



The assault came too quickly for Susan to process: the crash as the front door was smashed down, the deafening barrage of gunfire, her parents' screams, the stink of blood and cordite. She ran to her bedroom and locked the door as the gunmen turned. It took her a minute to shove her dresser in front of the door to slow the killers down. She found it easy to push open her bedroom window, but the drop was three stories.

The smiling sun-face necklace was warm against her throat the as she climbed onto the sill. The man she had met in the park last week had given it to her before trying to convince her that he was her real father, but she knew a pervert's scam when she heard one and screamed at him until people stared. "Then I have no daughter," he had said, looking angry and sad at the same time. She didn't know why she had kept the necklace. She was sure that it wasn't real gold — after all, she'd seen similar trinkets in gumball machines.

It didn't matter now. She jumped, landing unhurt and rolling on the soft grass, scrambling to her feet to run. She needed to call the police.

"Susan!"

She whirled. "Father O'Brien!" Relief surged through her as she ran to him, feeling safer than she had in days. He drew her toward the bushes at the far side of the yard, letting the thick foliage of the lilacs hide them. "These guys, they killed Mom and Dad, and..." She felt her self-control dissolving like sugar in water.

"Look," he whispered, pointing. The men that had burst into the house were pouring out the front door now, cheated looks on their faces as they piled into the olive-drab heavy truck that was parked haphazardly in the driveway behind her mother's Prius. She sagged into his arms as the fear bled out of her, watching the truck pull out of the driveway and speed off.

Shock and grief churned her thoughts into a disorganized mess, and she snatched on one at random, pushing it forward like a life preserver. "You were right, some pervert did try to convince me he was my dad, and thanks to you I knew what he was up to. I screamed at him until he left me alone."

"Excellent. I'd hate to have that sort get their hands on you. Now come along, Susan," he instructed. "We have to hide you in case they come back. Come with me and I'll explain to you what's going on. Everything's going to be all right now."

Introduction

Every politician, teacher and religious figure of the last century has made the motto "children are our future" a part of our accepted



philosophy. How a culture treats its children is considered a vital distinction between a civilized society and a barbarous one. Crimes against children — physical and mental abuse, sexual molestation, neglect, abduction, child labor, child pornography and murder — all tend to draw more serious legal punishments than equivalent crimes against adults.

The idea that children must be protected, taught and cherished is no less true when the children in question are Scions. Before the Visitation of a Scion's divine parent, the Scion in question is mortal, and as vulnerable to physical, mental and emotional danger as any other child. Yet they are also potential sources of great power, and (to those who might be able to identify them as such) prospective pawns.

In **Seeds of Tomorrow**, someone has indeed developed a way to detect such Scions-to-be, and is poised to take full advantage of them in a way that could change the Titanswar forever. Opposing forces are in place to reap a harvest of power in these children and turn it to their own ends, depriving their divine parents of aid and possibly allowing the Titans to gain the upper hand. The story can be readily worked into the events of an existing **Scion** cycle, or it can serve as the launching point for a new cycle detailing the characters' explorations of the world behind the curtain.



What's Inside

This scenario is broken down into three sections:

In this **Introduction** you'll get the background of the story to come, the full write-ups of the Storyteller characters and some other general notes.

The **Scenes** of the story are the heart of the action. Because of the way in which Storytelling games can flow, these scenes are modular and provide you with a framework upon which you can improvise, rather than locking you into rigid patterns.

The **Scene Cards** at the end of the scenario are a quick-reference resource for you to use as the Storyteller. If you don't have the option of printing up the entirety of **Seeds of Tomorrow**, you can just print up the scene cards instead and use those to get the overall gist of the story.

ABOUT THE STORYTELLING ADVENTURE SYSTEM

If this is your first Storytelling Adventure System (SAS) product, you've chosen a fine place to start. To keep this story kit lean and focused, though, we haven't included a lot of the core premises and Storyteller suggestions that are at the heart of the SAS. Whether you're a new Storyteller or an old hand, be sure to read the **free SAS Guide**, found at the SAS website:

www.white-wolf.com/sas

Here are some of the features available in **Seeds of Tomorrow**:

- **Interactive links.** Clicking on anything in gold will take you directly to the section referenced, or to an appropriate character sheet or prop. It may also take you to an external website that could be useful.
- **Scenes.** Clicking on a scene name in the scene flowchart or the page number in the scene card will take you to the full write-up of the scene.
- **Bookmarks.** This PDF is fully bookmarked, so you can jump to major sections at any time when the file is open.

Treatment

The Scions investigate the abduction of a number of children and teenagers. While Scions protect normal mortals and may prevent or solve crimes as part of the normal course of their duties against the Titans, their spawn and the human pawns of those creatures, this rash of kidnappings takes on greater importance when the characters learn

that the children who have disappeared are all newly-Awakened Scions who have rejected their divine parents and have been disinherited by those Gods in turn.

The story begins with the characters looking into a fire at a school and the deaths of several children there. Between the children who are still alive (though possibly injured) and those whose remains have been found in the rubble of the burned building, there is still one child missing. Initial inquiries by investigators indicate that the fire was set, and a talk with either fire or police officials reveals that two people — Angela Swift and Naomi Laughing Crow — are suspected of setting the fire and have been arrested.

If the characters manage to find a way to interrogate the prisoners at the jail, they learn that the suspects are Scions themselves, investigating a series of similar crimes, and that the others in the prisoners' Band were killed during their investigation. If the characters decide not to talk to the prisoners, believing that the crime doesn't require any further attention from them, they are approached at the arson site by a handsome, bearded, middle-aged man, who asks if they are investigating the fire. He then claims that he was passing the school on his way to lunch and saw the person who set the fire, and it wasn't either of the two being held at the jail, who were actively trying to put out the fire. Dr. Timothy Panaretos claims that the police won't listen to what he has to say, and wants to do what he can to help the Scions catch the real criminals.

Either way, the prisoners at the jail ask them to take up the investigation. The characters may choose to find a way to free the prisoners — who are not, after all, the culprits who actually set the fire — and have them accompany them on the investigation, or they may undertake the investigation on their own. There are any number of ways to look into the matter, both mundane and supernatural. If at any point in the investigation the characters become stumped or hit a dead end, Panaretos comes forward with a helpful tidbit that starts the investigation back on track again.

Panaretos, of course, has his own agenda. A Scion of Pan, Panaretos seeks to see the characters go up against the Order of the Divine Glory, the group behind the abductions of the children. With Pan working for the Titans and having impersonated Satan for several centuries, Panaretos would ideally like to see the characters and the branch of the Order responsible for the kidnappings wipe each other out. Failing that, only one of those two groups can win the battle that will take place when they meet, and the other group may well be weakened by the fight, at which point Pan has ordered his son to move in, slaughter





the victors and either take the children away to corrupt them to his own ends, or kill them as well.

The investigation leads the characters to a small religious school located in a remote area. The Storyteller should determine the exact location, choosing a locale appropriate to the ongoing cycle, if there is one. For example, if the characters' normal area of operations is in Chicago, the school might be situated out in the barrens of central Wisconsin. The characters have the choice of either taking the time to do surveillance on the school to gain further information about it before moving in, or just attacking.

Father Joshua O'Brien, who has been a member of the Order for almost forty years, runs the school. O'Brien has the assistance at the school of a dozen men and women, both as teachers and guards. These helpers are just mortals. The teachers have been hired and paid well to teach a specific curriculum — not particularly evil, just biased in a certain direction (specifically anti-pagan), further driving a wedge between the children and their divine parents. The guards are there more to keep others out than to prevent the children from escaping. Located in the school's infirmary is a supply of a drug made with Titan ichor that is used to break down the will of the children and make it easier to reshape them the way O'Brien desires.

During the eventual assault on the school, the teachers and younger children will seek to flee; O'Brien, the guards and the older children who have been brainwashed the longest will fight back. The three most recently-abducted child Scions (Susan, Brendan and Amanda) will attempt to shake off the brainwashing and fight against O'Brien on the side of the Scions.

During the battle, the characters will need to be careful in subduing the children without hurting them. Their main opponents will be the mortal guards and O'Brien, who is no Scion himself, but has the experience of seeing the Order deal with them in the past, and has several artifacts to use during the battle.

At the end of the battle, as the Scions finish mopping up the mortal guards and O'Brien (which they should, unless something goes very wrong), Panaretos makes his move. In hiding at the edge of the forest, he uses his abilities to create chaos. When he is discovered, he will first attempt to talk his way out of trouble, and then attack, forcing the Scions to fight him.

In the end, they are left with a number of teenaged Scions, some of whom are thoroughly brainwashed to hate their divine parents and all other Scions.

Theme: Dealing with Intolerance

The theme of *Seeds of Tomorrow* is that of the eternal struggle between those in power who would try to dictate belief, and the freedom of faith. Scions are the living, breathing proof of the reality of Gods other than those espoused by the main monotheistic beliefs extant in the world. While most people who believe only in one God are good, decent people who may or may not know about the existence of Scions and their divine parents, there are a small number of true believers who not only know that Scions exist, but fear and hate them for the affront to their beliefs that the existence of their divine parents poses to their own faith. Most of these believers are in no position to do anything about what they have learned. However, one tiny group, the Order of the Divine Glory, is far from powerless, and as part of their activities aimed at eventually converting belief in the old Gods to belief in the One, they have set their sights on the children who will, in the future, receive a Visitation from the other Gods and become Scions in their own right.

THE ORDER OF THE DIVINE GLORY

The information on the Order of the Divine Glory, the organization behind the abduction of the unawakened teenaged Scions in this story, can be found in *Secrets of the World*, part four of *Scion Companion*. However, you don't need *Secrets of the World* or the *Scion Companion* to run this story. Further, the general idea behind the story can be modified to suit your needs if you don't have the book or if want to change the flavor of the organization to better suit your cycle.

Mood: Dread

The mood of *Seeds of Tomorrow* is one of frustration, worry and dread. The Scions will soon realize that the conspiracy they have stumbled into has been underway for centuries, and that they are unlikely to be able to completely destroy it. At best, they will be able to rescue the children that have disappeared, but the chance that they will be able to overthrow the entire Order behind their abduction is slim to none.



A Story in Your Cycle

The events of this scenario can be used as a story in an ongoing cycle taking place in any large city. **Seeds of Tomorrow** works best in a game where the setting contains plenty of places where children and teenagers can be found — schools, foster homes, group homes, boys' and girls' clubs, scout camps, malls and orphanages. However, if the cycle you're running is set on the road, this story will still work just fine. Assume the abductions of the Scions-to-be that the original group of Storyteller characters were investigating took place in different towns and cities along the road, and modify the information provided appropriately.

A Story By Itself

This scenario can be played as a stand-alone story using either the pregenerated characters in **Scion: Hero** or characters created by the players. It is possible to wrap up loose ends at the climax of the scenario by having any deprogramming attempts on the children definitively succeed after the final battle. Reducing the size, scope and influence of the Order of the Divine Glory is also an option to tie things up at the climax, and if Panaretos is either killed or decisively defeated in the fight, then both main antagonists are no longer a threat.

Backstory and Set-up

Backstory

The Order of the Divine Glory has been at work in the World for centuries, seeking to eventually convert the belief of the multitude of Gods in the World to the worship of the One God. Using Fatebinding as a tool to connect their agents to various Scions at work, they hope to ultimately co-opt their enemies into working toward their ends.

About five years ago, a converted Scion of Isis, working for a branch of the Order in Egypt, created a new spell that allowed the caster to detect Scions-to-be who had not yet been visited by their divine parent. The upper echelon of the Order instantly saw the potential in such a tool. Order agents could be moved in to befriend these unvisited Scions under the guise of school counselors, pastors at their family's church and so on, offering them advice, warning them against wolves in sheep's clothing and generally preparing them as much as possible

to reject their divine parent when the Visitation came. Thus awakened but repudiated by their mother or father, the Scion became a blank slate for the Order to shape in whatever way they chose. Another Scion the Order recruited found a way to use the blood of Titans to adulterate certain drugs to make it possible to brainwash these orphan Scions.

The Order chose to open a school where these Scions could be educated to follow the Order's wishes, and ultimately be sent out into the world to recruit others. The mortal parents of the children seemed to have a knack for perishing in unfortunate accidents or attacks by gun-wielding soldiers — the armies of the divine parents, angry at being rejected, or so the children were told. Father Joshua O'Brien, a long-time Order agent, was chosen to run the school, and he staffed it with teachers and guards that worked for the Order, whether they realized it or not.

Recently, the Order "rescued" a young woman by the name of Susan Ray. A problem arose when it turned out that a Band of Scions operating in the city where Susan lived intervened. One of the Scions, Angela Swift, was a friend of Susan's mother, and they began looking into the matter after Susan's mortal parents were killed — ostensibly by militiamen answering to Apollo, Susan was told, but actually by soldiers working for the Order. However, an Order Scion with the Prophecy Purview warned O'Brien of their investigation.

O'Brien arranged for Scions recruited by the Order to be waiting for the investigating Band when the next child was abducted. Four of the six Scions investigating the abductions were killed during the kidnapping, and a fire was set by the Order's operatives to destroy their bodies and help cover up the fact that one of the children was missing from the school where the battle took place. The fire was put out, and O'Brien made sure that a witness — in reality one of the Order's zealous workers — told the police who were on the scene with the fire crews that they had seen someone set the fire, thus putting them on the trail of the two surviving members of the investigating Scion Band.

When the police came to arrest Angela and Naomi, the survivors of the Band, at the motel where they had retreated to after the fire, they were still in shock and recovering from the battle that killed their friends and left them injured. They chose to surrender rather than risk harming or killing any of the police officers who came to take them away. With her command of the Psychopomp Purview, Angela could walk through the walls of her cell and leave at any time, but she is unable to take Naomi with her, and will not leave without her lover.





Set-up

The Scions can learn of the fire in any number of ways, from a broadcast on the police radio, a Fatebound friend or ally who has a child attending the school that caught fire, passing the burning building on the street while on their way to lunch or in any other way that the Storyteller deems appropriate. A friend with a child at the school can offer the perfect motivation to get involved, or a Scion of one of the Tuatha dé Danaan may be Geased to protect children, or they may choose to look into the matter simply because such a heinous crime causes disturbances in the spiritual status quo — despair, grief and rage — that help break down morale among mortals and leave them susceptible to the corruption of the Titans.

The Cast

The Ghost of Joanna Devereaux

Quote: “Protecting the children is the only thing that matters.”

Background: Joanna is one of the deceased Scions from the Band that originally began investigating the disappearances of the children. An abuse victim herself as a child, upon her Visitation from her mother she took a vow to protect children. The mission her Band had set out on was extremely important to her, and her entire concentration was on rescuing the children the Order had stolen. Although she died during the battle with the soldiers from the Order, her strength of will and dedication to her vow were so strong that she survived as a ghost. Not only will she share what information her Band had about the missing children with any Scion that can access the Death Purview, she can temporarily attach herself to that Scion as a three-dot guide for the duration of the scenario.

The agents of the Order stole Joanna's Relics after the battle ended and the remaining members of her Band fled. The Order saves such items to



give to the appropriate children in their care once their re-education is complete. Joanna had a silver bracelet decorated with a veve of Erzulie that allowed her to use the Guardian Purview, and a machete (use the stats for the spatha in **Scion: Hero**, page 202) that gave her access to the Cheval and War Purviews. These Birthrights are in the Order's keeping, and may be reclaimed at the end of the scenario if the Scions learn about them and search the Order's school for them.

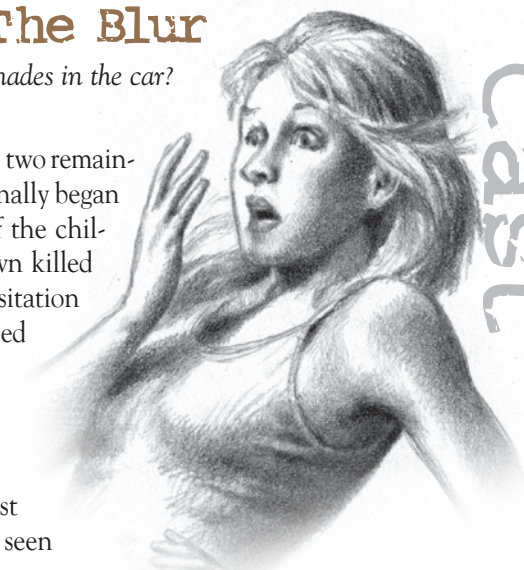
Description: As a Scion of Erzulie, Joanna was beautiful, but her beauty did not survive death. Her forehead took a diagonal slash from a bayonet mounted on a rifle. This blow not only split her head open and caused her death, it disconnected the skin from her skull. Her raven hair is matted with blood. The skin now hangs down halfway into her eyes and continuously drips blood down her face. A number of other wounds further disfigure her. The Epic Appearance Knacks – Come Hither and Lasting Impression – that she had which dealt with beauty rather than ugliness no longer function for her.

Storyteller Hints: Scions of Erzulie tend to be passionate. The vengeful ghost of one who was slain in battle, unable to fulfill her vow, is doubly so. Joanna's spirit will fly into a berserk rage should she encounter any of the Order's agents during the course of the scenario. A successful (Charisma + Persuasion) roll, contested with Joanna's (Wits + Empathy), is required to convince her not to attack on sight.

Angela Swift, The Blur

Quote: “You left the case of grenades in the car? I'll get them...okay, I'm back!”

Background: Angela is one of the two remaining Scions from the Band that originally began investigating the disappearances of the children. When she was 14, Titanspawn killed her mortal parents a day after her Visitation from Hermes, and she barely escaped with her life. She believes that she could have saved her parents if she had only been quicker. After their deaths, she made a vow to herself that she will one day be the fastest person in the world. It remains to be seen whether she will be able to fulfill her vow, but she is well on her way to finding out.





Description: Petite, blonde, blue-eyed, and just 18, Angela is a quintessential geek who loves anime and science-fiction. She has been collecting comic books since she was 10, and favors speedster characters like the Flash and Quicksilver, modeling her behavior on them. She is also prone to playing practical jokes, and has a vast arsenal of puns.

Storyteller Hints: Angela was the messenger for her Band, and she misses the sense of purpose it gave her. If the Scions choose to spring her and Naomi from jail for extra backup on the mission, she will quickly make herself invaluable to the group by carrying messages, racing to get supplies, chasing down antagonists or whatever else is called for. As the youngest member of her former Band, Angela often defers to Naomi's greater experience while in the field.

Naomi Laughing Crow, The Raven's Daughter

Quote: "They say curiosity killed the cat...but I'm not a cat, and I say we see what's behind that door that those guys were trying so hard to keep us away from."

Background: Naomi is the other of the two remaining Scions from the Band that originally began investigating the disappearances of the children. Born into a Miwok community in California, she was raised by her mother, who knew that the father of her child was one of the Manitou and told her stories about the night she met him. Naomi was ready for her father's Visitation when he came to her, and has been fighting the good fight ever since. She realizes she is at a distinct disadvantage, given that the various Native American deities have not produced as many Scions as some other pantheons. She has asked her father to teach her the pantheon-specific Purview of their gods, but he has not done so yet.



Description: Naomi is in her mid-20's, with black hair cropped short and dark eyes. She is slightly taller than average, with a wiry build. She prefers to dress in comfortable clothes — jeans and t-shirts — although she'll wear whatever is appropriate for a particular situation. There are calluses on her hands from wielding her longbow, and she is capable of teaching a class on mythology or skinning a deer with equal skill. Her greatest dream is of the moment in the future when she will finally have advanced far enough that she can take on the raven's shape and soar. She is a decent judge of character, with a calm and stable nature.

Storyteller Hints: Naomi has seen and faced more than Angela has, and is less open and trusting because of those experiences. During the first few years that she was fighting Titanspawn, she found it difficult to trust some of the other Scions she worked with, but that changed when she joined her Band. The true camaraderie she felt with those friends was shattered during the fight at the school, when most of the Band died. She and Angela have been lovers for the past three months, and she is relieved and overjoyed that Angela survived. At the same time, she feels guilty for that relief, and for being glad that, out of all the others in the Band, it was Angela who survived. She feels a deep and abiding sense of guilt over the deaths of the other members of her Band, and will do whatever it takes to keep Angela safe.

THE SUBTLE KNIFE (ILLUSION •)

Dice Pool: (Manipulation + Larceny)

Cost: 1 Legend per item

The Scion concentrates on an item that he touches or carries, and the item becomes unobtrusive even to a concentrated search. So long as the Scion doesn't manipulate the item in an obvious fashion, other creatures simply ignore its existence. The object must be small enough to hold in one hand and conceal under a jacket, such as a pistol, rose or wallet. (Even a Scion with Epic Strength cannot conceal a larger object, despite the fact that he might be able to hold, say, a motorcycle in one hand.) Once the Scion uses the object in an obvious fashion, such as taking money out of the wallet or drawing and cocking a gun, it becomes evident to everyone. The concealment lasts at most a single scene in any case.

Items hidden by this power are neither invisible nor transparent. If an object is placed in such a way that a person *must* see it—say, it's taped to the screen of the TV he watches—the object becomes immediately visible. Conversely, potential observers' minds ignore and rationalize away small inconsistencies, such as failing to notice the scent of a hidden rose or missing the bulge in a jacket pocket that holds a small Relic.