted miniatures on a hex grid, relish the shots and blows in an action movie fight scene, or prefer the personal stories of a game like *This War of Mine*, all options can be explored in **Scion**. Just be sensitive and mature around each other's feelings and thoughts. Respect the wishes of the other players in your group. In this age, just as any other, you never know who might have felt and still feel war's touch.



GETTING READY
FOR WAR

Subtle and insubstantial, the expert leaves no trace; divinely mysterious, he is inaudible. Thus he is master of his enemy's fate.

— Sun Tzu, *The Art of War*

War is among the oldest prerogatives and pastimes of humankind, a close successor to the worship and to recounting the myths of deities we're so familiar with. War Gods range from esteemed to reviled, but their Purview boasts a glorious tradition that defined the history of the World and beyond, from human conflicts to the Titanomachy itself. A tradition that, ever since antiquity, all the divine pantheons celebrate in a most exalted demonstration of martial strength, tactical acumen, and noble competition: The Polemomakhia — “The Battle of Wars.”

Scions and devotees of war Gods from all pantheons participate in the games, the honor of victory recognized by Fate itself through echoes that define the concept of war for years to come. The privilege of the competition, and the renown and boons of its victory, belongs to the Gods alone. The Titans — vanquished, reviled, and foul — were never allowed to have their Scions take part in the Polemomakhia. That is, until now.

Getting Ready for War takes place in the chosen location for the current Polemomakhia: The Terra Incognita of Vígríðr, the plain where Ragnarök will be fought. While the Æsir end of days may or may not be around the corner, the place's nature as the future site of one of the most important battles in the World makes it a fitting choice for the war games. While divine Scions and forces loyal to the Gods prepare for the event, the protagonists wish to earn the chance to participate despite — or because of — their Titanic heritage. To do so, they'll need to convince the Band of divine Scions assigned to setting up the war games' village they deserve to compete, all while foiling the plans of another Band of Titanic Scions whose only goal is to ruin the Polemomakhia and spread chaos.

CAST

The following are the major characters player Scions will encounter during this scenario. Each has a central role in **Getting Ready for War** — and, in some cases, beyond. Their traits (p. 19) refer to templates, Qualities, and Flairs found across **Scion: Origin**, **Scion: Hero**, and **Scion: Demigod**.

THE DIVINE BAND

The Gods asked three different Scions to oversee the setup of the games in Vígríðr.

- **Marion Calloway** (she/her), Chosen Scion of Obàtálà: Marion is a strong-headed, no-nonsense individual. Her dour attitude colors all her interactions with others, even when she combines her vocation as a paramedic with her duties as Scion. Just as her divine parent stands out as an exception among Òrìshà in thinking Titans are a true

PREVIOUS ITERATIONS AND REVERBERATIONS OF FATE

The war games are a heated, if in theory friendly, competition whose outcome doesn't quite change the World but nevertheless shapes the scope and nature of martial endeavors for all mortals through subtle influences. The games happen by unanimous vote whenever martial deities from all pantheons feel like having another go. The iteration that gave the games their lasting name of Polemomakhia saw a Band of Theoi Scions as its winners and happened right before the birth of Alexander the Great, two close events few scholars of Fate refuse to see a connection between.

Iterations always show proximity to evolutions in matters of warfare, such as the one between the age of cavalry and the rise of infantry armed with ranged weapons. While a beloved event among war Gods, the Polemomakhia isn't immune to criticism, with people pointing out that any influence — no matter the degree — on matters of warfare and death assumes the moral weight of the outcome. It's not a coincidence that the last iteration before the current one happened in 1910: The memories of WW1's trenches and the scale of the massacre made it so that no pantheon wished — or dared — to propose holding the games again sooner than the present day.

threat worth defending the World from, Marion holds a firm conviction that Titans — and all their followers, Scions or Titanspawn — are a problem unless they demonstrate without any doubt honest intentions to switch sides. Marion's perspective comes from direct experience, with her being a survivor of a Titanspawn attack against her emergency department in her native Philadelphia, during which she witnessed the harm Titans can cause. Her willingness to stand up against Titanspawn on that day led Obàtálà to make Marion a Scion of his.

In Vígríðr, Marion oversees the safety of those preparing the games. She opposes the idea of allowing Titanic Scions to attend no matter what, with nothing being able to persuade her otherwise. She'll tolerate the protagonists' presence, but only for the time needed to find the proof she needs to send them away.

- **Amara Kohli** (she/her), Born Scion of Lugh Lámhfhada: Amara made her experience in the battlefield of the movie industry while achieving remarkable success as an agent, traveling from her native Mumbai across the entire globe to pursue her client's interests before discovering her heritage as a daughter of Lugh. To her glee, she discovered that day she had a talent for treading more literal battlefields, becoming a force to be reckoned with in any fight against Titanspawn, hostile cults, and malevolent entities of all sorts.

Amara maintains a very pragmatic opinion about Titanic Scions joining the games: She can't see why they shouldn't, if only because she thinks war doesn't end with the Gods — and because she's eager to demonstrate how she can send them hurting back home while reaffirming divine superiority over Titans. Even if the protagonists make a bad impression on her, Amara will always lean toward voting for them to attend the Polemomakhia.

- **Temuleen Sato** (he/him), Born Scion of Chinggis Khan: Temuleen showed a talent for action and leadership long before his Visitation, rising through the ranks of a biker gang with chapters ranging from Mongolia to Hong Kong. When Chinggis Khan revealed himself to be his father, Temuleen felt it explained so much about his life and then saw it as a reason to hone his skills even further. The Tengri Scion is a charismatic figure, always diplomatic at first but never soft, and a fierce warrior should the occasion require. He knows well that showing weakness leaves a flank open for people to attack you, but in his experience, enemies — and friends — come from all sides of the Titanomachy. Temuleen's way of looking at the World isn't one of factions other people made, but rather a separation between those he can trust and those he can't.

Temuleen is neutral about the presence of Titanic Scions at the games. He prefers to observe and make an opinion for himself. With Marion and Amara disagreeing on the matter, his considerations will tie-break any vote within his Band.

THE RIVAL TITANIC BAND

While the protagonists are eager to compete (whether to represent the Titans in the Polemomakhia or their own personal aspirations), another Band of Titanic Scions would rather see the games crash and burn.

- **Manuel Da Silva** (he/him), Chosen Scion of Orgos: The son of funeral home owners from Fortaleza, Brazil, Manuel has always been familiar with death and suffering. His family worshipped the Theoi for generations, and Manuel followed that faith with dedication. Despite even becoming a priest of the Greek Gods, Manuel's devotion confronted against realities he couldn't make peace with. His faith didn't provide him the comfort he strove to give others: everything always felt too cold and distant for common people, lacking any aspiration for the kind excellency the Theoi appreciated. When he voiced his doubts to other priests, Manuel's crisis of faith was met

with reprimands rather than guidance or understanding. The day Orgos came to him, providing a different perspective, Manuel had no doubts about which side of the Titanomachy to join.

Manuel has changed a lot since his Visitation. No longer a priest, he doesn't preach out of faith but rather from a combination of bitterness and desire to see the Gods' lies exposed. The formal leader of his Band, he's in Vígríðr because he agrees that ruining the games fits his goals, although Vega's passion on the matter is the true driving force behind his presence.

- **Friede Tyler-Hobbs** (she/her), Created Scion of Ysbaddaden: Friede argues all her problems stem from her desire to fight back against bullies. What she forgets to mention — or acknowledge — is her eagerness to go looking for trouble. The day Ysbaddaden showed up to tell he had crafted her out of a cave boulder and ordered two fey to pretend to be humans while raising her in the countryside near Swansea, Friede took the revelation in stride. The power awakened within her, and all the cool gifts that came with it only amplified the scope of her actions, finding a newfound target of supposedly rightful anger in the Gods, their Scions, and the so-called order they impose on Titans.

Friede means well and isn't as dumb as her enemies think, but she fails to account for circumstances and consequences when on the field. She adores messing with Gods as a matter of principle, but her recklessness and poor management of collateral damage earned her more enemies and guilt than she would have gotten just by stopping a moment to think before rushing in. As for Ysbaddaden, he adores Friede and encourages every destructive or reckless inclination she has.

- **Vega** (they/them), Born Scion of Angra Mainyu: People assume they have Vega figured out. They're a trickster, a maker of chaos for the sake of it, a Scion of Angra Mainyu that fits the script so much there's nothing left to discover. Vega enjoys playing the part, but there's way more to them than the mask of gleeful deceiver they wear. Oh, you still shouldn't trust them, but Vega's purpose in life isn't as mediocre as mere personal amusement.

Vega wears the scars of the Titanomachy on their skin more than most. Not even their companions know this, but they were born among the members of a Daeva cult. Vega was too young to remember the cult's goals. They know better than to think the group meant to achieve anything through fair methods and niceties, but they also remember them as their family. They remember the warmth of their mother's touch, the voice of their father, and playing with other kids. And they never forgot how members of the *Seven Stars*, a Yazata-dedicated organization doubling as military company, broke into their compound guns blazing and took out "a vile Titanic cult." Vega survived under the rubble and managed to escape only when a collapse opened the way. Lucky coincidences took a whole different meaning when their divine parent showed up hours later, offering Vega the means to affirm their will upon the World.

Vega pretends to want to mess with the Polemomakhia because it sounds fun. It's what a trickster does, after all. Their reasons spark from a more intimate core, though. Learning about the war games awakened something within the Scion, a venomous roar they yearn to let out for everyone to hear: War isn't a game; it's not something for Gods to celebrate with blood-drenched hands and shining smiles. Titans aren't "good" either, but at least they're honest about their nature. If it takes Vega ruining their games to show the gods their hypocrisy, so be it.

HERE FOR THE LONG RUN

Given Vega plays a central role in the following scenario as well, their background and motivations go into greater detail to help Storyguides lay the foundation for their actions from here onward.

WAR GAMES' STAFF & ORGANIZERS

An inter-pantheon competition of legendary scale is no easy event to set up. Several mythical beings, Denizens, and assorted creatures work hard to turn Vígríðr into a place where such a competition can happen.

- **Reginleif** (she/her): A high-ranking member of the Valkyries, during the Polemomakhia preparations Reginleif acts as the official liaison officer between the Æsir, the other pantheons, and all the staff organizing the games. Given her role and the destiny she knows awaits her sisterhood in Vígríðr, Reginleif has some personal qualms about this iteration of the games taking place there, but she dutifully keeps them to herself. Ásgarð assigned her to this task, and she intends to do everything in her power to pursue it while remaining loyal both to her duties as valkyrie and to Odin All-Father.

Unlike some of her more romantic sisters, Reginleif has neither the time nor the intention to let herself get distracted by social interactions of any kind. Even before the games, this earned her a reputation as an "all work, no fun" valkyrie, but in truth, Reginleif is merely awkward when it comes to talking with others about topics that aren't war, honor, and death.

- **Sigurd** (it): Nobody knows where Sigurd came from. It just arose one day, a giant bearing features made of dirt, rocks, and wild plants. If questioned, it states without thinking twice it's made out of Jötnar and dragon blood, troll magic, and the very own matter of Vígríðr itself. As for its purpose, that's even less of a mystery: Sigurd's the groundskeeper of the plain, bound to tend to it until Ragnarök comes. With the Polemomakhia taking place there, he joined the organization as a matter of fact.

Sigurd is a powerful being but also an indifferent one. It cares about Vígríðr and nothing else, although those who made an effort to chat with it discovered it's both quiet and fond of tranquility, with a predilection for nature and innocuous practical jokes. It's also indestructible, rising from the plain at each dawn if slain, a fact individuals from both sides of the Titanomachy discovered at their expense: while Sigurd doesn't belong to any faction and doesn't hold grudges, it also defends himself if needed. There's always a fire giant here or an Æsir Scion there that thinks killing Sigurd will earn them fame, but it never works out. The creature knows how things are: The day the Gjallarhorn's sound reaches Vígríðr and Ragnarök begins, it'll crumble to dust as its purpose of groundskeeper ends.

- **Toramaru** (she/her): An oni chef of esteemed talent, Toramaru handles everything concerning food and beverages for the Polemomakhia. While a catering job for an event the size of the war games makes for a challenge of legendary proportions, Toramaru intends to perform it well — and then some. The oni knows better than to underestimate the task, but she's also used to feeding entire parades of chaotic Yōkai: she's neither nervous nor unfamiliar with pressure.

Toramaru's in Vígríðr earlier than the games because she wishes to familiarize herself with her cooking brigade while feeding the staff, ensure everything she needs is in place for the games, and address all the problems that arise for an event of this size before they turn into a mess. Her personal experience is more familiar with ingredients and recipes the Kami — and, to a lesser degree, Devá and Shén — appreciate, but she's doing her best with what the Æsir can provide her and come up with a menu that guests from all places in the World and beyond can appreciate.

- **Tove** (he/him): When news that this iteration of the Polemomakhia would happen on Æsir ground, beings from all the Nine Worlds strove to score the job of handling the practical aspect of setting up the games' location. Everything, from stadiums to infrastructures, from temporary residences to food stands, has to be handled by Tove's business. After all the

RIDE OF THE VALKYRIES

Reginleif is one of the leaders of a company of supernatural warrior women. In this adventure, she focuses on the war games' organization rather than combat, but she's still a tough opponent built around a Demigod-tier power level. Handle her with care and make clear to players that drawing the valkyrie's ire comes with consequences.