

SCION™

YAZATA: The Persian Gods



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Cyrus
stood in front
of the heavy wrought-iron
gate set into the stone wall. Through the

bars he could see a garden of trees and bushes laden with ripe fruits. Dozens of men and women ranged through the garden, harvesting the bounty with exaggerated care. One man accidentally grasped a bunch of grapes instead of the vine and shrieked in horror as several of the grapes burst in his hand. Cyrus watched as the hand spasmed, the flesh wrinkling and becoming discolored as if it had suddenly aged decades.

"This is the place. She's supposed to be here," he muttered to himself, grabbing the bars of the gate. Arm and shoulder flexed with impossible strength as Cyrus tore the gate off its hinges and flung it behind him. Every eye in the garden turned toward the shriek of tortured metal to see the black-haired man charging in through the gaping hole where the gate once stood.

"Where is your master? Where is the Green Deev?" he roared, grabbing two nearest workers and flinging them across the garden. Cyrus silently prayed he could intimidate them instead of trying to fight them all.

"I am here, child of Mithra." The voiced echoed through the garden, a gravelly baritone that seemed to vibrate inside Cyrus's skull. A tree shook and a hulking figure, easily eight feet tall, stepped out from behind it. Covered in a thick green pelt, the Green Deev walked between the trees, plucking various fruits and continuing to talk as he did so.

"Can you feel yourself dying from the inside out? It must be sad to be so constrained by time. Even the divine ichor in you cannot fight aging." The giant turned

a
wicked
smile on Cyrus.

“You look old and worn.”

The Green Deev suddenly threw a grapefruit at the young Scion. Cyrus hesitated for the briefest of moments as his brain put together the memory of the burst grapes and the worker's aged hand flashing through his mind. He dove to the side, letting the grapefruit spatter against the stone wall. The others in the garden took their cue from the monster and began to launch their pickings at Cyrus.

The Green Deev walked away, calling over his shoulder toward Cyrus, “You know, I'm going to enjoy seeing this luscious produce in the markets. Can you imagine everyone's horror when they begin to rot from the inside out? The younger ones might even survive. A few, however, will awaken to their heritage.”

Cyrus dashed quickly through the hail of produce and made for one of the Green Deev's lackeys. Just as he was about to reach his target, he caught sight of a peach heading directly for the side of his head. Flinging himself backwards, he prayed he would be fast enough to avoid it. He landed hard on his back and the peach smacked wetly into the ground a few feet from him.

Rolling to his feet, he heard a poorly restrained giggle.

He looked around and saw the Green Deev's followers all moving in slow motion, looks of horror dawning on their faces. Cyrus almost laughed himself as the slow motion extended even to the objects they were throwing.

“Great timing, Trish. Couldn't you have shown up earlier?” he asked as the two of them swept through the slowed workers.

*“Don’t
complain! I have
other duties aside from taking
care of you, you know. Now, where is the
Green Deev?” Trish asked as she threw a right hook that
knocked out the last of the followers.*

*“It looks like he’s already running away. They never seem too keen to
stick around once you show up.” Looking past her, Cyrus watched as a
bird with bright green plumage took off into the sky.*

*She shot him a wry glance, rolling her eyes. She walked over a nearby
grapevine, reaching out toward the fruits with an eager hand.*

*“Don’t touch those!” Cyrus yelled, leaping over to stop her. Unfortunately,
he wasn’t nearly as quick as she was, and he could only stare in dismay
as some grapes popped in her palm. Then he gasped in shock as her hand
showed no signs of aging. “I thought those things aged you!”*

*“They do. I just happen to not have to worry about such things. A
gift from my father; he said he wanted me to always be this beautiful!”
Trish made a playful twirl before returning a thoughtful gaze to the trees
before her. “This garden needs to be cleansed.”*

“Fire, then?” Cyrus asked.

*“No! There is a more elegant and considerate method.” Trish closed
her eyes and felt for the titanspawn-created disease within the garden.
Slowly, summoning her power, she reached out and began to kill off the
supernatural infection, one plant at a time.*

“Fire would be faster, you know,” he objected.

Her eyes remained closed in concentration, but she replied,

*“The world is important, and all its many
pieces - animals, plants, and people -
are part of the world.”*

The Yazata

The Persian Gods

The Yazata (“worthy of worship”) are the Gods of ancient Persia and its neighbors, of the peoples of the Iranian plateaus and steppes. The Yazata are poets and warriors, generals and bureaucrats, and emphasize truth, righteousness, valor, art, and beneficence. They draw out those traits in their people and, more directly, in their Scions. The Scions of the Yazata have been an active force in combating titanspawn and subverting their schemes.

History

The actual origins of the Yazata are lost to time. If the Yazata themselves recall their early beginnings, they’re not sharing. The most unambiguous thing that can be said of them is that they likely originated in the same time and in the same area as the Devas of India. In fact, references to deities from both pantheons occur in some of the oldest holy books of each, the Avesta and the Rigveda.

As the story goes, thousands of years ago, a man the Greeks called Zoroaster made himself known. He taught his followers of Ahura Mazda, a God of light and truth, and Ahriman, a creature of darkness, evil and lies. He preached of these beings’ constant struggle and that of their allies, who were lesser divinities and lesser demons. Some Scion historians suspect Zoroaster was an incredibly charismatic and intelligent Scion of Ahura Mazda — he was able to sway the minds and opinions of those who met him, and his words still carried the essence of his potent wisdom when transcribed. Zoroaster himself never took control of any territory, instead becoming mentor and advisor to leaders of the ancient Iranian plateau. As a result of Zoroaster’s actions, Ahura Mazda rose to ascendance in the region and became the head of the previously disorganized but egalitarian pantheon.

The newly purposeful Yazata, with Ahura Mazda at their head, fought Ahriman and his minions in a series of stalemates. *Deevs* and *drujs*, a race of titanspawn subservient to Ahriman, opposed the Scions of the Yazata at every turn — the *deevs* physically powerful and the *drujs* alluring and persuasive. Ahriman’s own son, a hugely powerful *deev*, slew a favored Scion of Ahura Mazda, Siyamak, before being slain by the Scion’s son in turn. Later, Ahriman unleashed the great dragon-beast, Azi Dahaka, who ravaged much of the land before being subdued and bound beneath a mountain.

Such conflicts ranged back and forth, with each side raising up champions to oppose the other. The

Yazata slowly gained the edge with heroes such as Sam, Zal, and Rustam, who became the greatest hero of the Yazata. Rustam fought every kind of monster that threatened ancient Iran, crushed enemy armies, and outmuscled and outwitted titanspawn. Once, Rustam was pitted against one of the most powerful *deevs*, and he made its skull into a helmet. Nevertheless, the Titans always found a way to subvert the victories of the Yazata and their Scions. Through their machinations, Rustam unknowingly killed his own son. He later killed Esfandiyar, another champion and Scion of the Yazata, before finally being mortally wounded through the betrayal of both his brother and his king.

However, the Yazata gained momentum in their war, winning more often and with respites lasting longer and longer. At some point during this time, Ahura Mazda disappeared from both the World and the Overworld. It wasn’t obvious at first, as the head of the pantheon had always been prone to disappear for a time tending to whatever matters he deemed most needed his attention. Now, centuries later, no one knows exactly what the disappearance means, although the theories regarding it are manifold. Even Mithra (who often acted as Ahura Mazda’s right hand) has been accused of turning against his mentor in a plot to have his own worship spread by the Romans even as far as Britain.

Though the eternal combat has slowed, many titanspawn still exert their malign influence where they can. The Scions of the Yazata throughout the ages have had to combat them, trying to keep the creatures from gaining a victory from the ashes of their ancient defeats.

Relationships with Other Pantheons

The Yazata’s relations with other pantheons have never been particularly amicable. When Cyrus the Great, one of their early worshippers, created the first “empire of the known world,” the Yazatas collided with many other pantheons.

For centuries, the Dodekathemon and the Yazata played a game of one-upmanship through their mortal followers: the invasion and conquest of Ionian Greece by the Persian Empire, the halting of the Persian invasion at Marathon and Thermopylae, the invasion of Persia by Alexander of Macedon, the Parthian destruction of the Seleucids, and so on. Even the invasion of Persia by Alexander the Great, the greatest blow the Dodekathemon struck against the Yazata, was marred by Alexander’s adoption of many aspects of

Persian culture. Some divine historians muse that his untimely death was punishment for not holding his Hellenistic culture above the Persians. Of course, the game still continues, with the Dodekathion contesting their vast influence on later cultures and the Yazata countering that their worship far outlasted the Dodekathion's and their influence persists as a living thing.

On the other hand, another pantheon the Yazata came into conflict with led to friendly relations that persist to this day. When the Persian Empire conquered Egypt, the Persian emperor had himself sanctioned as a pharaoh instead of coming in as a foreign conqueror, and worship of the Pesedjet was accepted under the theory that they were allies of the Yazata.

The Yazata have had a hard time dealing with some of the other pantheons, especially the Atzlanti, whose excessively (as the Yazata see it) gory practices seem pointless and petty. The Loa, being far away and very strange to the Yazata's sensibilities, are given polite (if cold) respect for having carved out a space in the Overworld. However, the Loa's focus on harmony, one place at a time, seems a little narrow-minded to some of the Yazata, particularly Mithra.

The Aesir and the Amatsukami were close enough to come into occasional contact with the Yazata, but far enough that the contact was never very significant. The Yazata may not approve of some of the more bloodthirsty traditions the Aesir espouse, but they do appreciate the value placed on the rights and honor of their worshippers. The Amatsukami don't interact much with the Yazata; dealings with them have been positive, if limited.

Enemies and Allies of the Pantheon

The main enemies of the Yazata are the *deevs* and *drujs*, titanspawn that serve Ahriman. The *deevs* are often large, hairy and muscular, with extra limbs or heads and mouths with protruding tusks and sharp teeth. The *drujs*, on the other hand, can often appear as incredibly attractive women and tend to entice others to their downfall. The most powerful of the *deevs* and *drujs* act as lieutenants to Ahriman. They are ruthless to an extreme, with a sociopathic lack of compassion — nothing has value but themselves, and everyone else is a pawn or an obstacle.

The Yazata tend to have good relationships with all the minor divinities, demigods, and lesser immortals within their territory. Even in their heyday, the Yazata (at Ahura Mazda's insistence) never went out to displace local Gods, even when their worshippers conquered larger and larger portions of the world. Instead, other deities, lesser and greater, were accepted as allies and left to be worshipped without harassment. In fact, mimicking the mortals' division of ancient Persia into satrapies, the Yazata subdivided their territory in a similar manner, letting the local Gods remain so long as they maintained Yazata standards. The benefits of their ancient actions are coming to fruition; even now, the Yazata often find friends in strange places, due to historic courtesy. For their Scions, the same benefit applies, as all across Asia and into Europe, many immortals remember the fair treatment they received and are willing or at least more easily convinced to aid the Yazata and their Scions.

The Pantheon

Virtues: Conviction, Duty, Expression, Valor.

The Yazata have existed in their current forms for at least four thousand years, and claim earlier origins. They concern themselves primarily with the concept of transcendence. As much as doing right by the World is necessary, everything is a part of the effort toward transcendence, individually or communally. Where others may focus on continuity of the World, social justice, individuality or other virtues, the Yazata are arrayed towards the uplifting of the World to a more righteous state.

Ahura Mazda, the supreme deity of the pantheon, accepts all other Gods that struggle against the Titan Ahriman as brothers in arms, at least nominally. On the other hand, no one has seen Ahura Mazda in over a thousand years. Some Yazata say he has withdrawn from the current struggle to more fiercely counterpose Ahriman, an essential task now that

the rest of the Titans are on the loose. Others claim Ahriman has won that engagement decisively, as Ahriman remains active.

The greatest weakness of the Yazata is their self-righteousness. More than any other pantheon, the Yazata hold that theirs is *the way* (even though each member has a slightly different interpretation of just what that way is). This arrogant inflexibility has often made it difficult for the Yazata to work with other pantheons even as they need allies the most. This has led to a delicate balancing act of their ideals against the practicalities of the war against the Titans. But like all true idealists, sometimes they (and their Scions) sacrifice practicality in favor of what is "right."

The Yazata's Scions spend most of their time tracking down titanspawn in places of social disorder and moral decay. Inner-city ganglands, drug-lord territory, and civil-war torn nations are favored places

for these Scions to go, and there they try to put an end to the influence of the titanspawn. While not always on the side of the law — in fact, they are just as likely to be on the opposing side — the Yazata’s Scions work with those whose ideals most closely match their own; after all, they do have a divine mandate.

The Persian Gods tend to treat their Scions very well. They expect much, but they are more than willing to give advice or bestow gifts to help their children in the war. Maces, swords, and bows are common for weaponry, but the Yazata’s Scions are just as likely to receive less martial gifts. While some Yazata may be generous with their children, they are not indulgent, and their Scions are held to high expectations of conduct, both on the battlefield and off. All the kindness and generosity — as well as the Birthrights — can disappear in a moment should one of their Scions fail those expectations.

Anahita

A.K.A. Ardui Sura Ardwisur

Anahid. Anahid. Anahit

Description: Anahita, Goddess of water, takes her many duties seriously. She has fertility to ensure — keeping milk, wombs, and seed clean and pure — people to keep safe, and waters to reign over. Still, Anahita also finds time for intellectual pursuits, both academic and practical. In her aspect as charioteer, she maintains interests in both war and weather, riding in a mighty chariot drawn by the four horses of Wind, Rain, Cloud and Sleet.

That Anahita still takes great pleasure in life is hardly surprising, since she is so closely intertwined with life and the making of new life. She always appears as a beautiful young woman of indeterminate ethnicity with a lush body and alluring deep-set eyes. Her clothing tends toward the colorful and expensive. Anahita has tried many walks of life: nurse in a maternity ward, R&D department head, social worker, military reservist, Peace Corps member, and even nun.

Anahita’s Scions are well looked after by their mother, beginning with her high standards regarding their mortal parents. She takes great pleasure in watching her Scions grow up, and is always an active part of their life, even if they don’t realize the kindly librarian or minister is their mother. Like her, Anahita’s Scions are usually good-looking and gregarious, with a powerful concern for the well-being of their friends. Unfortunately, sometimes they befriend the wrong person, and their stubborn loyalty, more than anything, has led Anahita’s otherwise virtuous Scions astray.

Associated Powers: Epic Appearance, Epic Charisma, Epic Intelligence, Asha, Health, War, Water

Abilities: Academics, Brawl, Empathy, Fortitude, Medicine, Politics

Rivals: Vayu; Aphrodite, Erzulie, Isis, Raiden, Sif, Tlazoltéotl

Ard

A.K.A. Ashi. Ashi Vangshuhi.

Ashi Vanuhi. Ahrishwang

Description: With a genial smirk on her face, Ard always gives the impression she knows more than she lets on. In charge of just rewards in both the physical and spiritual sense, Ard knows her duty is to reward the deserving. Her standard for “deserving” is, according to some in the pantheon, relaxed and fickle. Though she prefers to think of it as keeping up with the times, her association with fortune and luck gives her a capricious nature.

Whether youthful or elderly in appearance, Ard always moves with a lilting grace. Her forays into the mortal World have been many, as within it she is freed from the oversight of the other Yazata, especially that of her brother, Sraosha. Working as a cocktail waitress in a Las Vegas casino, she hand-picked new millionaires; as an EMT, she never lost a patient on the way to the hospital. Ard has roughed it as a hitchhiker, bringing good fortune to everyone who gave her a ride, enjoyed the easy life as a trophy wife whose husband couldn’t seem to fail at anything he did and worked as an agent for new actors, turning her favorites into stars.

Ard’s Scions can learn what they don’t know and get lucky when there isn’t time to learn, but the right attitude, Ard has found, is integral. The majority of her Scions are upbeat and positive, live a conspicuously lucky life, and tackle even the most divine problems with an easy confidence. Ard tends to send her Scions out with little in the way of directions, instructions, or advice, preferring to give them a few guidelines and let them figure out the best way. After all, with a little luck it’ll probably be in the right direction, even if they stumble.

Associated Powers: Epic Dexterity, Epic Wits, Asha, Fertility, Magic

Abilities: Academics, Athletics, Empathy, Investigation, Larceny, Stealth

Rivals: Amaterasu, Heimdall, Hermes, Horus, Oguon, Tezcatlipoca

Haoma

A.K.A. Hom

Description: Known for his prodigious strength and incredible good looks, Haoma still remains rather modest. He doesn’t feel the need to be the center of attention, and by far prefers to stay on the outside,



continuing his work and helping out but never the central figure. This isn't to say he isn't proud of what he does or that he denies his accomplishments; he just refrains from boasting. His peaceful nature thrives away from the spotlight, allowing him to work without having to butt heads except when necessary. When roused, however, Haoma is deliberate and unstoppable, like the tree whose roots can crack a boulder.

In modern times, Haoma appears as a middle-aged man with intelligent golden-green eyes. He dresses in practical working clothes, even when his position in mortal society dictates otherwise, and his hands are often smudged with earth. In his excursions into the World, Haoma has been an environmental scientist, refinery worker, gardener, nutritionist and park ranger.

Haoma's Scions rarely encounter their father after their Visitation. He prefers to contact them through intermediaries, leaving them to their own devices. His Scions tend towards physically intensive or outdoorsy work.

Associated Powers: Epic Strength, Asha, Earth, Fertility, Health, Magic

Abilities: Athletics, Brawl, Craft, Medicine, Science, Survival

Rivals: Vayu; Amaterasu, Atum-Re, Damballa, Frey, Hades, Xipe Totec

Mah A.K.A. Maonghah

Description: The Goddess of the Moon avoids the flashy displays of most divinities. She would much rather watch what's going on and go incognito when it's time to get involved. Glory is fine, but she'd rather be glorified in tales than have to wade in, powers blazing. In appearance, she ranges from a nondescript girl in her late teens to a wizened crone dressed in something plain. She's the girl you didn't notice until she walks up and introduces herself, but then she cannot be forgotten — partly because of her keen intellect and partly because you think she has your wallet.

Mah isn't exactly a thief, but she is an opportunist. She keeps a keen eye on what is going on, and when a chance presents itself, she is always ready to take advantage. With a growing emphasis on intellect and the strong bent towards ruthless opportunism that capitalism promotes, the World is more appealing than ever to Mah. She has skipped through mortal life in a myriad of personas. She was the power behind the throne in a major crime syndicate, and then the cause of its collapse. As a nurse, she operated a "recreational" pharmacy on the side which, when discovered, brought attention to the corruption of the hospital. When



she was a government agent, she blew the whistle on illegal government-funded operations. Wherever she goes, she performs well, stays out of sight, and keeps a close eye on what's going on.

Mah's Scions are made of the same mold. They are alert and intelligent with a certain freedom from moral dogma. Like their mother, they're usually proactive and helpful, but their help is more likely to be found as part of plea-bargain than a pardon. Her Scions often don't know where the line is in doing a little wrong to accomplish a greater good, which gets them into trouble from everything from mortal to divine authorities.

Associated Powers: Epic Intelligence, Epic Wits, Animal (Cattle), Asha, Moon

Abilities: Animal Ken, Art, Larceny, Occult, Science, Stealth

Rivals: Vayu; Artemis, Frigg, Shango, Tezcatlipoca, Thoth, Tsuko-yomi

Mithra

A.K.A. Mithras, Mitra, Mihr, Mehr

Description: As the de facto head of the pantheon, Mithra has shouldered a lot of responsibility since the disappearance of Ahura Mazda. And as the God of contracts and a preserver of truth and law,

responsibility isn't anything new to him. Fighting Titans, conceiving Scions, and making and keeping allies on top of managing the pantheon is new and difficult, but Mithra is managing. He lets everyone see his confidence in the Yazata — even if he doesn't always feel it himself. He administers judgment to the dead, protects souls on their journey to paradise, represents the sun and its purity, and is known for his talents as a warrior — the Roman soldiers even had a cult dedicated him in his warrior aspect (although there is some dispute about that — see p. 20).

Mithra always has a youthful body, lean but fit, with a calm, open smile on his face. He either is clean-shaven or fully bearded (never at some point between), with dark hair. As a God of light and the sun, his subdued smile radiates and ensnares the glances of passersby. He speaks in deep, soft tones that combine genuine sincerity and charm, communicating his meaning clearly and genteelly. In the ancient days, he wore traditional clothing of the region he was in — whether he was dressed as a Roman, a Persian or a Turk was of little concern to him. In modern times he is always attired in a relaxed but unobtrusive outfit: In the office, he wears a suit with tie loosened; on the docks, he's barefoot and shirtless with once-expensive cutoff shorts; and at the community shelter, he's the man whose worn clothes have been carefully hand-mended.

Mithra seems like a genuinely nice guy whose main motives are helping make the World a better place, but the truth is a bit different. He is the God of contracts, an arbiter not of morality, but of integrity. His justice isn't necessarily a fair outcome: It's the lawful one, regardless of who is hurt and how badly. When mortal, he is remembered as a man of his word, sincere and friendly, but with a core inflexibility that could quickly turn his smile into a disapproving glare — and Mithra's glare has a weight all its own.

Living up to his ideals in the modern world is a bit more difficult than it once was, but Mithra does his best. He has lived as civil rights lawyer, a member of Interpol, an advocate for refugees, a radical historian, a senior enlisted military man, and a motivational speaker. His presence engenders hope and he manages to bring out the best in others. Unfortunately, his winning personality acts against him (and his Scions), as their time is often jealously sought after by others, sowing discontent he must then mediate.

Mithra views fatherhood as a sacred duty, and while he can't attend to each one of his Scions, many of them have had someone or something keeping an eye on them. More than one of his Scions has stories of a "guardian angel," until they find out just who or what was looking out for them. His children are usually highly principled individuals that work hard to help others and the World. These innate ethical standards take a toll, as the World demands a certain level of moral relativism and compromise. That's something that Mithra's children often find they can't do, and more than one child of Mithra has been brought low by their somewhat inflexible codes.

Associated Powers: Epic Strength, Epic Charisma, Asha, Fire, Justice, Psychopomp, Sun, War

Abilities: Command, Integrity, Investigation, Melee, Politics, Presence

Rivals: Hera, Izanami, Kalfu, Loki, Set, Tezcatlipoca, Vidar

Sraosha

A.K.A. Srosh, Soroush, Sroshdatak

Description: Sraosha, the God of obedience, is the zealot of the pantheon, filled with fervor for what the Yazata stand for. Where the other members have their own agendas and often prioritize their own desires ahead of the party line, Sraosha rarely does. He knows that his place is to support their worshippers and remind them — and his fellow Gods — of their sacred duties. This would be a tiresome role for anyone, but Sraosha has a single-minded dedication that is matched to his ability to empathize, keeping his passion personal.

Although his epithet is the God of obedience, much of Sraosha's work is directed toward helping mortals, supporting and encouraging those that

follow the principles of the Yazata (even if they don't necessarily worship or know of the Yazata). The obedience that Sraosha strives for is not induced by threat of consequences, but by the benefits of collaboration.

In mortal guise, Sraosha is almost always a figure of community authority, whether it's the town mayor or the most outspoken member of the local union. He was a member of the Inquisition until his reformist views earned his removal. As a politician, he ushered in several radical pieces of legislature that earned him his party's enmity but endeared him to the public. Whatever role he takes, he has a goal in mind from the beginning and means to make a difference with his actions.

Sraosha does not shirk his responsibilities, and involves himself in all of his children's lives. Scions of Sraosha are just as impassioned and noble as their father, even if they don't share his exact set of values: The fight against the Titans is a perfect place for his Scions to direct that passion.

Associated Powers: Epic Appearance, Epic Perception, Asha, Guardian, Justice, Prophecy

Abilities: Awareness, Empathy, Fortitude, Integrity, Medicine, Presence

Rivals: Vayu; Ares, Baron Samedi, Loki, Raiden, Set, Tlaloc

Tishtrya

A.K.A. Tiri, Tir

Description: The God of rain and the star Sirius usually appears as a man with white hair and a melancholy smile on his prematurely aged face. That sense of peaceful melancholy is in his personality, too, as he tries to do what's right, but people just don't seem willing to help. It isn't surprising he's a bit disillusioned with mortals, since his best-known legend centers on his defeat by the *deev* of drought because the people wouldn't sacrifice to him. He will always fight for them, though, because it's his duty.

In modern times, Tishtrya finds himself something of a patron of lost causes, willing to fight it out (metaphorically and literally) even when everyone else tells him to let it be. He has been a criminal defense attorney, missionary, farmer, oil tycoon, astrologer, and beach bum. Whenever he takes up a cause, he sticks to it with a single-minded conviction... until he returns to the Overworld, discarding it like the mortal shells he wears.

Scions of Tishtrya usually grow up knowing they were a product of a passionate love affair. The Scions often exhibit the characteristic steadfastness of their father, willing to hold to what they believe to the bitter end. Of course, having that kind of obstinacy causes his Scions to develop the same cynical outlook as Tishtrya when, time and time again, they find that

others can't stick it out. Despite being disappointed again and again, Tishtrya and his Scions always manage to keep hope that things will work out.

Associated Powers: Epic Stamina, Animal (Horse), Asha, Guardian, Fertility, Stars, Water

Abilities: Art, Empathy, Fortitude, Integrity, Marksmanship, Thrown

Rivals: Vayu; Poseidon, Shango, Sobek, Susano-o, Tlaloc, Vidar

Vahram

A.K.A. Bahram, Behram, Verethragna.

Wargaran

Description: God of victory and aggressive triumph, Vahram is an athletic bully of a warrior. His violent nature is matched to a streak of raw stubbornness that can be seen physically in his form as a boar. He claims to have invented the pre-emptive strike, and while he won't stab someone in the back, he is more than willing to run someone through before they know what's going on — to keep them from doing it first, of course.

However, it's not that Vahram can't be nice or that he's all about violence. He just knows that there are a lot of people out there that are in desperate need of a thrashing for... well, for something. Those who can call Vahram friend know that, even if victory isn't assured, he will hold the line to the bitter end so that others can live. The problem is Vahram's assumption that just about everyone is in the opposing camp. Years of the decline of his patron empire, the slow fade to obscurity of his pantheon, and the dishonest bent of society have lead him to view the denizens of the World as being practically in league with the Titans.

Vahram has tried to make a difference in the only ways he understands: working as a mercenary, a black market arms dealer, loan shark, a corporate day-trader, and a war-hawk legislator. He isn't averse to getting his hands dirty, as long as he scores at the end — it's all about victory. In the World, he most often appears as strong and fit man just past his prime, with a few gray hairs and crow's feet gracing the corners of his eyes. When prompted to action, Vahram always makes the first move, and those who've dealt with him in a brawl learn what strength can lurk in his older frame. Of course, the God wears a younger form on occasion as well, but even then tends towards an age just after his prime.

His Scions tend to be aggressive, outgoing and confident to the point of absurdity. Vahram doesn't usually take part in his offspring's lives until their Visitation, letting them assert themselves of their own accord before their divine heritage is made apparent. Usually, they tend towards martial occupations, although some few are predisposed toward artifice,

influenced by their father's position as guardian of the sacred Fire (which is heavily associated with metalworkers). Either suits Vahram fine, as some of his epithets are "best-armed of the Gods" or "most highly armed," and he'd like to hear the same of his children.

Associated Powers: Epic Strength, Epic Stamina, Animal (Boar), Asha, Fire, War

Abilities: Brawl, Command, Craft, Marksmanship, Melee, Thrown

Rivals: Vayu; Athena, Hachiman, Horus, Huitzilopochtli, Ogun, Tyr

Vayu

A.K.A. Vata, Vayu-Vata, Ram

Description: Vayu is the God of wind and air. He is the breath of life and hope, and fights alongside his pantheon in the war against the Titans. But he is also the last breath at death and is known as the strongest not for his physical strength, but because he makes such strength irrelevant. Prayers to Vayu are always specifically directed to him in his aspect as a benign force, but those prayers are half a request for help and half a plea to be spared his darker side.

Vayu is the bridge between the good and evil, the light and dark, and has an agenda all his own. Vayu's relationship with the rest of the Yazata is somewhat questionable, as he has been known to work with the Titans in the past. He keeps his own counsel on this, but he still comes to the aid of the other Gods. He is the biggest element of chaos within the Yazata, but he claims the discord he brings necessarily keeps the pantheon and their people from stagnating.

Vayu is usually seen as a tall, tanned, handsome man in the prime of youth, flashing a bright smile. Sometimes he is a skinny, sallow teenager, lying and stealing his way from city to city. As a soldier, he single-handedly kept his platoon alive. He has worked as an anesthesiologist with a disturbing track record of accidental patient deaths. As a traveling minister, he reaffirms the faith of everyone he meets.

Like their father, Vayu's Scions are changeable and morally ambiguous. The potential for nobility is present, but grim, selfish practicality is far more likely to rear its head in one of Vayu's own. He lets his Scions make decision on their own as they grow up and rarely gives orders even after their Visitation. He chooses his Scions for their self-reliance and willfulness. He wants collaborators, not pawns — other Gods' Scions are good for that — and he doesn't want to have to hold his Scions' hands and tell them what to do.

Associated Powers: Epic Dexterity, Epic Manipulation, Asha, Chaos, Death, Pyschopomp, Sky

Abilities: Athletics, Awareness, Control, Melee, Presence, Stealth

Rivals: Haoma, Vahram; Anubis, Heimdall, Izanagi, Legba, Quetzalcoatl, Thor, Zeus

Zam

A.K.A. Zamyat, Zamyad.

Zam-Armatay

Description: The Goddess of earth is a little atypical for her role; her purview is known as one of the first things created and yet she came to the pantheon later than most, a subject she tries to avoid. Unlike other earth-goddesses, Zam is seldom motherly and tends to be exacting and practical. Once set to a task, Zam applies herself and finds a way to get a decisive result. She is patient and methodical, perhaps even a little ruthless in accomplishing her goals. In the fight for the World, she forgives herself that ruthless streak.

Zam considers the World the place where all the real work gets done. The Overworld and all of its inhabitants have their place, but the War, shadowy and behind the scenes, has its front lines in the World. She generally appears as a woman in her mid-thirties to mid-forties, with an easy smile and hard eyes, and the rest of her appearance changes as the situation requires. Zam has lived as a political analyst, hard-nosed self-help author, grassroots campaigner, and a corrupt official.

She often lets her Scions develop talents on their own; Zam isn't looking for her Scions to mirror her temperament, but to be useful for the next set of goals she has laid out. She's still their mother and while the

mission comes first, her Scions' welfare isn't a too-distant second. During the Visitation, Zam usually lets her children know there is a bigger picture and that they all have to make sacrifices for it. It is better they have some clue than feel completely betrayed and bitter later on when they realize just how expendable they are to their mother.

Associated Powers: Epic Stamina, Asha, Earth, Mystery

Abilities: Academics, Fortitude, Occult, Politics, Science, Survival

Rivals: Vayu; Dionysus, Erzulie, Freya, Geb, Susano-o, Xipe Totec

AHURA MAZDA

Where has the God gone? Is he a Titan, or serving one? If so, maybe Mithra or another of the Yazata bound Ahura Mazda away when he finally crumpled before the chthonic will of his Titan master. Perhaps he got away and is even now conspiring with other Titans. Ahura Mazda could be innocent and imprisoned not by one of the Yazata, but by one of the Titans. Maybe he is attending to other matters, like raising up his own Scion: the Saoshyant, the messiah of Zoroastrianism.

Purviews

Pantheon Purview: Asha

Asha is an old word that cannot be clearly translated into other languages, but can be understood to mean both "truth" and "right." It combines the idea of what is and what should be. What is righteous is true. What is evil is a lie. And righteousness united with truth, the Yazatas believe, is mighty. Those who face the power of Asha must agree.

Mortals summarized Asha in three concepts: Humata (Good Thoughts), Hukhta (Good Words), and Havarastra (Good Deeds). Following these tenets would bring mortals the favor of not just the Gods but also of the Amesha Spenta, the six personifications of facets of Asha. When enemies came, a believer who followed Asha would be aided by the Gods or the Amesha Spenta.

Humata (Asha ●)

Dice Pool: None

Cost: 1+ Legend

Upon purchasing this Boon, the Scion chooses one of the three attribute categories (Mental, Social or Physical) to associate with this power. Thereafter, the Scion can invoke the principle of Humata (Good Thoughts) and call upon greater reserves of power. The Scion gains a single "Wild Card" dot of Epic Attributes, which she may apply to any Attribute within her chosen category. This may raise an Epic Attribute beyond what the character's Legend rating allows. The character cannot use Humata multiple times to increase an Epic Attribute by more than one, or to increase any other Epic Attributes. Nor does the temporary dot of Epic Attribute grant an additional Knack. Humata (and its successor Boons) cannot raise an Epic Attribute above 10 dots.

Invoking Humata costs as many Legend points as the final value of the chosen Epic Attribute. The effect lasts for a scene, and cannot be changed until the scene ends.

Example: A Scion of Anahita has an Epic Intelligence of 2, no Epic Wits, a Legend of 3 and Humata associated with Mental Attributes. She could spend 3 points of Legend and increase her Epic Intelligence to 3, ignoring that her Legend is too low for that rating; or, she could spend 1 Legend to gain one dot of Epic Wits for the rest of the scene.

Hukhta (Asha ●●)

Dice Pool: None

Cost: 1+ Legend per person affected

The Scion picks a second category of Attributes, and gains a single “Wild Card” dot of Epic Attributes she may apply to this category, following the same rules as for Humata.

What’s more, as a miscellaneous action the Scion can grant a dot of an Epic Attribute to a companion by speaking words of encouragement or praise and touching the target. (Or writing, or signing — just so long as the target can understand the Scion.) The dot must be in one of the two categories chosen by the Scion. There is no repeat use to grant multiple dots (even in multiple categories). The gift of power can raise Epic Attributes above the limits set by the target’s Legend, and each gift costs as many Legend points as the resulting Epic Attribute rating. This power can affect mortals as well as Scions and other supernatural folk. The effect lasts for a scene.

Havarastra (Asha ●●●)

Dice Pool: None

Cost: 1 Willpower + 1 or more Legend per person affected

The Scion gains a third “Wild Card” dot of Epic Attribute, applied to the remaining category of Attributes.

The Scion can also bestow a single dot of Epic Attributes on other people at range, and gift more than one target at a time. The Scion takes a miscellaneous action indicative of prayer — perhaps opening her arms and looking to the sky, kneeling and touching the ground or simply bowing with her hands clasped. She grants a single dot in one Epic Attribute to all her chosen targets. Targeted people must be within (Legend x 10) yards of the Scion, but she does not need to see them — merely to know they are present. Each target costs the Scion Legend points based on the resulting value of the chosen Epic Attribute, as per Hukhta and Humata. The effect lasts a scene. Hukhta and Havarastra do not stack.

Amesha Spenta Yasht (Asha ●●●● To ●●●●●●●●)

Dice Pool: Charisma + Integrity

Cost: 1 Willpower + 5 Legend

The Amesha Spenta are six principles that represent aspects of the old Persian understanding

of the World. For each level of this Boon, the Scion selects an additional Amesha Spenta.

A mystic aura surrounds a Scion who invokes an Amesha Spenta. The Scion gains a benefit to one of her purviews. If the Scion currently lacks a suitable Birthright for channeling that purview, she can invoke the Boons she knows anyway, at no penalty. (She still needs to own a suitable Birthright and learn Boons as normal: Amesha Spenta Yasht merely offers a chance to channel the purview if the Birthright is unavailable.) If the Scion has her Birthright, then she gains bonus dice equal to her Legend on rolls to activate Boons from that purview.

The Scion may only invoke one aura per scene, but the Boon lasts for the remainder of the scene or until the Scion chooses to end it.

- **Ameretat — The Amesha Spenta of Eternal Life.** Associated with all plant life, this Amesha Spenta manifests as a faint shimmer of a green aura surrounding the Scion, twisting at the edges like a vine’s tendrils. Ameretat is associated with the purview of Fertility.

- **Armaiti — The Amesha Spenta of Holy Devotion.** Armaiti is associated with the earth, and appears as a brown or beige aura around the Scion, crumbling at the edges into motes that fall and swirl back into the aura like a trickle of sand. Armaiti is associated with the purview of Earth.

- **Asha Vahishta — The Amesha Spenta of Best Truth.** A red-orange aura flares to life around the Scion, flickering at the edges like flames. Asha Vahishta is associated with the purview of Fire.

- **Haurvetat — The Amesha Spenta of Perfect Wholeness.** Associated with the waters of the world, this Amesha Spenta manifests as a light blue aura in constant motion, flowing smoothly across the Scion’s features. Haurvetat is associated with the purview of Water.

- **Kshathra — The Amesha Spenta of Righteous Dominion.** Kshathra is associated with the sky and metals, and appears as a silver-white aura that flashes with angles and edges. Kshathra is associated with the purview of Sky.

- **Vohu Manah — The Amesha Spenta of Good Wisdom.** No aura appears, but the Scion’s features take an ever-changing animalistic cast — her eyes might become cat-like one moment, or her skin may seem scaled the next. Vohu Manah is associated with the Animal purview.

Amesha Spenta (Asha ●●●●●●●●●●)

Dice Pool: Integrity + Legend

Cost: 10 Legend

When the Scion uses this Boon, one of her chosen Amesha Spentas manifests to assist her. The aura of the Amesha Spenta flows off her body to coalesce as



an abstract humanoid figure formed of the physical principle of the Amesha Spenta (i.e., fire for Asha Vahishta, water for Haurvetat, etc.)

The Amesha Spenta has all the Scion's dice pools and can use all the Boons that the Scion knows from the relevant purview. It acts by the Scion's will, but takes its own actions. As an abstract concept given form, though, the mystic helper cannot do anything but move and use Boons. It also uses the Scion's Legend to power those Boons. No mundane force can harm an Amesha Spenta, but attacks backed by Epic Attributes, Arete, or other supernatural means deal damage as normal. The Amesha Spenta has soak equal to the Scion's natural soak (including Epic Stamina) and it has five -0 Health levels.

This Boon may be used once per scene. The Amesha Spenta lasts for one minute per success on the activation roll.

The Scion may also select a fifth Amesha Spenta to associate with Asha, as per the previous Boon.

Seta Amesha Spenta
(Asha ●●●●●●●●)

Dice Pool: Integrity + Legend

Cost: 15 Legend

This Boon acts the same as the previous Boon, except that once per scene, the Scion may now call three Amesha Spentas at once to help her. The Scion also now has access to all six of the Amesha Spentas.

Ashavan (Asha ●●●●●●●●)

Dice Pool: None

Cost: 1 Willpower + 15 Legend

With this Boon, the Scion calls upon the fundamental existential principle of Asha. She may create her own, seventh Amesha Spenta, for whatever All-Purpose Purview she wants: Chaos, Health, War, whatever. Yazata traditionally choose Sun, to improve their connection to Divine Light, or Stars, the purview of cosmic order — but they can choose anything. However, a character can only do this once: She cannot go on to create further Amesha Spentas. A Yazata's personal Amesha Spenta has the same effects as the basic six, with the same cost to manifest. What's more, the Yazata may now spend 15 Legend and 1 Willpower to evoke all seven of her Amesha Spentas as helpers.

*All-Purpose Purview:
Stars*

Humanity learned about time, space and cosmic order by watching the stars, and the Star Purview deals primarily with such concepts. Star-based metaphors and celestial phenomena also inspire Boons; new discoveries about outer space lead to additional Boons, or to new perspectives on old powers. While some aspects of the Star Purview overlaps with other Purviews, truly potent manipulations of space and time belong to Star Gods alone.

STARS AND OTHER GODS

The stars play important roles in many ancient cultures and mythologies. As such, the Storyteller may include the Stars purview as natural to several deities from pantheons that have already been described. For instance, the Aztecs believed that Tlazoltéotl defended the World from the Tzitzimime, star-demons that threatened the Sun during eclipses; the Egyptians associated Set with the Big Dipper and the celestial pole; the Norse similarly associated Tyr with the Pole Star. Even if the Storyteller does not want to add the Star Purview to such Gods' lists of associated powers, the Gods might still teach Star Boons to their Scions and grant appropriate Birthrights.

Perfect Timing (Stars ●)

Dice Pool: None, or Perception + Science (see below)

Cost: None

The heavens were humanity's first clock and calendar; thus, a Scion with this boon can innately feel the temporal movement of the universe. She always knows the time, to the second, no matter what her circumstances. This does not matter so much in an age of cheap and accurate wristwatches (though it is still useful in the Overworld, Underworld and other realms) — but Perfect Timing also enables a Scion to sense supernatural distortions of time, such as those caused by other Star Boons. In such cases, the player rolls the Scion's (Perception + Science), with bonus dice equal to the dot rating of the Boon. (For other supernatural effects that warp time, use the Legend of the entity that causes the effect as the bonus.) Each 100 yards distance raises the roll's difficulty by +1. Success means the Scion knows the direction and general distance (within 100 yards) of the time distortion. A Demigod can re-purchase this Boon to raise the distance increment to one mile; and a God can buy the Boon a third time to raise the distance increment to 10 miles.

This is also a one-dot Boon for the Moon Purview (many Moon Gods are also calendar gods).

Sense Age (Stars ●●)

Dice Pool: Perception + Awareness

Cost: None

If the Scion touches an object, she can instantly discover its age. If she touches a dead body, she can tell how long it has been dead; if she touches

a broken piece of glass, she can tell how long ago it broke off. The power is specific to the object being touched; when the shard of glass was part of window, it was a different object with a different age. However, every two threshold successes reveals one additional age that is relevant to the object. With three total successes, for instance, a Scion who touched the hood of a car and wondered at the car's age, could discern when the car was built and when the hood was replaced. With nine successes, a Scion could touch the Venus de Milo and sense when the statue was carved, when the arms broke off, when the marble was quarried, and the geologic age of the marble.

Aurora (Stars ●●●)

Dice Pool: Appearance + Presence

Cost: 3+ Legend

The Scion evokes the sparkling majesty of the cosmos. This costs 3 Legend, +1 Legend per dot the character has of Epic Appearance. As a miscellaneous action, the Scion gathers a cloak of shimmering light around her body, resembling the polar aurora or a deep-space nebula. The unearthly lights blur the Scion's outline; even her distance from the viewer becomes uncertain. For the rest of the scene (or until the Scion's player lets Aurora lapse), the Scion's Dodge and Parry DVs both increase by half the number of successes rolled (round down).

The effect is easily defeated by closing one's eyes (though blindness carries its own penalties — see **Scion: Hero**, p. 186). Also, Aurora does not stack with other effects that enhance DV, such as Untouchable Opponent or Tidal Interference.

Still Object (Stars ●●●●)

Dice Pool: Perception + Legend

Cost: Varies

The Scion concentrates on an inanimate object for a miscellaneous action and spends an amount of Legend dependent on the size of the object. Her player rolls (Perception + Legend), at a difficulty likewise set by the object's size. Success means the object is frozen in space and time, unchanging, wherever it is — on the ground, on a table, in mid-air — for a number of minutes equal to the Scion's Legend. No mundane force can move or affect the object. For instance, if the object is on a table, moving the table leaves the object floating in mid-air. However, the object can be moved by supernatural means: Those with Epic Strength or an Arete for Athletics may do so by rolling (Strength + Athletics) and scoring more successes than the activation roll.

Use the table from The Impressed Spirit (**Scion: Demigod**, p. 96) to determine the Legend cost and difficulty for the object being stilled.

Twist Time (Stars ●●●●●)**Dice Pool:** Willpower + Legend**Cost:** 1 Legend per mortal, 3 Legend per supernatural individual

The Scion may reflexively change the way time affects an individual, speeding up or slowing down the time around that person. Her player rolls (Willpower + Legend). Success means the Scion can change the time around a maximum number of people equal to the successes rolled. The effects last for a number of minutes equal to her Legend. Mortals cannot resist this Boon and cost only 1 Legend to affect. Supernatural creatures cost 3 Legend to affect, and their players may roll (Willpower + Legend): If they score more successes than the activation roll, their characters can resist.

If the Scion speeds up the time around her target, the target receives the following adjustments:

- Reduce the Speed of all actions by 1 (minimum of 1; first tick of Aim gives +2 dice).
- Add the Legend of the Scion who activated this Boon to the target's DV static value, Move distance and Dash distance.
- Add her Legend as bonus dice to his Join Battle rolls.
- Reduce by half the time for other, non-combat actions to take place by half. For example, a Scion of Tishtrya activates this power for herself. During combat, she is poisoned with a 4L/minute poison. Since she is sped up in time, the poison deals of die of damage every 30 seconds instead of every minute.

If the Scion slows time around her target, the target receives the following adjustments:

- Increase the Speed of all actions by 1 (Aim confers no benefit on the first tick of use).
- Subtract the Scion's Legend from the target's DV, Move distance, and Dash distance (minimum of 1).
- Halve the target's Join Battle rolls.
- Double the time for other, non-combat actions to take place. For example, a Scion of Tishtrya activates this power for herself and suffers the same poison as before. Since she is slowed down in time, the poison takes twice as long to affect her, dealing one die of damage every two minutes.

This Boon may be attempted only once per scene.

Lucky Star (Stars ●●●●●●)**Dice Pool:** Perception + Awareness**Cost:** 5 Legend

The Scion must spend an entire night studying the night sky — a clear night, where the stars are visible. Her player rolls (Perception + Awareness). Success means the Scion sees a pattern of Fate written into the celestial order. Finding this “lucky star” enhances subsequent rolls involving one Ability chosen by

the Scion when she used this Boon: In any dice pool involving that Ability, the dice for the Ability become automatic successes. This benefit lasts for a week. the Scion may not use Lucky Star again until the week is up.

Starfire (Stars ●●●●●●●●)**Dice Pool:** None**Cost:** 1 or 2 Willpower + 3 or 5 Legend

The Scion spends a Willpower point and 3 Legend. A flame the blue-white color of a super-hot star flickers into place around the Scion's body, turning him into a silhouette of blazing light. (This is in fact a specific star: Venant, or Regulus, a spectral class B star and one of the four “Royal Stars” in Persian tradition.) Touching the Scion deals aggravated damage equal to the Scion's Legend. This damage adds to any damage the Scion might inflict from a Brawl-based attack, though the Starfire damage is applied separately. The starfire can encompass Relic melee weapons, adding to their damage as well.

What's more, the Scion's fierce glow partially blinds anyone who looks directly at him from less than 30 yards away. For the Scion's Legend in minutes, the person suffers a +1 difficulty penalty to all tasks that require one to see clearly. Penetrating Glare (Sun ●) protects against this effect, but no mundane shielding less robust than welder's goggles can block the celestial glare.

If the Scion spends 2 Willpower, 5 Legend when activating Starfire, anyone who comes within (Legend) yards of the Scion suffers an environmental effect of Damage 1A/action, Trauma 7. The damage begins with instant sunburn and proceeds through blistering, hair falling out and other horrors. Only in the 20th century did the Gods understand this aspect of Starfire: hard X-rays and particulate radiation.

This Boon lasts for the remainder of the scene or until the Scion cancels it. It may be used once per scene. Fire Immunity (Fire ●) offers no protection whatsoever. The Scion himself is immune to all its effects.

Frozen Moment

(Stars ●●●●●●●●)

Dice Pool: Perception + Science**Cost:** 2 Willpower + 5 Legend per subject

The Scion can step outside of time, or push or pull others outside of time. This costs two Willpower, plus five Legend for every person or independent object the Scion wants to pull outside of time (including the Scion himself). The Scion can send other people or objects outside of time without going there himself.

To a person outside time, the entire universe stops moving. People outside time can move around and do whatever they want to each other, but everything

that is still within time is impossible for them to affect. (Only the air parts for them, in one of the signing statements the Gods wrote into reality.) The Scion, and anything else he sends outside of time, stays that way for one minute per success on the (Perception + Science) roll. They return to time on the same tick they left. If the Scion wants to end the effect early, he may do so.

Gods typically use Frozen Moment for spying on people, very private conferences, and the like. Gods also find creative uses, such as sending a nuclear bomb to explode harmlessly outside of time instead of destroying a city.

Celestial Estate (Stars ●●●●●●●●)
Dice Pool: None
Cost: 5+ Legend

A character who learns this Boon obtains a private estate in outer space: anywhere from the sun-scorched wastes of Mercury to the ice fields of Pluto, floating in the jet streams of Jupiter or even lodged in a constellation. The God, and any invited guest, finds the celestial estate a comfortable abode (and the hang-gliding on Jupiter is *fantastic*). Anyone else finds the environment quite deadly. Aside from the location, this Boon is identical to Lunar Estate (see **Scion: God**, p. 96), including the staff of gray-skinned creatures and the environmental damage to uninvited visitors. Constellation estates are the strangest: They occupy eerie landscapes of black glass and silver light on the celestial sphere that, modern science knows, does not exist.

Cloak of Stars
(Stars ●●●●●●●●●●)
Dice Pool: Dexterity + Occult
Cost: 15 Legend

The Scion reaches into the night sky as the player rolls (Dexterity + Occult). If this roll succeeds, the Scion pulls down a hooded black cloak dotted with tiny stars and throws it over her shoulders. If the Scion removes the cloak before she uses this Boon, it fades away. It cannot be removed by any known force except another God using this Boon to try and take the cloak for himself. (Doing so requires the thief to successfully grapple his victim first.)

At any later time, the Scion can put the cloak to its true purpose by spending 15 Legend points and putting the hood up. The cloak closes about the Scion, obscuring her body entirely into vague, black approximation of her form dotted by tiny stars. For the rest of the scene, this cloak protects the Scion from close combat attacks. Any such attack from a weapon that is no larger than the Scion's body and is wielded by mundane means — from drunk with a beer bottle to a judo master's throw — passes straight through the Scion as if the cloak were empty space, dealing no harm.

The cloak also protects against larger weapons, such as being rammed by a truck; attacks backed with supernatural force, such as Epic Strength or an Arete; or immaterial attacks, such as the Blazing Weapon Boon. For these attacks, wearing the active cloak adds a value equal to (the successes on the activation roll + the user's Legend) to the character's relevant applicable DV.

A Scion can only draw down a cloak during the night, only from the World itself and must somehow be able to see the stars. (Penetrating Glare may be useful — see **Scion: Hero**, p. 147). The cloak defends only against close combat attacks; ranged attacks are unimpeded. When any strike succeeds in striking the Scion, the cloak emits a small shower of sparks. A Scion may only pull down one cloak at a time, but may wear it indefinitely until she activates it.

Avatar of Stars (The Crown)
Cost: 1 Willpower + 30 Legend

For one scene, the character becomes The Crown. This shimmering avatar of the stars is the celestial order and the constancy of time. The Crown wears a diadem of ever-shifting colors and a robe of inky black spangled with galaxies. The Crown can command the currents of time: speeding, slowing, or stopping them for any or all those before it. While the Crown can travel freely in time, past, future or sideways, it does so only to observe: Neither the Crown nor anyone it carries through time can affect history in any meaningful way. Likewise, the Crown may walk among the stars, but knows the reaches of the Universe are not for men or Gods — not yet. The Crown can halt a Titan in time or hurl it into the sky, birthing a new constellation.

Birthrights

Creatures

Hadhayosh (Creature ●●●●, Relic ●)

The hadhayosh appear as normal oxen, albeit somewhat larger and more muscular. The original

hadhayosh, Sarsaok, was known for carrying men from region to region on his back and for the powerful elixir made from its body.

Similarly, the hadhayosh can bear passengers at incredible speeds, especially for an ox, even across

bodies of water, much as Sarsaok bore his passengers across the world-sea, Vourukasha.

The hadhayosh is called upon by throwing fur from its body onto the ground and spending a point of Legend. The hadhayosh rises up from the ground. Only Scions of the Yazata may receive this Birthright (although some hadhayosh may have been stolen over the course of the Overworld War).

Attributes: Strength 7, Dexterity 4, Stamina 7; Charisma 1, Manipulation 1, Appearance 2; Perception 2, Intelligence 2, Wits 2

Virtues: Conviction 1, Duty 3, Expression 1 and Valor 3

Abilities: Athletics 4, Awareness 3, Brawl 3, Fortitude 5, Integrity 1, Presence 5, Survival 2

Supernatural Powers:

Epic Attributes: Epic Strength 2 (Holy Bound, Uplifting Might)

Tough Hide: The hadhayosh's hide grants a 3A/3L/3B soak bonus.

Join Battle: 5

Attacks:

Gore: Accuracy 7, Damage 10L, Parry DV 7, Speed 5

Trample: Accuracy 8, Damage 8L, Parry DV —, Speed 3

Soak: 3A/7L/10B (Tough Hide, + 3A/3L/3B)

Health Levels: -0/-0/-0/-1/-1/-1/-2/-2/-2/-4/Incap

Dodge DV: 5 **Willpower:** 6

Legend: 3 **Legend Points:** 9

Other Notes: The hadhayosh can carry passengers at speeds up to 60 mph out of combat or four times its movement rate in combat; the beast can also run on top of water. The fat of the hadhayosh has powerful medicinal properties, though cutting some off a still-living hadhayosh inflicts two levels of lethal damage to the beast. When this fat is melted into a paste, it adds two automatic successes to any Medicine-related rolls in which they are used.

Huma (Creature ●●●, Relic ●)

The huma, or bird of paradise, is a creature known for choosing those with the wisdom to be a good ruler. Legend holds that if a huma sits on an individual's head, that person is destined to become a king. Whether or not that holds true in modern times — there are far fewer kings, after all — is something those Scions who can call upon this legendary bird must discover for themselves.

The bird itself is the size of a large eagle, with a large wingspan for the size of its body. It has a long tail of several feathers that stand straight up, resplendent in colors to put a peacock to shame. The huma is not large enough to carry a person on its back, but has strength enough to hold someone in flight with its sharply taloned feet.

The huma is summoned by casting one of the long tail feathers into the air above the Scion's head and spending a point of Legend.

The huma uses the template for the Bird (Raptor) in **Scion: Hero**, p. 329. In addition to its normal characteristics, the huma also has Epic Strength 1 (Uplifting Might), Epic Appearance 1 (Center of Attention), one additional -0, -1 and -2 health level each and the following Virtues: Conviction 3, Duty 2, Expression 3 and Valor 2. It has maximum flight speeds of 100 miles per hour out of combat or five times its normal movement rate in combat.

A huma, like the phoenix of Greek legend, cannot be permanently killed. If the bird is slain, the Scion to whom it is attached can burn its carcass, and a single pristine tail feather will be found in the ashes. Each huma has a Legend rating of 2. Only Scions of the Yazata may receive this Birthright.

Followers

Cult of Mithra (Follower ●●

To ●●●●●, Guide ● To ●●●●)

The Cult of Mithras flourished from the 1st to the 4th centuries, A.D., throughout the Roman Empire. Its devotees — mostly Roman legionnaires — spread subterranean Mithraic temples as far from Persia as Britain.

As a mystery cult, very little information survives about the specifics of their practices and what meanings their rituals had. Even old writings on the Cult of Mithras are all lost, only known through references to them from other works. This is exactly what the still-active Cult of Mithra wants.

ARE THEY REALLY THE SAME?

Historians and scholars of religion have some doubts about whether or not the Roman cult of Mithras was fully based on imported Persian mythology. In the world of **Scion**, however, Fate intervened to bring worshippers of similarly-named Mithras under the auspices of Mithra, attempting to heal the breach between the Yazata and the Dodekathion.

Mortal historians believe the Cult of Mithras died out in the 4th century. They don't know about the secret war that caused its decline. The Dodekathion had enough of a rival pantheon propagating worship in their territory. Caught between rising mortal belief in Christianity and agents of the Dodekathion working to

root out Mithraic worship within the Roman legions, the Cult of Mithras was forced into hiding.

With time, the purge stopped. The Dodekathion found Christianity more dangerous than the Yazata, and concentrated on preserving memories of their own stories. With a collective sigh of relief, the Cult of Mithras was back in action, albeit greatly deprived of influence and membership. Since then, the Cult of Mithras has worked to rebuild its influence and membership. The wealthy Cult now owns several security firms and a world-wide information network.

Each dot of Followers after the first nets five Cultists. The characteristics of a Mithraic Cultist are identical to those for the Seasoned Cop or Grunt Soldier on p. 282 of **Scion: Hero**, with the following changes: Mithraic Cultists have a Melee of 3 and often wield both modern and ancient weaponry (a pistol or rifle along with a hasta or xiphos).

If being used as a Guide, the Scion is partnered up with one of the more senior members of the Cult of Mithras, a mortal who knows about the struggle between the Gods and the Titans and has access to an information network dedicated to tracking events related to that struggle.

WHAT ABOUT THE ANAUŠA?

The Anauša (in **Scion: Companion**, p. 61) are now a mercenary force without the backing of a pantheon; what happened to the relationship between the Yazata and the famous Immortals described by Herodotus? The details of the falling out between the Yazata and the Anauša are unknown except to the two parties, but most trace the Anauša's departure to the disappearance of Ahura Mazda. If they know what happened to Ahura Mazda, they aren't talking, yet neither are they working for the Yazata.

The Anauša only work with Yazata Scions of the Hero or Demigod levels. Even then, it is for an increased cost: Hero Scions must pay double the Legend cost to summon the Anauša and Demigod Scions must pay quadruple. At God level, the Anauša won't answer the call. This, of course, only applies to Scions of the Yazata.

Guides

Fereshteh (Guide ●●● To ●●●●●)

The Fereshteh is a symbol of good luck: the image of a robed and bearded man transposed on a pair of

outspread eagle wings affixed to a sun. More than just luck, however, the Fereshteh was also a reminder of fidelity to one's beliefs and purpose in life. The image, often worn as a pendant, also represented the Faravahar and the Fravashi, male and female guardian spirits of humanity. Folklore says that for every person, there is a Fereshteh to guard him. Nowadays, though, there are far, far fewer Fereshteh than there are people.

These lesser immortals appear as majestic individuals with golden-brown eagles' wings and tail feathers, shining with an inner luminescence. The Fereshteh can hide both their radiance and their wings, in order to fit into the World. In terms of capabilities, the Fereshteh are as varied as the mortals they watch over, from massively powerful to nearly insignificant.

Supernatural Powers: All Fereshteh have at least some Epic Strength and Epic Appearance. As creatures of light and air, most possess some Boons from the Sky and Sun Purviews. Anything more depends on the individual. Fereshteh can fly at speeds of 70 mph outside of combat and at five times their normal movement in combat.

Weaknesses: In cases where a Fereshteh would need to violate one of the Virtues of the Yazata, he is considered to have a 5 in that Virtue and cannot spend Willpower to circumvent the Virtue: his player must roll to suppress the Virtue. Further, if the Fereshteh's player rolls any successes at all on this roll, the spirit suffers a Virtue Extremity.

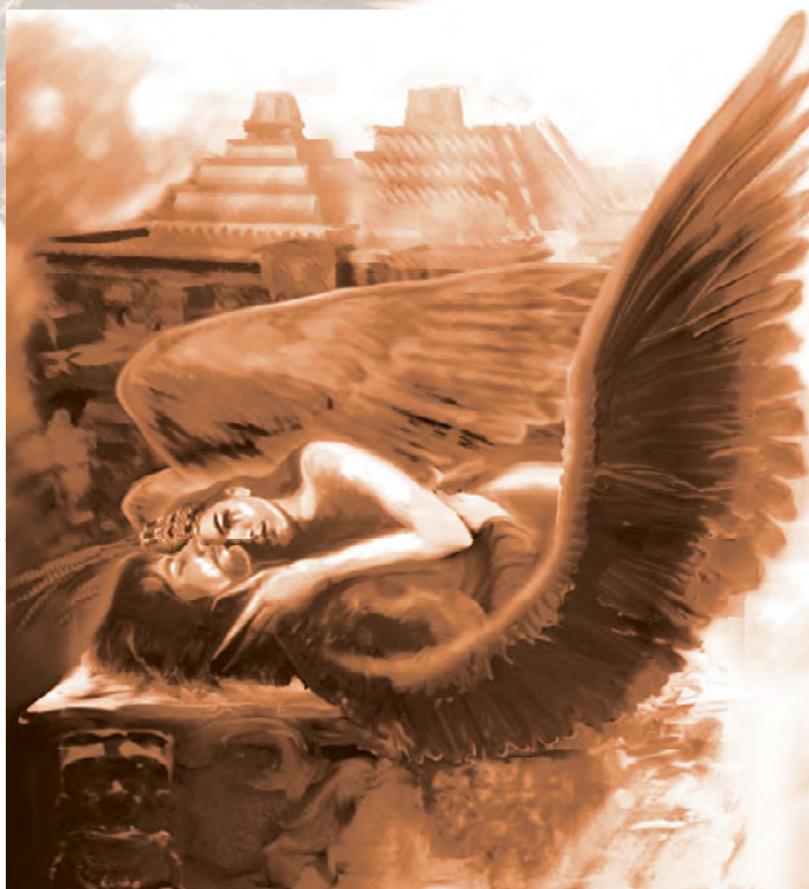
Peri (Guide ●● To ●●●●●)

The Peri are fairy-like creatures of Persian mythology who claim they are the ancestors of fairies and elves. The Peri are a beautiful race with fair skin, golden hair and light-colored eyes. While their appearance varies somewhat, Peri are all beautiful, winged and dressed in supernaturally gorgeous clothing. Except as noted below, they resemble Alfar (**Scion: Hero**, pp. 296-297).

The Peri live in the Terra Incognita of Shadukiam ("Pleasure and Delight"), whose capital is Juherabad ("The Jewel City"). Their eternal war against the *deevs* and *drujs* has them often out and about in the World, jockeying for position. *Deevs* particularly enjoy locking the Peri in iron cages and leaving them hanging from trees or mountains to die of exposure. As a result, the Peri are avid enemies of *deevs* and *drujs* and will not work with them, even if the *deev* or *druj* is bound in the service of someone the Peri respects. Few can get a Peri to see a *deev* as anything other than an immediate enemy.

Traits: Peri may fly up to 70 mph or move five times their normal movement in combat. They have Yazata Virtues.

Supernatural powers: All Peri have at least some Epic Appearance and Epic Charisma. In addition, Peri



tend to some Epic Dexterity, Epic Perception, and Epic Wits. Also, older, more powerful Peri often have some command of the Moon, Sky, Star, or Sun purviews.

Weakness: Peri cannot abide the touch of iron. All Peri take aggravated damage from weapons forged of “cold iron,” which is wrought iron that has been hammered into shape without heating. The touch of cold iron prevents a Peri from using any Epic Attributes or any other supernatural abilities for the remainder of the scene. Such contact does not itself cause injury, though a cold iron weapon inflicts its normal damage against a Peri.

Relics

Arrows of Simurgh Relic •• (2 Item Enhancements)

The great bird Simurgh, who nests in the Tree of Life, raised the hero Rostam’s father, Zal. When Rostam was forced to fight Esfandiyar in his later age, Zal sought out Simurgh’s advice in order to keep his son from dying in the senseless fight. The great bird plucked out several of her feathers and instructed Rostam to make arrows from the wood of a certain tree and fletch the arrows with her feathers. Esfandiyar, who had bathed in a spring of invincibility, was only vulnerable in his eyes, which he had closed when submerged in the waters. Armed with his bow and the enchanted arrows,

Rostam fired directly into one of Esfandiyar’s eyes, killing him instantly.

A Scion with this Birthright typically owns 40 arrows (although the Scion could always ask his divine parent for more or seek out Simurgh herself). An attack with the Arrows of Simurgh is always Piercing. Aiming actions are Speed 2 as the arrow and the bow seem to hold incredibly steady in the Scion’s hands.

The Cup of Jamshid Relic ••••• (2 Purviews, 1 Unique One-Dot Power, 1 Unique Two-Dot Power)

Jaam-e Jam, the Cup of Jamshid, was an ancient treasure of the Persian Kings of the mythic Kayanian dynasty. The liquid held within it was said to grant immortality. The reflective surface of the liquid in the Cup can also be used as a scrying mirror, offering a view of anywhere in the world — or

even into the future.

With the Cup of Jamshid, a Scion may access the Mystery and Prophecy purviews. The Cup also has two unique powers. Anyone who drinks from the Cup of Jamshid heals a number of bashing wounds or downgrades lethal damage to bashing equal to the successes on a Stamina roll. Secondly, the Scion using the Cup may look into the water, spend a Legend point and see any location in the World (or, if the Scion is in the Overworld, then any location therein) that is not obscured by some supernatural means.

Derafsh-e Kaviani Relic •••• (3 Purviews, 1 Unique One-Dot Power)

The Banner of Kaveh, or Derafsh-e Kaviani, began as nothing more than a blacksmith’s leather apron that was raised as the battle standard of an uprising against Zahhak, a king and Scion under the sway of Ahriman. The Banner of Kaveh stands for the right of the people against an unjust and tyrannical king.

A Scion with the Derafsh-e Kaviani has access to the Guardian, Justice, and War purviews. When used as a standard in battle, the bearer may spend a point of Legend and, for the duration of the scene, all of his allies are treated as having a Valor of 3 — if they already have the Virtue at 3 or higher, grant an additional, temporary dot of Valor for the

duration of the battle instead. If the standard-bearer goes down, and the standard with him, this effect immediately ceases.

The Emerald-Studded Sword

Relic ●●●●● (1 Unique Two-Dot Power, 1 Unique Three-Dot Power)

The Emerald-Studded Sword, or Shamshir-e Zomorrodnegar, is a curved sword with a jeweled hilt. No other weapon could slay the *deev* Fulad-Zereh, who was otherwise protected from all weaponry. Fulad-Zereh kept the sword in his possession for several reasons, but especially because it was his only weakness. The Sword is also a charm against magic, and wounds made by it can only be healed with the use of supernatural powers. Eventually, Amir Arsalan, a would-be king and hero, acquired the sword and slew Fulad-Zereh.

The bearer of the Emerald-Studded Sword adds five to any rolls to resist the affects of any Boon. The sword deals aggravated damage. Use the basic katana template on p. 202 in *Scion: Hero*.

The Helm of Rostam

Relic ●●● (2 Purviews, 1 Item Enhancement)

Rostam, the most celebrated of the Yazata's Scions, was a hero whose adventures brought him against even the greatest of opponents, the Deev-e Sefid, the White Deev. After defeating the White Deev in battle, Rostam cut off the *deev's* head and used it as his helmet.

A Scion wearing the Helm of Rostam has access to the Chaos and Death purviews. Also, the Helm of Rostam grants additional levels of soak (+1L/3B).

The Mace of Feridoun

Relic ●●● (1 Purview, 2 Item Enhancements)

Feridoun was the only descendant of the original kings of Iran still living in the reign of the corrupt and evil king Zakhak. Fed on the milk of a mystical cow, he grew up incredibly strong and intelligent, and joined Kaveh the blacksmith in a popular revolt against Zakhak. Out of respect for the cow that fed him, (which Zakhak had slain), the hero had a mace forged whose head resembled that of a cow. In the end, Feridoun struck down Zakhak with his cow-headed mace before binding the evil ruler beneath a mountain.

A Scion with the Mace of Feridoun has access to the Sun purview. Its traits are identical to those of a Quauholli (*Scion: Hero*, p. 202), with +1 Accuracy and -1 Speed.

Other Relics

Persian mythology and history are a fount of mystical, magical, and otherwise supernatural items which could become relics presented by the Yazata to one of their Scions. Some examples include Rostam's Tiger-skin armor (the Babr-e Bayan), the Bow of Arash, the invincible armor of Siyavush, Rostam's Lasso, or the Flying Throne.



Cyrus Takhti

Scion of Mithra

Cyrus grew up privileged and he knows it. His parents left Iran just before the collapse of the monarchy and the rise of the Islamic Republic. His father managed to escape with most of his fortune intact, bringing it overseas through various channels. Once in the US, Cyrus's father wasted little time building himself a new fortune so that he didn't have to rely on the old.

Cyrus grew up around celebrities, musicians, and Fortune 500 CEOs. From early on in his life, he knew he'd move in circles of wealth and influence for the rest of his days. Focused and determined, and with his parents weighing down on him, Cyrus committed himself to school, emerging after several years with a degree in finance, summa cum laude. Not content with that, Cyrus picked up a day job and dove into law school at night.

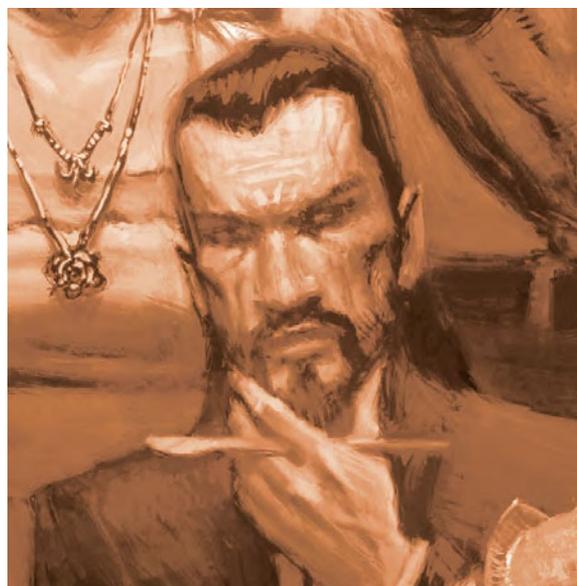
Cyrus had a long-term vision of himself at the top of the corporate ladder, and pursued it relentlessly. But all of that changed early one morning.

Cyrus woke up groggily from the early stages of a hangover, slowly realizing that the light that had woken him was increasing far too quickly to be sunrise. The God of contracts, robed in the light of day, had come to reveal his true paternity to his favored son. After the initial period of confusion and panic, Cyrus started to really listen to what Mithra had to say.

The people of the world were in dire need of help, and only a few could answer the call. By the end of their conversation, Cyrus found himself not only agreeing to help, but swearing to do his best to save the people of the world.

The next week, Cyrus found himself across the country in the company of people he'd never met before, trying to figure out how to stop a mechanized hydra. His life hasn't slowed down since. Cyrus increasingly enjoys saving actual people, instead of saving some distant and detached company's money. There is a greater purpose to his actions, and Cyrus feels it motivating him every moment.

Description: Cyrus stands around six feet tall, leanly muscled, with broad shoulders and a narrow waist. His bronzed skin, brown eyes and well-groomed black hair and beard (not to mention his expertly tailored suits) give him the air of a cosmopolitan Mediterranean businessman. Cyrus' birthright Relic, Bizan, looks like an elegant cane with the Faravahar symbol of Zoroastrianism adorning its top. When necessary, Bizan can also appear as an expensive pen.



Roleplaying Hints: You are a modern day Paladin, or Pahlevan if you prefer the Persian equivalent. You used to be self-centered and blindly ambitious, but the night your father threw you for a loop changed you, and you haven't looked back since. People need saving, and even if they don't deserve to be saved, it's not your place to judge. You'll rest easy knowing that at every opportunity, you worked to ensure the safety of others. While you have a brilliant mind and plenty of education to fuel it, you find yourself relying more on your raw physicality to save others. You like the visceral feel of battling titanspawn head-on. When that's not an option, you use your lawyer's talents for persuasion to ensure things go the "right way."

Birthrights: Cyrus bears the somewhat jokingly named weapon, Bizan (roughly translated, "Hit it!") which grants him access to the War purview. The club also turns into a pen that never seems to run out of ink.

He also wears a Faravahar necklace, the most ubiquitous symbol of the Yazata and of Zoroastrianism. The pendant grants access to the Justice and Sun purviews.

The Deev-e Sorkh acts as Cyrus's guide: Mithra transferred its service to Cyrus as a gift. The Deev-e Sorkh (or Red Deev) is an ancient and knowledgeable creature that always seems happy to talk to Cyrus and share information regarding the other titanspawn. While Cyrus knows the Red Deev can't specifically lie, due to the terms of his service, the demon can omit or stretch the truth, forcing Cyrus to constantly evaluate the advice he receives. Sometimes, Cyrus wonders if the Red Deev isn't more of a test than a guide, to see how much faith he puts in a captured enemy.

SCION

DEMIGOD



Cyrus Takhti
Name

Player

Corporate Paladin
Calling

Autocrat
Nature

The Yazata
Pantheon

Mithra
God

ATTRIBUTES

Physical		Social		Mental	
Strength	●●●●●○○○○○ ■□□□□□□□□□	Charisma	●●●●●○○○○○ ■□□□□□□□□□	Perception	●●○○○○○○○○○ □□□□□□□□□□
Dexterity	●●○○○○○○○○○ □□□□□□□□□□	Manipulation	●●○○○○○○○○○ □□□□□□□□□□	Intelligence	●●●○○○○○○○ ■□□□□□□□□□
Stamina	●●●●●○○○○○ ■□□□□□□□□□	Appearance	●●○○○○○○○○○ □□□□□□□□□□	Wits	●●○○○○○○○○○ □□□□□□□□□□

ABILITIES

<input type="checkbox"/> Academics	●●●●○	<input type="checkbox"/> Craft	○○○○○	<input checked="" type="checkbox"/> Melee	●●●●○
<input type="checkbox"/> Animal Ken	○○○○○	<input type="checkbox"/>	○○○○○	<input type="checkbox"/> Occult	○○○○○
<input type="checkbox"/> Art	○○○○○	<input type="checkbox"/>	○○○○○	<input checked="" type="checkbox"/> Politics	●●●●○
<input type="checkbox"/>	○○○○○	<input type="checkbox"/> Empathy	●●●●○	<input checked="" type="checkbox"/> Presence	●●●●○
<input type="checkbox"/> Athletics	●○○○○	<input type="checkbox"/> Fortitude	●○○○○	<input type="checkbox"/> Science	○○○○○
<input type="checkbox"/> Awareness	●●●●○	<input checked="" type="checkbox"/> Integrity	●●●●○	<input type="checkbox"/> Science	○○○○○
<input type="checkbox"/> Brawl	●○○○○	<input checked="" type="checkbox"/> Investigation	●○○○○	<input type="checkbox"/>	○○○○○
<input checked="" type="checkbox"/> Command	●●●●○	<input type="checkbox"/> Larceny	○○○○○	<input type="checkbox"/> Stealth	●○○○○
<input type="checkbox"/> Control	○○○○○	<input type="checkbox"/> Marksmanship	○○○○○	<input type="checkbox"/> Survival	○○○○○
<input type="checkbox"/>	○○○○○	<input type="checkbox"/> Medicine	○○○○○	<input type="checkbox"/> Thrown	○○○○○

BIRTHRIGHTS

Relic (Bizan - War) 1,

Relic (Farahavar - Sun) 2,

Guide (Deav-e Sorkh) 3

WEAPONS

Bizan: Spd 4, Acc 6, Dmg 9B, Def 3

KNACKS

Benefit of the Doubt, Holy Rampage,

Never Say Die, Perfect Memory,

Self-Healing, Uplifting Might

WILLPOWER

●●●●●●●○○○
□□□□□□□□□□

VIRTUES

Conviction ●●●●○
Duty ●●○○○
Expression ●○○○○
Valor ●●●●○

SOAK

A 1 L 3 B 5

LEGEND

●●●○○○ | 9 |
○○○○○○○ Legend Pts

BOONS

Blessing of Bravery, Hukhta,

Humata, Judgement

ARMOR

A _____ L _____ B _____

HEALTH

0 0 0 0 0 -4 I
□ □ □ □ □ □ □
■ ■ ■ ■ ■ ■ ■
■ ■ ■ ■ ■ ■ ■
■ ■ ■ ■ ■ ■ ■

EXPERIENCE

CYRUS TAKHTI

CYRUS TAKHTI

Patricia "Trish" Esfahani

Scion of Tishtrya

Born to a Persian mother and an American father, Patricia "Trish" Esfahani ended up with her mother's last name after her parents' icy divorce. As a child, her father took her hiking, skiing, rock climbing, and camping, creating in her a strong love of nature. In the aftermath of her parents' divorce, however, she found little time to head into the great outdoors. Instead of becoming bitter, the teenaged Trish immersed herself in studying the natural world, reading books on animals and plants, biology, chemistry, and especially environmental science.

When Trish entered college, however, her fierce desire to be active interfered with her studies. Trish took to spending most of her time outdoors and discovered that her beloved wilderness was slowly shrinking under an onslaught of technological advances, growing populations, and pollution. It wasn't long before she became an activist, joining various environmental groups and protesting anything and everything that came her way. But Trish was a pragmatist, and when she realized that her living situation was precarious (both her mother and father refused to pay a dropout's bills), she went back to school and majored in environmental science.

Trish landed a solid job with the EPA, and felt good about her future when she received her Visitation from Tishtrya. The God of Rains came to her and spoke to her of all the wrongs still being committed in the world, of all the perversions against nature and against humankind that the *deevs* perpetrated, and how Trish had the ability to become a different sort of activist. Without hesitation or consideration, Trish took up the challenge. Where before she sought to protect one small place, now she could safeguard the entire world.

Trish discovered in short order that though though she was not the only Scion, they didn't all share the same vision, even the children of other members of her pantheon. Using the skills she picked up working as an activist, Trish began to organize Scions, trying to mentor and help keep them safe. Trish is not a natural leader, and doesn't try to lead other Yazata Scions directly; she works with them, discerning their strengths, and figuring out which Scions would work best on various tasks she receives from her father. She has a talent for utilizing others to their fullest. In addition to her scientific background and talent



management skills, Trish is also deadly accurate with her Desert Eagle.

Description: Trish has a dancer's fit build, short brown hair and hazel eyes. She tends to wear casual clothing that can double as hiking attire: capri pants, tank tops, and a jacket or thick shirt tied around her waist in case the weather changes. She also has a leather rucksack, a canteen on one hip, and her Desert Eagle.

Roleplaying Hints: You are a supernatural activist for a new age. The Yazata strive to inspire the people around them, and you're no exception. Your first instinct upon meeting other Scions is to assess their capabilities and experience so you can build a plan to a better, more efficient them. You're dedicated to the people you work with but know that the big picture is about saving the world, literally. You know that every individual is a member of an ecosystem that is greater and more complex than any one piece. You carry a gun because fights are won first with good plans, second with good people, and finally with the right tools. Do the research, make the plan, put it into action, and see it through to the end.

Birthrights: Trish bears Arash, a Desert Eagle forged with a lock of hair from the Arash of Persian legend and named after him. The weapon does +3L and has double the normal range. It also grants her access to the Guardian and Stars purviews.

Trish was recently given a Hadhayosh by her father, to help her travel more quickly to the tasks set to her across the world.

SCION

DEMIGOD



Patricia "Trish" Esfahani
Name
Player

Grass-roots Environmentalist
Calling
Caregiver
Nature

The Yazata
Pantheon
Tishtrya
God

ATTRIBUTES

Physical		Social		Mental	
Strength	●●●●●●●● □□□□□□□□	Charisma	●●●●●●●● □□□□□□□□	Perception	■●●●●●●● □□□□□□□□
Dexterity	●●●●●●●● ■□□□□□□□	Manipulation	●●●●●●●● □□□□□□□□	Intelligence	●●●●●●●● ■□□□□□□□
Stamina	●●●●●●●● ■□□□□□□□	Appearance	●●●●●●●● ■□□□□□□□	Wits	●●●●●●●● ■□□□□□□□

ABILITIES

<input type="checkbox"/> Academics	○○○○○	<input type="checkbox"/> Craft	○○○○○	<input type="checkbox"/> Melee	○○○○○
<input type="checkbox"/> Animal Ken	○○○○○	<input type="checkbox"/>	○○○○○	<input type="checkbox"/> Occult	●○○○○
■ Art (<i>Singing</i>)	●●○○○	<input type="checkbox"/>	○○○○○	<input type="checkbox"/> Politics	○○○○○
■ Art (<i>Dancing</i>)	●●○○○	■ Empathy	●●○○○	<input type="checkbox"/> Presence	●○○○○
<input type="checkbox"/> Athletics	●●○○○	■ Fortitude	●●○○○	<input type="checkbox"/> Science (<i>Geology</i>)	●●●○○
<input type="checkbox"/> Awareness	●●○○○	■ Integrity	●●○○○	<input type="checkbox"/> Science (<i>Ecology</i>)	●●●○○
<input type="checkbox"/> Brawl	●○○○○	<input type="checkbox"/> Investigation	●●○○○	<input type="checkbox"/>	○○○○○
<input type="checkbox"/> Command	○○○○○	<input type="checkbox"/> Larceny	○○○○○	<input type="checkbox"/> Stealth	○○○○○
<input type="checkbox"/> Control	○○○○○	■ Marksmanship	●●●●●	<input type="checkbox"/> Survival	○○○○○
<input type="checkbox"/>	○○○○○	<input type="checkbox"/> Medicine	○○○○○	<input type="checkbox"/> Thrown	○○○○○

BIRTHRIGHTS

Creature (Hadhayosa) 4,
Relic (Arash - Guardian, Star) 4,
Relic (EPA Badge - Fertility, Water) 2,
Relic (Hadhayosa) 1

WEAPONS

Desert Eagle: SPD 5, ACC 10, DMG 9L, DEF 0,
RNG 100

KNACKS

Blinding Visage, Body Armor, Cat's
Grace, Damage Conversion, Extended
Youth, Instant Investigator,
Know-it-all, Meditative Focus,
Perfect Pitch, Solipsistic
Wellbeing, Trick Shooter

BOONS

Aegis, Aurora, Cleanse, Green
Thumb, Humata, Perfect Timing
Twist Time, Vigil Brand, Water
Breathing

WILLPOWER

●●●●●●●●●●
□□□□□□□□□□

SOAK

A 4 L 10 B 12

ARMOR

A _____ L _____ B _____

EXPERIENCE

VIRTUES

Conviction ●●●●●
Duty ●●○○○
Expression ●●●●●
Valor ●●○○○

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PATRICIA ESFAHANI

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Cosmology

The cosmology of the Yazata has always placed less emphasis on the old stories of godly homelands. The focus was on their Scions, the heroes who performed incredible feats in their name. But then, the Yazata may have realized the dangers of Fate-binding very early. Even in their myths, very rarely do they take an active hand, always empowering others instead. Thus their Godrealm has existed more or less unspoiled by the petulant demands of mortal worshippers.

Mord Keshvar (The Underworld)

AKA: The Deadlands

The Persian dead travel to one of the several regions in their underworld. Mord Keshvar is a nickname that means the dead region or the deadlands. The dead who travel to this portion of the Underworld find their destination dictated by the life they led and how closely they stuck to the precepts the Yazata hold dear.

Journeys to Mord Keshvar begin with the gate of the Chinvat Bridge. The gate is ancient and imposing, made of rough-hewn stone stacked but unmortared, held together by inscrutable forces. Souls seeking to pass through the gate first encounter the Maiden of the Bridge, Daena. Everyone who looks upon her sees a different form: She appears beautiful, young, and graceful to some and gnarled, aged, and withered to others.

Daena must be seen before the Chinvat Bridge can be crossed, as her arrival causes the Chinvat Bridge to span the distance. Her appearance depends on the virtuousness of the viewer. A Scion with the Virtues of the Yazata sees the young woman, and the higher the Scion's Virtue total, the more beautiful she appears. Those with Dark Virtues see the hag, more decrepit and rotting the higher the person's (or creature's) Dark Virtue total. If the Scion doesn't have any Virtues in common with the Yazata or the Titans, then the woman appears middle-aged, plain and absolutely normal; she could easily be mistaken for a mortal.

Hamistagan (The Place of Waiting)

Those who committed both good and evil deeds find the Chinvat Bridge narrow but crossable. Sounds of pain and torment rise from beneath the bridge, a dull thunder of moans and screams that never abates. Looking over the edge of the bridge reveals a huge desert populated by tiny moving figures. Once crossed, the Chinvat Bridge ends in a flat and featureless plain.

The plain of Hamistagan, sometimes called Barzakh, is a purgatory of sorts. When good and evil

were weighed out, neither truly tipped the scales, and so these souls neither enjoy the rewards of living a good life nor suffer the punishment for an evil one. Hamistagan is not pleasant. The dead here range in a vast space that opens up endlessly into the sky. There is no shelter and no earth to dig one in, just endless openness. Here, the sun still rises and sets, but its light is not always welcome. On this empty plain, the dead suffer from endless exposure to the elements, suffering from either the bitter cold or wretched heat, finding some peace only when the sun is half-set. The dead here may feel a little bitter, but few would choose the torments they heard as they crossed the Chinvat Bridge.

Behesht (Heaven)

For virtuous souls, the Chinvat Bridge becomes incredibly wide and once the Scion steps on it, the land behind falls out of sight. Peering over the side of the Chinvat Bridge still shows a desert down below, but the land appears incredibly far away. Those with Epic Perception may just barely hear the screams and see those suffering below. Actually crossing the Chinvat Bridge can take forever, literally, no matter how fast a Scion runs. In order to cross, it only takes four steps, but with the following precise conditions: For the first step, the traveler must think a good thought; for the next, he must say a good word or words (a prayer, praise of another, a mutter of thanks); for the following step, the soul must perform a virtuous deed such as a motion of prayer, a friendly pat on the back, or any other physical action that can be defined as good by the laws of the bridge; the last step has no conditions and delivers the Scion to the other end of the Chinvat Bridge.

With the each of the first three steps, the Scion finds himself in is an astronomer's dream. He stands in the middle of the night sky, stars shining brighter than they ever did in the World, revealing constellations both familiar and alien. The sun and moon both shine above. On the second step, the moon is nearby, and on the third, the sun is near. The stars, moon, and sun divide the dead up by how closely they lived their lives to the Virtues of the Yazata, with the stars the least close and the sun the closest.

The dead who travel to this part of the Mord Keshvar don't typically worship the Yazata. After the collapse of the Sassanid dynasty, though, when worship of the Yazata faded, many tenets of their worship remained. Few could argue that "good thoughts, good words, and good deeds" was a bad adage to live by. Mortals who practice the Virtues of the Yazata and hold a strong

reverence for many of the older traditions still end up here.

Upon the fourth step, the Scion steps off of the Chinvat Bridge and into Garothman, where dwell the dead who followed the faith and worship of the Yazata in thoughts, words, deeds and religion. Garothman is a resplendent city, filled with people wearing luxurious clothing. There isn't the faintest hint of want or suffering in the place, and the dead all live richly. The Fereshteh live here as well, dwelling in Garothman when they aren't needed elsewhere. The dead all have mansions set into the night sky, elegant and spacious: The more glorious the mansion, the closer the owner held to the Virtues of the Yazata in life.

Duzakh (Hell)

For the evil in heart, the Chinvat Bridge appears crossable, at first. However, as the traveler steps on to it, the Chinvat Bridge narrows unexpectedly to a sharpened edge, impossible to cross except perhaps for those with Epic Dexterity. Barring some incredible feat of physical prowess or quick thinking, the person falls off the razor-thin Chinvat Bridge towards the screams and heat below.

Duzakh is, and always has been, the domain of Ahriman and his *deevs*. The only God ever welcome here is Vayu, whose inscrutable purposes bring him to Duzakh from time to time. Vayu's dealings have gifted him with something like a diplomatic immunity from Ahriman's minions, at least while in Duzakh. Duzakh itself is a huge desert baked by a perpetually blazing sun. The dead suffer at the mercies of the *deevs* and *drujs* and other foul and gargantuan beasts that dwell in this place of eternal sadism and torture. The sole bit of hope for the dead comes from the prophecy that when Ahriman is finally and utterly defeated, they will be freed or burnt to nothingness.

The Scion who manages to explore Duzakh without being assaulted and slain or driven off by the inhabitants can find an entrance to an underground area free from the relentless sun. The darkness inside is absolute and the unbearable heat is swiftly replaced by a chill that seeps in the bones and stiffens the joints. Physical senses fail as a traveler ventures deeper (although Scions with the Night Eyes Boon can still see) until all senses are gone, leaving those inside utterly alone even if comrades are nearby. Escaping from the pit in Duzakh can be nearly impossible, as one's deadened and



confused senses can't discern the difference between progress and crawling futilely into a wall.

The pit abuts the prison of the Titans — or did, before their escape — and the damned in the desert above can still hear the wails of Ahriman from it. Even those in the pit can hear the Titan's woe, although they can't hear or sense anything else.

Passage to Mord Keshvar

The following methods are used to pass into the lands of the Persian dead.

Dakhma: The dakhma, or Tower of Silence, is a place of exposure, where bodies of the dead are left to decay and be eaten by carrion birds. The dakhma consists of a circular stone tower open to the sky to allow sunlight and birds of prey to enter. Body fluids and rain drain through a central well. Large bones are disposed of in a central pit and then covered by a layer of lime to aid in decomposition. Relatively few dakhma still exist, although historians and archeologists have identified some ancient ones. (There are a handful of modern dakhma as well in places where Zoroastrian worship survives, such as Mumbai, India). A creature of sufficient Legend that spends three nights at a dakhma and spends a point of Legend finds himself standing at the Chinvat Bridge.

Natural Features: The Alborz mountain range in Iran gained its name from a mythical world mountain upon which one end of the Chinvat Bridge is said to rest. An enterprising Scion who finds (or makes) a bridge between two of the Alborz mountains can, by spending a point of Legend while crossing the bridge, find himself stepping off at the Chinvat Bridge.

Funerary Rites: There are a variety of funerary rites. The more contemporary rites involve dressing the dead in a white muslin shirt and a cord belt while saying prayers over the body. More ancient rites have been lost in time, but involved burial instead of exposure.

Times: During the Zoroastrian festival of All Souls, Fravardigan, the Mord Keshvar is easiest to reach. On the 19th day after the first day of spring, it becomes relatively easy to cross over to the Underworld. This remains true for that entire day.

Haft Keshvar

Haft Keshvar, or the Seven Regions, is the realm of the Yazata. In ancient Iran, the World was believed to be separated into seven regions that mirrored the seven regions of the Godrealm of the Yazata. The realm is vast but enclosed by a crystal sky. The giant mountain range, Hara Berezaiti (High Watchpost), encircles everything, closing in on the

world sea in the south, Vourukasha. At the center sits Khvaniratha, the largest of the seven regions and equal in size to the other six combined. At its center juts Mount Hukairya, the tallest mountain of the Hara Berezaiti range, whose peak reaches up so high as to literally touch the crystal sky. The sun, moon, and stars exist around that peak, and from its height pours forth the river Ardivi Sura, which runs down to feed into the Vourukasha. The six other regions are called Arzah, Savah, Voruearsht, Vorubarst, Fradadafsh, and Vidadafsh. They lie due East, West, Northeast, Northwest, Southeast, and Southwest of Khvaniratha, respectively. Each is separated from Khvaniratha by rivers, forests, or mountains of the Hara Berezaiti range.

Gaokerena

To the south, in the center of the sea, Vourukasha, a huge tree rises up from the waters to tower into the air as high and as huge as a mountain — although not nearly so high as the mountains of Hara Berezaiti. Gaokerena is the Tree of Life or the Tree of All Seeds, progenitor of every plant. Within its highest branches nests Saena, the original Simurgh. She looks like a huge raptor with a dog's head, the forelimbs of a lion, and a beautiful tail similar to a peacock's. In the tree's lower branches nests Chamrosh, who has the body of a dog and the head and wings of an eagle. For the Scion who manages to get past these two guardians of the Gaokerena, the seeds of the tree can grow into any plant and always take root. A juice can be pressed from the Gaokerena which is rumored to grant incredible physical ability, mental clarity, and immortality, restoring even the bodiless dead to corporeal life.

Axis Mundi: Alborz Mountains and Mount Elbrus

Hara Berezaiti's name gradually became synonymous with any large mountain or mountain range that the patrons of the Yazata came across. In Iran, running along the north of the country, the Alborz mountain range's name is a derivative of Hara Berezaiti and traditionally associated with the mythological mountain range. Russia's Mount Elbrus, the highest peak in Europe and part of the Caucasus mountain range, was named after Hara Berezaiti as well. A Scion with sufficient potency who watches the sun and moon rise and set from the peak of a mountain in the Alborz range finds himself atop one of the mountains of Hara Berezaiti; where, exactly, is somewhat random. It may take quite a bit of travel to reach Mount Hukairya in the center of Haft Keshvar.

Titan: Zrvan — Time

AKA: Zurvan, Zervan Akarana, Zeroana Akerne, Boundless Time

Zrvan was once seen as a force beyond all human comprehension and intellect, from which everything emanated. Without Time to provide the framework for interaction, everything that happened could un-happen in a moment, without delineation among past, present and future. The binding of Zrvan was, much like the binding of Terra, a feat of incredible skill that entrapped his influence but left his nature within the World.

On the surface, Zrvan does not seem as malevolent as some other Greater Titans. The problem, however, is his utter indifference. There is no concern in Time for what others are doing, one way or another, merely continued movement of Time. His indifference makes Zrvan antithetical to the transcendent ideal of the Yazata, for there is no progress for Boundless Time: Progress requires a structured and regimented march of time that passes each moment the same. Zrvan moves time as the moon moves the oceans. There are high and low tides, swells and ebbs, and the chaotic crash of waves. Zrvan is both the indifference and the madness of time without limits.

Now that Zrvan is no longer sealed in the Underworld, he has seeped his way to the base of Mount Hukairya. His indifferent chaos has fundamentally altered the passage of time within the Godrealm. Years in the World pass in moments while in other places the Godrealm's years pass as a few seconds in the World. In an instant, a creature of Zrvan can be born and grow to maturity, while Gods seeking to leave Mount Hukairya may discover that time slows and nearly stops the further they travel from their homes.

Ahriman, lord of the *deevs* and *drujs*, marshals the forces attacking Mount Hukairya, as he is all that is chaotic and entropic in time. He employs his minions to make raids upon the Yazata when possible. There is no rhyme or pattern to the attacks; one can follow another in wave after wave, or weeks can pass between attacks. Ahriman can form and bring forth more of his pawns just as quickly as time allows. Even the dead in Ahriman's domain of Duzakh have been conscripted into his army. Since his return, many of the dead of Duzakh have been given an opportunity for revenge against the Yazata that consigned them to ages of torment for the sins of a single lifetime.

At Mount Hukairya, itself, the Gods enforce the structure of time in order to keep from being overwhelmed. Mithra keeps the Sun moving in the sky as regularly as ever, assisted by Cautes and Cautopates — Sunrise and Sunset — and the deities of the day:

Hawan (sunrise to midday), Rapithwin (midday to mid-afternoon), Uzerin (mid-afternoon to sunset), Aiwisruthrem (sunset to midnight), and Ushahin (midnight to dawn). They are aided by the Royal Stars Venant (Regulus), Tascheter (Aldebaran), Hastorang, or Haptok-Reng (Fomalhaut) and Satevis (Antares), led by Tishtrya, who usher in the seasons. By forcing the Yazata Overworld to act in accordance with ordered time, so far they have held off the Titan. Zrvan, however, has all the time in the World, and more.

Purviews: Chaos, Death, Prophecy, Psychopomp, Stars

Banned Purviews: Fire, Magic

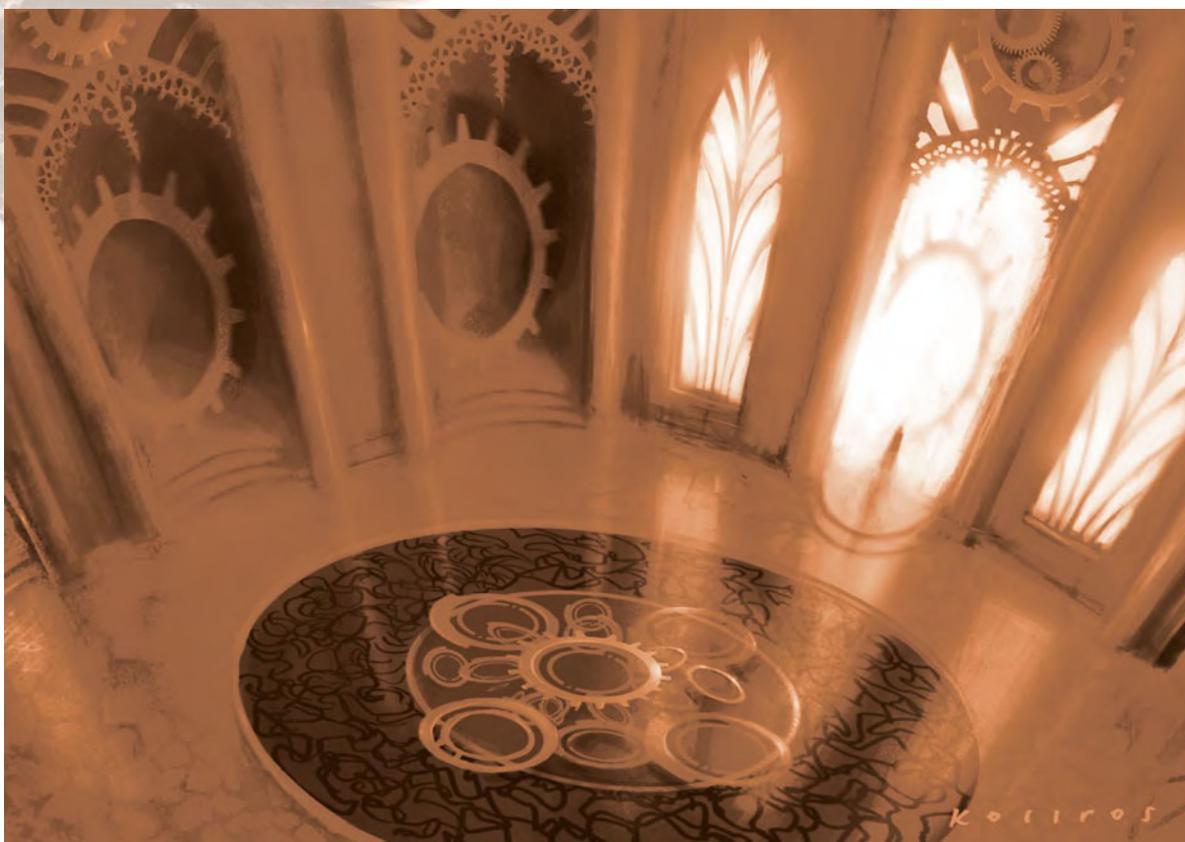
Prominent Features

Zrvan does not have any specific features. Boundless time is not a physical concept at all, and as such, there are no definite places in regards to what a Scion may find while within Zrvan.

Existing in boundless time has several unique constraints. The first concern for Scions daring to enter the Titan is how to survive. Within Zrvan, time is variable, speeding up, slowing down, even reversing without warning. Scions may find themselves switching from adulthood to childhood to old age at random, possibly reaching an age in which they are incapable of defending themselves. Every scene that a Scion stays within Zrvan, the character's player must roll (Willpower + Fortitude + Legend) and score ten successes. On failure, the Scion ages randomly younger or older several decades. As a result, the Scion loses 2 Willpower points and temporarily decreases each of his physical attributes by 1 until out of Boundless Time. Should the Scion reach 0 Willpower or 0 in all of his physical attributes, he has aged to a point where his body can no longer function as he becomes a corpse or a fetus.

Although Zrvan has no specific physical features, visitors find their physical surroundings similar to wherever they entered Zrvan from. The difference, visitors find, is that everything constantly ages and renews. A band of Scions that entered from London encounters similar architecture but within moments some parts of the "city" shifts and reverts to architecture from centuries earlier while other areas change into futuristic buildings. The landscape of Zrvan becomes a constant distortion of progress, as if every time was being represented at once.

Leaving Zrvan is a matter of establishing an ordered movement of time. A Scion must begin to structure things within the Titan itself, ignoring the



constant shifts and changes of time and developing a beat. Scions with a background in music or singing often find this easier than others, as they innately understand tempo and beat, which require the ordered movement of time. The Scion's player must make a (Willpower + Integrity + Legend) roll at difficulty 8. The Storyteller may offer bonus dice for stunts such as clapping or singing to a beat. A passage then opens as Zrvan attempts to expel that portion of itself that has stabilized. However, Boundless Time will also likely send along some aionic (see sidebar) creature to ensure the Scions do not stay behind.

Passages

To reach Zrvan, shatter an old clock or sundial in the Overworld and scatter the pieces, opening a portal to Zrvan. Or, have a God become The Crown and step into and through the robe of stars he wears. The next step will land one within Boundless Time.

Of all the Titans, Zrvan shares the closest affinity with Hundun, Soku-no-kumi, and Akhetaten. In the madness of Elder Chaos and even when that space is slowly made stable, time can still unravel and there passages to Zrvan may open up from within Hundun. In Soku-no-kumi, portals exist when one journeys through the dark until time loses all meaning. Similarly, within Akhetaten, when the light never changes, and no orderly passage of time seems to exist, passages to Zrvan can be found in the furthest reaches of the light-scoured region. However, Zrvan exists somewhere in

every Titan-realm, in the places too deep to have meaningful order to the passage of time.

Ahriman

AKA: Angra Mainyu

Ahriman, lord of the *deevs* and *drujs*, herald of the Lie and destruction and the dark, reigns among the avatars of Zrvan. One legend holds that Zrvan birthed Ahriman and Ahura Mazda as twins and polar opposites, ever struggling to attain victory over the other. Other legends say their relation was never familial, just two opposed spirits, incredibly powerful, vying for dominance. Other claims exist, but in all of them, Ahriman always appears as the dark reflection of Ahura Mazda who strives to undercut the Yazata and ruin their works. And yet, Fate decrees that Ahriman should fall before Ahura Mazda in a final battle — if they manage to have it. With Ahura Mazda missing, Ahriman is not willing to wait for his counterpart's reappearance.

For Ahriman, the World is an awful and stagnant place, lacking the twisting chaos of time unbound. In his ideal World, there would be no rhythm or pattern to the passage of time, merely an unknowable shifting that was different in every place and could be different at any given moment. The fact that Ahriman would control much of this nightmare would only make the reality all the sweeter, for he thrives in chaos and fear.

THE AIONIC TEMPLATE

All creatures that exist in the boundless time of Zrvan possess this template, which derives its name from the Greek word for eternity or ages, *aion*. Time shifts and sways around aionic creatures, creating a maelstrom of misplaced time with the creature at the center. Intelligent aionic creatures can suppress this aura of uncertain time for the cost of one Legend point. Anyone within a number of feet equal to the aionic creature's Legend is afflicted by bursts of sudden decay as time flares and fades, inflicting bashing damage equal to the creature's Legend every five ticks on any beings not immune to the ravages of time. (Gods and those with some other form of eternal youth, such as the Extended Youth Knack, are immune. Their belongings, such as clothing, are still affected).

Aionic creatures are immune to Boons from the Stars Purview deployed by beings with lower Legend ratings. Aionic creatures halve their dice pool to resist Boons from the Magic Purview, and Boons from the Fire Purview have Piercing quality against aionic creatures — affecting *all* their soak, not just any armor they wear.

Ahriman has a base dice pool of 24 for all actions, modified by his Epic Attributes. Ahriman favors Social Attributes and prefers to twist his enemies and their allies against each other before seducing the survivors over to his cause, giving him utter victory.

Virtues: Ambition 5, Malice 5, Rapacity 3, Zealotry 3

Supernatural Powers:

Avatars: The Crown, The Reaper, The Void

Boons: Every one- to eight-dot Boon from every Purview *except* Fire and Magic, which are forbidden to him. Ahriman also has all Boons from the Stars, Death, and Chaos Purviews.

Epic Attributes: Epic Social Attributes at the 10-dot level (with all appropriate Knacks). All other Epic Attributes at the eight-dot level (with all appropriate Knacks).

Join Battle: 24

Attacks:

Clinch: Accuracy 24, Damage 13L, Parry DV —, Speed 6, P

Unarmed, Heavy: Accuracy 23, Damage 16L, Parry DV 40, Speed 5

Unarmed, Light: Accuracy 25, Damage 13L, Parry DV 42, Speed 4

Soak: 8A/35L/41B

Health Levels: -0x40/Incap

Dodge DV: 47 **Willpower:** 10

Legend: 12 **Legend Points:** 144

Other Notes: Ahriman rolls (Legend) every five ticks and heals (successes) in health levels.

Aeshma Daeva

Second only to Ahriman in enmity with the Yazata, Aeshma's origins are as lost as those of the Gods. He is older than many of the lesser deities allied with the Yazata — as old as the Yazata themselves — and is often assumed to be a God and not titanspawn. He has allied with the Titans under many names, whether as Aeshma Daeva of Persian mythology, Asmodai of Judaism, and others.

Aeshma represents rage and lust, vengeance and madness, but he is never stupid. When the Gods imprisoned Ahriman with the rest of the Titans, Aeshma danced away, eluding every trap set before him. As self-centered a creature as he is, Aeshma's concern never seemed to be with freeing the Titans, despite his previous support. With their escape, however, he seems more or less in accord with Ahriman once more.

The dark God has more resources than simply those availed to him by association with Ahriman. Ceremonies dedicated to the Yazata that are performed incorrectly are said to have been done as if for Aeshma, regardless of the performer's intent. Aeshma's power is intertwined with that of the Yazata, strengthening where they weaken.

As the incarnation of rage and lust, Aeshma appears equally often as a hulking brute or as incredibly attractive, and sometimes as both — managing a combination of raw sex appeal and outright intimidation is a skill on which he prides himself.

Attributes: Strength 11, Dexterity 9, Stamina 10; Charisma 11, Manipulation 11, Appearance 10; Perception 8, Intelligence 7, Wits 9

Virtues: Ambition 4, Malice 5, Rapacity 5, Zealotry 1
Abilities: Academics 3, Animal Ken 2, Art (Calligraphy) 2, Athletics 5, Awareness 5, Brawl 5, Command 3, Control (Motorcycle) 2, Empathy 4, Fortitude 5, Integrity 5, Investigation 2, Larceny 4, Marksmanship 3, Medicine 3, Melee 5, Occult 4, Politics 3, Presence 5, Science (Psychology) 2, Stealth 4, Survival 4, Thrown 4

Birthrights: Avatar 5, Followers 5 (Five *deevs*), Followers 5 (Five *drujs*), Relic 5 (The Bloody Mace — Justice, War), Relic 5 (The Wounding Spear — Chaos), Relic 5 (Armor — Health)

Supernatural Powers:

Avatars: The Arbiter, The General, The Void

Boons: Army of One, Battle Cry, Blessing of Bravery, Blessing of Ammunition, Colossus Armor, Crawling Chaos, Death Senses, Divine Enforcement, Dream Wrack, Euthanasia, Eye of the Storm, Follower Army, Guilt Apparitions, Holy Font/Epidemic, Hornet's Nest, Insanity, Instant Riot, Judgment, Lunacy, Morale Failure, Night Eyes, Otherworldly Portal, Overworld Judgment, Paralyzing Confusion, Phase Body, Phase Cloak, Psychic Prison, Rainbow Bridge, Recurring Distraction, Restore/Wither, Sabot, Sanctify Oath, Scarlet Letter, Shadow Mask, Shadow Refuge, Shadow Step, Shield of Righteousness, Shuck Fate, Strike Blind, Strike Dead/Deny Death, Surreal Draft, Sympathy Pains, Unbarred Entry, Unintended Purpose, Warrior Ideal, Where are You?

Epic Attributes: Epic Strength 10 (all Knacks), Epic Dexterity 5 (And the Crowd Goes Wild, Perfect Partner, Photographic Penmanship, Untouchable Opponent, Whirlwind Shield), Epic Stamina 7 (Damage Conversion, Self-Healing, Solipsistic Well-Being, Body Armor, Regeneration, Divine Damage Conversion, Impenetrable), Epic Charisma 10 (all Knacks), Epic Manipulation 10 (all Knacks), Epic Appearance 7 (all knacks), Epic Perception 1 (Hear Prayers, Unfailing Recognition), Epic Intelligence 4 (Language Mastery, Multitasking, Perfect Memory, Telepathy), Epic Wits 5 (Cobra Reflexes, Instant Assessment, Perfect Imposter, Psychic Profiler, Social Chameleon, Talent Mirror)

Ultimate Attributes: Ultimate Strength, Ultimate Charisma, Ultimate Manipulation

Join Battle: 13

Attacks:

Clinch: Accuracy 14, Damage 12B, Parry DV —, Speed 6, P

Unarmed, Heavy: Accuracy 13, Damage 15B, Parry DV 17, Speed 5

Unarmed, Light: Accuracy 15, Damage 12B, Parry DV 19, Speed 4

The Bloody Mace: Accuracy 15, Damage 18L/B, Parry DV 18, Speed 4

The Wounding Spear: Accuracy 14, Damage 15A, Parry DV 19, Speed 5

Soak: 12A/32L/40B (Armor, +5A/5L/8B)

Health Levels: -0x28/Incap

Dodge DV: 24 **Willpower:** 10

Legend: 12 **Legend Points:** 144

Other Notes: Aeshma's Bloody Mace has the following traits: Accuracy +1, Damage +6L/B, Defense +0, Speed 4. The Bloody Mace is partially flanged, and can strike with or without the edged flanges, dealing lethal or bashing damage, respectively. Aeshma's Wounding Spear has the following traits: Accuracy +0, Damage +3A, Defense +2, Speed 5. Aeshma's armor is a battered and worn suit of dark red lamellar armor.

Azhi Dahaka

The world-devouring dragon that Persian mythology calls Azhi Dahaka is a huge beast with three monstrous heads and a wingspan that can block out the sun. He is a powerfully destructive servant of Ahriman and determined to destroy the World. Prophecy holds that he will only succeed in destroying a third, once he escapes his captivity. Azhi Dahaka writhes in fury, held in a Terra Incognita located beneath the dormant volcano Mount Damavand in Iran. He was trapped there with great difficulty by Keresap, a Scion of the Yazata, for the incredible destruction he leveled against the World.

Unfortunately, Azhi Dahaka is more than just a titanspawn. He is living destruction, and from his wounds snakes, scorpions, locusts, and all manner of vermin pour forth. Unwilling to kill Azhi Dahaka for fear of unleashing worse upon the dragon's death, Keresap instead bound Azhi Dahaka beneath Mount Damavand to await a time when the dragon could be killed safely.

Attributes: Strength 20, Dexterity 6, Stamina 16; Charisma 3, Manipulation 3, Appearance 2; Perception 5, Intelligence 3, Wits 5

Virtues: Ambition 2, Malice 4, Rapacity 4, Zealotry 4

Abilities: Animal Ken 1, Athletics 4, Awareness 4, Brawl 5, Fortitude 5, Integrity 4, Investigation 1, Occult 4, Presence 4, Stealth 2, Survival 4

Supernatural Powers:

Blood of Vermin: The blood of Azhi Dahaka comes alive when it spills from the dragon's veins. When the dragon bleeds, its blood is thick with squirming snakes, scorpions, rats, biting insects and more that immediately and hungrily attack everything in sight. Every 10 ticks that the dragon suffers from at least one lethal or aggravated wound, the vermin act as an environmental effect of Damage 1L/action and Trauma 1. The damage and trauma increases by 1, to a maximum of 6L/action and 6 Trauma, every 10 ticks, as the swarm of vermin grows larger. Once the dragon stops bleeding, the swarm scatters swiftly: The damage and trauma from the vermin decreases by 2 every 5 ticks.

Corrosive Breath: Azhi Dahaka can spew forth a thick cloud of corrosive gas at a target. The attack roll is (Perception + Athletics), adding a number of automatic successes equal to the dragon's Legend. The gas envelops an area 10 yards across, centered on the target, so multiple victims can be struck by the attack if they are bunched together. The attack inflicts (Legend + 10) dice of lethal damage. Once the dragon has deployed its breath weapon, it must recharge for 15 ticks before it can be used again. The range of the attack is (Legend x 25) yards. In addition, the gas acts as Titanspawn Venom if inhaled; the burning of the gas itself often causes the victims to gasp, inhaling the poisonous stuff.

Epic Attributes: Epic Strength 6 (with all knacks from **Scion: Hero** and **Scion: Demigod**), Epic Stamina 6 (with all knacks from **Scion: Hero** and **Scion: Demigod**), Epic Appearance 2 (Dreadful Mien, Serpent's Gaze)

Tough Hide: Like all dragons, Azhi Dahaka's hide is incredibly tough and resilient, doubling the bashing and lethal soak values obtained from Stamina before Epic Stamina is applied.

Triple-Headed: Azhi Dahaka has three heads; each gets an action at no penalty.

Join Battle: 9

Attacks:

Bite: Accuracy 11, Damage 27L, Parry DV —, Speed 5

Claw: Accuracy 9, Damage 30L, Parry DV 10, Speed 5

Clinch: Accuracy 10, Damage 27L, Parry DV —, Speed 6, P

Corrosive Breath: Accuracy 9, Damage 18L, Parry DV —, Speed 5

Soak: 6A/32L/48B

Health Levels: -0x31/Incap

Dodge DV: 9 **Willpower:** 8

Legend: 8 **Legend Points:** 64

Other Notes: None

Zahhak

Zahhak was originally a Scion of Mithra, but Ahriman wormed his way into his trust and slowly corrupted him. Ahriman convinced the Scion to kill his mortal father in order to become king sooner, and then 'gifted' Zahhak by kissing him on either shoulder, causing a snake to rise up where Ahriman's lips had pressed. Horrified by the curse, Zahhak sought advice on what to do, as the snakes grew back regardless of the means used to remove them. In the final stroke of his corruption, Ahriman came to Zahhak disguised as a sage old man and informed the Scion that the snakes must be fed the brains of men each day to prevent them from turning on him.

Zahhak began a reign of terror, conquering new lands and ordering that every day two men be slain and their brains fed to the snakes on his shoulders. Though never outright pledging himself to Ahriman, Zahhak became more twisted and debased with each murder. Eventually, another Scion of the Yazata, Feridoun, defeated Zahhak and bound him beneath Mount Damavand just as Azhi Dahaka had been.

Zahhak has languished for centuries in constant pain and madness. With nothing else to feed them, the snakes feed on Zahhak's brain. The bindings which hold him beneath Mount Damavand assure that he won't die from it. Instead, and perhaps far worse, Zahhak has suffered and lost his intelligence along with any humanity he might still possess. Little

more than beast, Zahhak alternates between raging at his captivity and lying on the floor, whimpering as the snakes gnaw away at his ever-renewing brain.

Scholars of myth often say that the story of Zahhak is merely a reinterpretation of the story of Azhi Dahaka, replacing the three-headed dragon with an artificially three-headed man. Those scholars are both right and wrong. Ahriman's intentions with Zahhak were not limited to creating a tool to conquer the World (though Zahhak had some temporary success there). The Titan also planned to circumvent the bindings of Fate that held Azhi Dahaka. Ahriman's intent, by creating the parallels between the two, was to weaken the hold on Azhi Dahaka, shifting some of the 'weight' of the dragon's Fate onto Zahhak instead. Slowly, over time, as the story of Zahhak became better known in the world than that of Azhi Dahaka, more of binding has fallen upon Zahhak, and less and less holds Azhi Dahaka in his prison.

Attributes: Strength 6, Dexterity 6, Stamina 6; Charisma 1, Manipulation 1, Appearance 1; Perception 3, Intelligence 1, Wits 2

Virtues: Ambition 2, Malice 5, Rapacity 3, Zealotry 3

Abilities: Animal Ken 1, Athletics 3, Awareness 4, Brawl 5, Fortitude 5, Integrity 4, Presence 4, Survival 4

Supernatural Powers:

Epic Attributes: Epic Strength 3 (Crushing Grip, Holy Rampage, Uplifting Might), Epic Dexterity 2 (Lightning Sprinter, Untouchable Opponent), Epic Stamina 5 (with all knacks from **Scion: Hero** and Regeneration)

Join Battle: 6

Attacks:

Clinch: Accuracy 11, Damage 7B, Parry DV —, Speed 6, P

Unarmed, Heavy: Accuracy 10, Damage 10B, Parry DV 7, Speed 5

Unarmed, Light: Accuracy 12, Damage 7B, Parry DV 8, Speed 4

Soak: 6A/16L/20B (Barmayeh's Hide, +1A/2L/3B)

Health Levels: -0x17/Incap

Dodge DV: 10 **Willpower:** 8

Legend: 6 **Legend Points:** 36

Other Notes: Barmayeh's Hide also acts as a Birthright for the Health and Fertility Purviews.

Deev (Guide ●●● to ●●●●●)

A *deev* is a male demon of Persian mythology, often in the service of Ahriman but equally malicious when independent. To mortals, they look like at least seven feet tall, hirsute slabs of muscle with more mass than definition. To anyone with a Legend rating, *deevs* are covered in a pelt of fur with tusks jutting from their mouths, with the same brawny musculature. *Deevs* are the traditional enemies of Yazata Scions and have a deep loathing for the children of the Gods.



However, when utterly defeated, a *deev* may offer his servitude to the person who beat him, and will serve loyally until the terms of his servitude are met. The *deev* then reverts to his old behavior. Due to the incessant warring of the Yazata and their Scions against the servants of Ahriman, many of these creatures have chosen service over death. As cruel and malicious creatures, how a *deev* fulfills the terms of his service can cause more problems, though a *deev* may not consciously seek to spite his master.

Many Yazata find that assigning a *deev* to guide a Scion works out well, regardless. The Scion has someone who knows much about many of the titanspawn that she may face, and she can see firsthand some of what a soldier of the 'other side' can do.

Deevs use the template for the Giant and Elder Giant, except as follows. *Deevs* always have an Appearance 0 (which is considered Appearance 5 when trying to intimidate someone). Also, *deevs* are significantly more intelligent than the average giant. (In mythology, *deevs* helped teachy many arts and sciences to mortals.) *Deevs* usually have an Intelligence of 3 or higher. Some of the more devious may even have dots in Epic Intelligence. *Deevs* are also natural shapeshifters who can transform into a number of different shapes equal to (Legend -1). These shapes are usually animals, though a *deev* could transform into a giant rock if that was one of his forms. For the most part, the *deev's* attributes remain unchanged, although they may be modified by certain forms. In the example of *deev* that turned into a giant boulder, perhaps he

can still roll to move about but is much slower (less Dexterity) with a trade-off in being simply tougher (more Stamina or Health Levels). *Deevs* often have dots in the Animal Purview equal to their (Legend -1); however, they are limited to the animals whose shapes they have access to as part of their shape shifting.

Druj

Drujs are female demons of Persian mythology, serving Ahriman, other Titans, or their own whims. To mortals, they tend to appear as either heart-stopping beauties or horribly ugly hags. To anyone with a Legend rating, *drujs* appear mostly the same, with the sole difference being hints of their elemental nature: a *druj* associated with drought might look like a beautiful woman except for her crumpled, papery skin, while a *druj* associated with rot may appear as an ugly old woman who smells of decay.

Drujs use the template for the Nymph, except as follows. Instead of an association with a place of nature, a *druj* is associated with its antithesis. She is drought instead of the river, rot instead of the garden, fire instead of the forest, and so on. Also, instead of being able to heal, the *druj* can instead cause aggravated damage to those within her area of influence by spending one Legend per health level. Elder *drujs* often take on an aspect of a vice, such as greed, lust, cruelty, and such. This aspect of vice grants the *druj* a number of automatic successes equal to her Legend when trying to manipulate an individual on the basis of her favored vice.



THE GOD, THE BAD AND THE UGLY

The past isn't dead. Sometimes, it isn't even past.

— William Faulkner

INTRODUCTION

The God, the Bad and the Ugly is a brief scenario for **Scion** designed for Hero-level characters with little or no experience. With brisk pacing, players might run through the story in a single afternoon and evening's gaming. The scenario introduces players and characters to the Yazata pantheon, in a context one might not expect: a Western.

The ancient Persians raised cattle. Their legendary heroes were great horsemen, and they used lariats as often as swords, maces and bows. Their greatest hero, Rustam, rode a mighty horse called Lightning whom no one else could tame, and had a High Noon-style archery showdown with the rival hero Esfandiyar. So, the most distinctive elements of Persian heroic legend happen to fit very well in American cattle country.

The Scions start by visiting the little town of Siston, WY to investigate a seemingly-simple case of cattle rustling. They soon discover that far more than some beef on the hoof is at stake: One of the missing cattle is the hadhayosh, the supernatural bull from Persian mythology. The current crime is only the latest chapter in a family conflict that goes back more than a century, to an earlier group of Scions in the Old West... and beyond that, to legendary heroes and villains, and the primal war of the Gods and Titans. As ancient myth and modern life collide, the Scions learn that time may be running out.

THE GOD, THE BAD AND THE UGLY

Scenes 6 [Mental •• Physical ••• Social •••] XP Level HERO

TREATMENT

THEME: POWER OF THE PAST

As the great American author William Faulkner wrote, the past is never truly dead and gone. While the Scions gather clues and get into fights, they find very old roots to the current conflict. In **Scion**, ancient myths frequently replay in the modern World; this becomes central to “The God, the Bad and the Ugly.”

MOOD: URGENT MYSTERY

The Scions also quickly learn that time is not on their side. In fact, Time bends back on itself, warning the Scions that some awful violation of nature is about to occur. They must find the missing bull quickly, lest horrors from the past invade the present.

A CHAPTER IN YOUR CHRONICLE

The God, the Bad and the Ugly makes only two assumptions: That the Scions already formed a Band; and that they have some way of knowing that servants of a Titan are trying something big and bad in the little town of Siston. As such, the story is easy to drop into an existing chronicle. If characters want to pursue some of the story’s hints about past Scion activities in the Old West, **The God, the Bad and the Ugly** can become the start of a story arc or even a whole chronicle.

A STORY IN ITSELF

If characters succeed in stopping the evil building in Siston, none of the loose ends demand that the characters tie them up, if that’s what they want. As such, you can run **The God, the Bad and the Ugly** as an isolated one-shot adventure.

If the Scions fail, of course, a powerful servant of the Titans is loose in the World. In an ongoing series, this will become a problem for the Scions.

BACKGROUND: THE FAIRDOWN SAGA

Many myths deal with struggles among family members, and **The God, the Bad and the Ugly** follows this model. The feud-divided members of the Fairdown family don’t know it, but they are caught in the reenactment of at least two Persian myths.

The cycle began with a Yazata Scion called Jim Shade, who for a time became a business tycoon with interests in cattle, mining and other industries. In response, Ahriman raised up a villain called Zachary Hawk, who ruined Shade and took his wealth like the tyrant Zakhak once ruined and usurped the ancient king Jamshid. Ahriman’s ultimate motive was the same as with Zakhak: to weaken the binding upon the monstrous Azhi Dahaka (see pp. 34-35). Hawk received his comeuppance, however, from Treat Fairdown, Scion of Mithra — just as the hero Feridoun defeated Zakhak and Thraetona defeated Azhi Dahaka. In the final battle between Fairdown and Hawk, the villain died in the collapse of one of his mines.

Treat Fairdown retired to set up an enormous ranch and raise a family. Like his namesake Feridoun, he divided his land between his three sons, but the two who felt themselves disfavored conspired to murder the son their father liked best. Today, the descendants of murdered Ira Fairdown own the Bar I ranch. The descendants of Torrance Fairdown own the Lazy T ranch. The two families have feuded ever since, from lawsuits over water rights to assaults and attempts at murder. (The third son, Sal, went west to California and dropped out of the replaying myth cycle.) The current leaders of the feud are Rusty Fairdown, a cousin from the Bar I ranch, and Frazer Fairdown from the Lazy T.

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

EXPANDING THE SAGA

Storytellers can easily use the saga of Jim Shade, Zachary Hawk and Treat Fairdown as a starting point for other Yazata-based adventures. The adventures and conflicts of the three could leave other loose ends that modern Scions must tie up. Learning about their deeds could point Scions to other mysteries, places and locations. Certainly, the three interacted with Coyote and other Native American Gods; and just as surely, they were not the only Scions in the Old West. For instance, this scenario mentions a town in Wyoming called Thermopolis, where forces of the Yazata and Dodekathemon once clashed, just as the Greeks and Persians battled at Thermopylae.

HOLY COW

As part of his legacy, Treat left his sons his Creature, the hadhayosh called Sunny. His heirs have stolen it back and forth at least a dozen times. The Fairdowns know their ancestor was no ordinary man, and that the hadhayosh is no ordinary bull. After all, it's not only immortal, it's also the best stud in the tri-state area. The hadhayosh's offspring give both ranches superb beef cattle.

When rustlers steal the hadhayosh from the Lazy T, Frazer Fairdown naturally thinks the Bar I is behind it. He is dead wrong. Actually, the spectre of Zachary Hawk possessed Frazer's body and recruited a gang of



modern-day rustlers, which he made into Horsemen (see **Scion: Hero**, pp. 310-312). The spectre found the jealous, resentful Frazer easy to suborn.

Zachary intends to sacrifice the hadhayosh in a ritual that enables him to live again and frees his namesake Zahhak. If the Scions cannot stop him, a powerful servant of the Titans will be loosed on the World.

SET-UP

Destiny has a way of drawing Scions together, so if you want to start your **Scion** chronicle in Wyoming, the characters could all live in the area. Otherwise, you need a reason to bring an existing Band to the area. The simplest way is just to have Prophecy, divine parents or speakers for Fate tell the Scions to get their asses over to Siston, Wyoming. Considering what's about to happen, the urgency is justified. For instance, a Scion might receive a message such as this:

My dearest Donnie,

I deeply regret interrupting you, as I know how delightful Monte Carlo is this time of year, but the Cumaean Sybil simply insists that someone must go to Siston, Wyoming and look into a case of "cattle rustling," whatever that is. Do cattle rustle? I'm afraid I haven't been around any in some centuries. One of the cattle is supposed to be supernatural, though, so that may explain it.

I know it's a long way, but we simply won't get any peace here on Olympus until something is done. Perhaps hearing that you and your friends are dealing with the situation will stop the Sybil from her silly muttering about "twisting the skies" and "sacrificing the blood of eternity." I do wish these oracles would at least be a little clearer with their prophecies of doom, but I suppose it can't be helped. If it turns out to be nothing, at least you can visit a quaint little town and get some healthy country air.

*Your loving mother,
APHRODITE*

NEW ELEMENTS

Scion already offers rules and descriptions for three of the signature weapons of the Persian hero. The hankyu works well enough for the Persian bow. The quauhololli stands in for the Persian mace; Rustom and Feridoun both had maces tipped with massive iron cattle heads. The xiphos and spatha adequately represent ancient Persian swords. The most distinctive weapon of a Persian hero, though, is new to the **Scion** game.

THE LASSO

Cattle ranchers use lassos to catch their beasts – and they work on humans, too. As a weapon, though, the lasso follows some unusual rules.

IRISH STEER

If you have any players with Scions of the Tuatha dé Dannan (**Scion Companion**, p. 8) in your Band, they may be familiar with the story of the Cattle Raid of Cooley (the *Táin bó Cúailnge*) and its epic cattle-rustling and magical bull. You may want to use those characters' divine parents as plot hooks, sending their children off to capture another pantheon's prized bull, or you may wish to have the hadhayosh mystically related to the Táin bó's Finnbhennach.

A lasso's attack roll is (Dexterity + Thrown). The target can dodge or parry the attack. If the attack succeeds, the lasso drops around the target's body and the attacker can pull on the rope to tighten the slip-knotted loop. Keep track of the attacker's threshold successes.

The target can try to escape on his next and subsequent actions. If the attacking character does not take some action to maintain tension on the rope, her target can automatically escape on his next action. Assuming the attacker tries to keep the rope tight, the players of the attacker and target make a contested roll of ([Strength or Dexterity] + Athletics). The target's player suffers a difficulty penalty of the attacker's threshold successes. If the lassoes target's player wins the contest, the target frees himself. If the attacker wins, her target is still restrained — and if she wins by at least two successes, her target falls over in the struggle.

The target can try again to escape on his next action, while the penalty to his player's roll drops by 1, to a minimum of 0. If a restrained target wants to fight while struggling to free himself, this requires multiple actions (see **Scion: Hero**, pp. 179-180). On the other hand, an attacker who tries to do anything but run around, keeping the tension on the rope, also suffers the penalty for multiple actions.

Normally, a lassoes target suffers nothing worse than being prone or not being able to run away. A character can try to bind a person's arms so he can't fight, hog-tie his legs so he can't run away, or tighten the rope around his neck so he chokes. In this case, apply a -2 difficulty penalty to the attacker's roll, just as for disarming (see **Scion: Hero**, p. 199).

Another favored tactic is to lasso a target from horseback and ride away, dragging the target along the ground. In this case, the contested roll becomes the target's ([Strength or Dexterity] + Athletics) versus the attacker's (steed's Strength + attacker's Ride).

The target still suffers the penalty for the attacker's threshold successes. Failure to escape results in bashing damage equal to the mount's Strength. (Characters with exceptional Strength and running speed might try this without the need for a horse.)

Storytellers can expect their players to find other creative ways to attack using a lasso. It's a weapon made for stunts.

Acc.	Damage	Range	Clip	Speed	Tags
+2	Special	5	—	6	—

ZAHHAK'S LASSO

Relic ••• (2 Purviews, 1 Guide)

The tyrant king Zahhak was as deft with a lasso as any Western hero. After the hero Feridoun seized Zahhak's castle, the villain used a lasso to climb the wall and swing down to confront his nemesis. That lasso is now a potent relic empowered by Ahriman.

Zahhak's Lasso enables its owner access to the Death and Psychopomp purviews. It also summons spirits of the dead to serve as temporary Guides. The Scion whirls the lariat, demands that the dead arise to answer his questions, and casts the lasso. He also spends one Legend and one Willpower, and his player rolls the Scion's Willpower. The lasso's loop fades as it drops into the Underworld. A moment later, the rope twitches as the lasso tightens around a ghost. The Scion then can pull the ghost into visible and audible manifestation. The ghost must answer one question for every success on the Willpower roll before fading back into the Underworld.

The Scion cannot control which ghost the lasso catches, but each is fairly knowledgeable about supernatural matters. Unfortunately, every ghost is also a spectre loyal to Ahriman and has no obligation to tell the truth. Any good advice they provide is merely strategic, to build trust before delivering a whopping lie that leads the Scion to his destruction or service to Ahriman. Spectres can also phrase technically truthful answers in such a way that they provoke fear, hate, jealousy or other emotions that can cause strife in a Band or lead to evil deeds. The spectres conspire with each other once they know someone has the lasso, so any confidence the Scion may gain from the apparent randomness of the summoning is completely false.

The Scion can name and call one specific soul, though: Zahhak, caught between life and death in his prison under Mount Demavand. The tyrant king is a grisly sight, with blood streaming down his head as the snakes that grow from his shoulders gnaw through his skull to feast on his brain. Nevertheless, he can manage the usual number of answers between sobs, screams and blasphemies. Zahhak cannot consciously lie, but he is so much Ahriman's creature that he knows only what the Titan wants him to believe, making him the least reliable informant of all.

THE CAST

FRAZER FAIRDOWN, OBNOXIOUS RANCHER

Quotes: "I know exactly who did this. That bull is my best stud, and those bastards from the Bar I have wanted him for years. The sheriff says there's no evidence. Ha! If he'd just haul in that punk Rusty and Gitmo his ass, he'd find my bull soon enough."

"I'm the one who got robbed. I gave the sheriff my statement. I don't need to answer questions from anyone else, least of all strangers like you!"

"You are fucking insane. Get off my land before I have you arrested or shoot you myself."

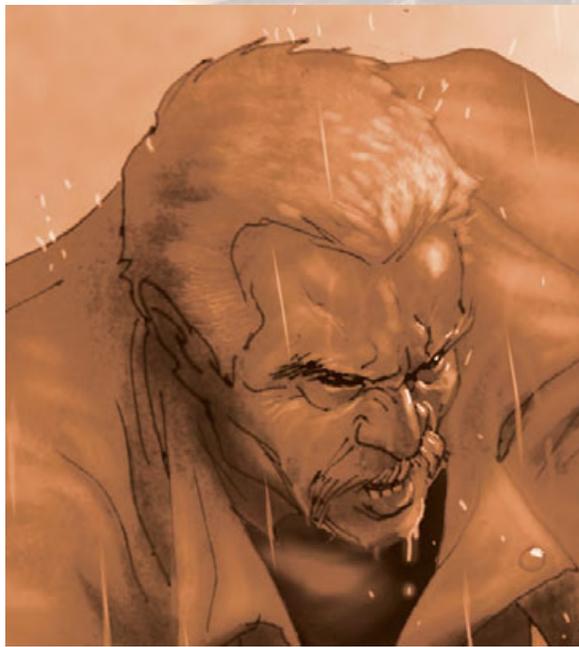
Motivation: Architect. Frazer Fairdown constantly schemes to expand his holdings at the expense of the Bar I branch of the family.

Background: Frazer grew up steeped in the old vendetta between the Lazy T and Bar I Fairdowns. In his youth, this meant fistfights and slashing tires. A tour of duty in the Army cured him of such undisciplined, petty malice, but not the underlying hatred. Frazer spent 10 years making sure the Lazy T passed to him instead of a cousin. Since then, he has harassed the Bar I Fairdowns in every way that wouldn't get him arrested (though he doesn't care if a few younger relatives and "overzealous subordinates" get picked up by the sheriff). While the Lazy T prospers under Frazer's relentless drive, he squanders much of the profits on lawsuits and countersuits against his Bar I cousins and everyone else he imagines stands in his way.

Frazer married a local girl and has three children. His wife Ellen is utterly terrified of him and strives mightily never to defy him in even the slightest way. Their oldest daughter, Sarah, ran off with the first man who said he loved her (at age 16). Their second child, Lucas, joined the Army the first day it was legally possible and hasn't been home since. Their remaining son, Jonas, gets in so many fights (including with his father) that Frazer had to pull strings and pay lawyers to avoid the disgrace of a child in juvenile hall. Jonas hasn't been seen for a few weeks and the locals think he probably ran away.

Description: The master of the Lazy T is a stocky, middle-aged man with short, gray hair, a fierce mustache, a scowl and tension in his shoulders like a bull about to charge. His tan suit puts the lie to his cowboy hat: Frazer Fairdown has never roped a cow in his life. He owns the ranch. Working it is for hired hands.

Storytelling Hints: Frazer turns every meeting into a confrontation: It isn't enough that he gets something, he needs to feel like he *made* the world give him what he wants. Even when there's no need, he blusters. Faced with any resistance, he threatens violence if he thinks he can get away with that. If he



can't, he threatens to call the police, his lawyers or his alleged friends in government. On his own, though, Frazer is a very minor evil in the World.

Rage and obsession, however, make Frazer easy prey for Zachary Hawk. So far, Frazer has not noticed the minutes the spectre steals from his life. Only if confronted with hard evidence that he has done things he doesn't remember does Frazer's perpetual hard glare melt into puzzlement and a hint of fear as the truth struggles to penetrate his consciousness. By now, though, Zachary is always at least a little present in Frazer's mind. The spectre quickly triggers Frazer's habitual strategy of making every situation a fight for dominance, ensuring that Frazer never realizes what's going on.

Actions: Bluster, Browbeat and Stonewall. 6 dice. Frazer threatens violence, but is unlikely to follow through. He is a social antagonist who gets his way through sheer obnoxious persistence.

RUSTY FAIRDOWN, THE SCION IN WAITING

Quotes: "That's a lie, and I suggest you take it back. Now."

"It's my family and my ancestor's bull, so that makes it my fight. If you think I'm stayin' behind, you're dumber'n rocks!"

"Ma'am." (Touches hat.)

Nature: Gallant. Like his namesake Rustam, Rusty prefers to be the champion for someone else, instead of taking the leadership role that he could easily seize through his native gifts.

Background: Rusty Fairdown's mother resumed her maiden name after her husband supposedly died in the first Gulf War. Rusty grew up on the Bar I ranch,



surrounded by Fairdown aunts, uncles and cousins. His best friend is his cousin Kay, heir to the ranch, though Rusty has always been the stronger, braver and more popular of the two. While Rusty wanted to follow his father into the U.S. Marine Corps, he decided that he needed to stay on the ranch and help protect his smart-but-naïve cousin from the rapacious and bullying Frazer Fairdown. Rusty spends most of his time tending the Bar I herd, but whenever a situation arises that calls for horse sense, a stiff spine and maybe a strong right hook, Rusty deals with it so Kay doesn't have to. As a measure of the family's trust, Rusty has become one of the few people who know of Sunny the bull's supernatural character.

Description: Rusty looks like a hero: tall and broad-shouldered, with short brown-black curls around his ruggedly handsome face. He seems peculiarly... right on horseback. Rusty typically wears Levis, boots, a plaid work shirt and cowboy hat.

Storytelling Hints: Rusty is brave to a fault, and fiercely loyal to his family and the Bar I ranch. Want to insult him? Fine. Insult the Bar I, Kay, the honesty of the Fairdowns or the competence and courage of anyone who works for them? Them's fightin' words, partner! Rusty enjoys a good scrap (he usually wins), and is a little too quick to let his fists do the talking, but he doesn't hold grudges over honest mistakes. Show yourself a liar, a sneak or a bully, though, and Rusty Fairdown will beat you to the ground. Frazer Fairdown is all those things, and Rusty hates him for it more than anyone else in the World. Only Rusty's reluctance to strike his elders saves Frazer from Rusty's wrath. Most of the time, Rusty is very

polite to older men, authority figures and all women (He calls them "Ma'am" and it doesn't sound corny or affected a bit).

Supernatural Powers: While Rusty is a Scion, he has not yet received his Visitation. As such, he does not yet have any supernatural powers. Revealing the truth about his ancestry and placing his ancestor's walking-stick mace in his hand, however, delivers a Visitation placed in the Relic years before and activates his divine potential. Soon after, Vahram sends Rusty a horse from the Yazatas' own herds — a steed of great courage and intelligence, equal to Rustam's horse Lightning or any Wonder Horse from a classic Western movie. These Birthrights, Epic Attributes and Boons are the only changes to Rusty's character sheet.

Epic Attributes: Epic Charisma 1 (Benefit of the Doubt), Epic Dexterity 1 (Trick Shooter), Epic Stamina 2 (Holy Fortitude, Self-Healing), Epic Strength 2 (Holy Rampage, Hurl to the Horizon)

Boons: Blessing of Bravery, Hukhta, Humata (Physical & Social Attributes), Penetrating Glare

RUSTY FAIRDOWN

Level: Mortal/Hero

Calling: Cowboy Hero

Nature: Gallant

Pantheon: Yazata

Patron: Vahram

Attributes: Strength 4, Dexterity 3, Stamina 4; Charisma4, Manipulation2, Appearance3; Perception2, Intelligence 2, Wits 3

Virtues: Conviction 1, Duty 3, Expression 1, Valor 4

Abilities: Animal Ken 3, Athletics 3, Awareness 2, Brawl 4, Command 2, Control (Horse) 3, Fortitude 2, Marksmanship 4, Melee 3, Presence 4, Survival 1, Thrown 4

Birthrights: Creature 3 (Wonder Horse), Relic 4 (Mace of Feridoun: Sun, War, 2 Enhancements)

Supernatural Powers:

Epic Attributes: Epic Charisma 1 (Benefit of the Doubt), Epic Dexterity 1 (Trick Shooter), Epic Stamina 2 (Holy Fortitude, Self-Healing), Epic Strength 2 (Holy Rampage, Hurl to the Horizon)

Boons: Blessing of Bravery, Hukhta, Humata (Physical & Social Attributes), Penetrating Glare

Join Battle: 5

Attacks:

Clinch: Speed 6, Accuracy 7, Damage 5B, Parry DV —, P

Unarmed, Heavy: Speed 5, Accuracy 6, Damage 8B, Parry DV 4

Unarmed, Light: Speed 4, Accuracy 8, Damage 5B, Parry DV 5

Mace of Feridoun: Speed 4, Accuracy 7, Damage 12B, Parry DV 4

Lasso: Speed 6, Accuracy 10, Damage special, Range 5, Clip —

DesertEagle: Speed 5, Accuracy 8, Damage 6L, Range 50, Clip 7, P

Soak: 2L/4B

Health Levels: -0/-0/-0/-0/-0/-4/Incap

Dodge DV: 6 Willpower: 7

Legend: 3 Legend Points: 9

Other Notes: Mace of Feridoun has stats of a quauhololli with +1 Accuracy and -1 Speed. Also Sun and War Purviews.

ARCHER LOCKE, THE SECRET SCION

Quotes: *“We don’t get many strangers in a small town like this, and they don’t stay long. You ask your questions for a day or two and then... disappear. I got a feeling that’s how things will work out anyway.”*

“You ain’t telling me everything. Fine. I’ll keep my eye on you, and I will find out.”

“Son... You’re in a heap of trouble. You’d better tell the truth and that’s a fact, because I can make things much, much worse for you.”

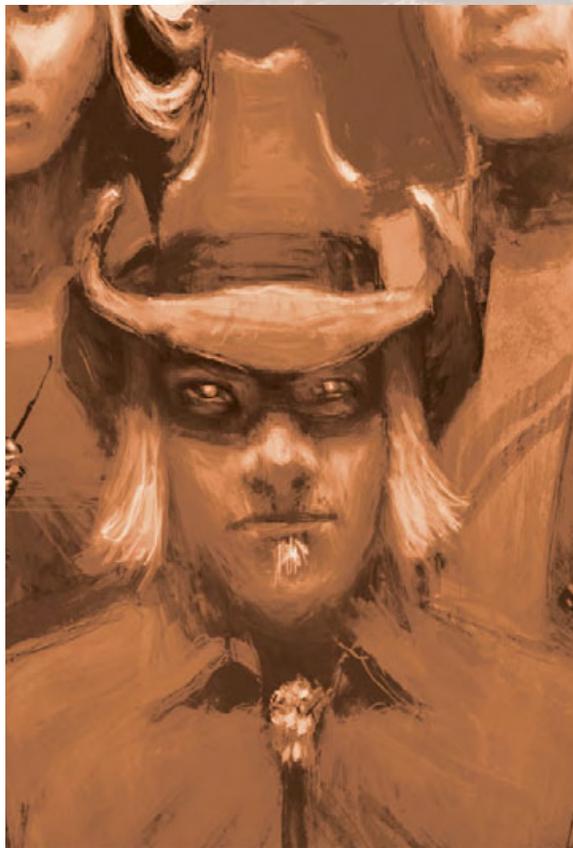
Nature: Judge. Archer doesn’t trust the Scions, but he won’t move against them without good reason.

Background: As a boy in Colorado, Archer Locke learned how to shoot. The U.S. Marine Corps taught him how to shoot well. Then Artemis revealed Archer’s divine heritage and made him even better. Archer Locke is the Scion of Deimos, a son (not Scion) of Ares and a lesser member of the Dodekathion. Artemis saw potential in the young sniper and adopted him.

Archer became an assassin for the Dodekathion’s agents for several years. The Battle of Thermopolis, however, convinced Archer that he fought on the wrong side of the Gods’ Axis War (see Chapter Six of **Scion Companion**). He came out of the battle with the Lasso of Zahhak and a major case of self-loathing. Archer turned against the Dodekathion and his own Legend. He spent the last six decades or so as a policeman, moving from one post to another so people won’t notice he doesn’t age as fast as he should.

For 16 years now, Archer has been a county deputy in Wyoming. He outlasted three sheriffs but never sought the office himself. Archer considered leaving once he learned the history of the Fairdowns, but believes he owes the Yazatas a debt of honor. The Fairdowns don’t know it, but Archer Locke has watched over both sides of the family, trying to shield them all from the machinations of Fate and the Gods and give them a shot at normal lives.

Archer takes the abduction of Sunny seriously. He doesn’t know enough about the Yazatas to understand the exact significance of the hadhayosh, but he suspects Sunny is a supernatural animal. As he makes his own inquiries, Archer regrets letting go of his Legend for



the first time in more than 60 years. Then strangers show up, asking their own questions... Do they serve the Titans, the Gods or someone else? Are they after the cattle-rustlers, the Fairdowns — or has Archer’s own past caught up to him? He regards the Scions with deep suspicion, because he knows that nothing good can come from Siston’s becoming once more a nexus of supernatural forces.

Description: People often think Archer resembles Clint Eastwood because of his bony, weathered face and intimidating glare, though they really don’t look that much alike. Archer doesn’t need to raise his voice to make threats. He just gives people a bit of advice in his quiet, somewhat raspy voice, and *looks* at them like he’s measuring them for their coffins. People rarely see him wearing anything but his deputy’s hat and crisp, if often dusty, uniform. He could be any age from 40 to 60; he is actually well over 90, a fact he keeps from the people around him.

Storytelling Hints: Archer plays his cards close to his chest. He knows the Scions aren’t telling him the whole truth, so he suspects the worst of them. Only his intrinsic fairness prevents him from running them into jail or out of town; he settles for warning them not to cause trouble, and watching them closely.

ARCHER LOCKE

Level: Hero

Calling: Mysterious Lawman

Nature: Judge

Pantheon: Dodekatheon

Patron: Artemis

Attributes: Strength 3, Dexterity 5, Stamina 4; Charisma 3, Manipulation 4, Appearance 2; Perception 4, Intelligence 3, Wits 4

Virtues: Expression 1, Intellect 1, Valor 4, Vengeance 3

Abilities: Academics 1, Animal Ken 1, Athletics 3, Awareness 4, Brawl 3, Command 2, Control (car) 2, Control (horse) 1, Empathy 2, Fortitude 3, Integrity 3, Investigation 4, Larceny 1, Marksmanship 5, Melee 1, Occult 2, Politics 2, Presence 4, Stealth 3, Survival 3, Thrown 1

Birthrights: None

Supernatural Powers:

Epic Attributes: Epic Dexterity 1 (Shot to the Heart, Trick Shooter, Untouchable Opponent, Whirlwind Shield), Epic Manipulation 1 (Stench of Guilt, Takes One to Know One), Epic Perception 1 (Predatory Focus, Subliminal Warning, Supernal Hunter, Telescopic Senses), Epic Stamina 1 (Extended Youth, Self-Healing)

Boons: Arete 1 (Awareness), Arete 1 (Fortitude), Arete 1 (Investigation), Arete 1 (Marksmanship), Assess Health, Mystery 1, Smoking Mirror

Join Battle: 8

Attacks:

Clinch: Speed 6, Accuracy 8, Damage 4B, Parry DV —, P

Unarmed, Heavy: Speed 5, Accuracy 7, Damage 7B, Parry DV 4

Unarmed, Light: Speed 4, Accuracy 9, Damage 4B, Parry DV 6

Peacemaker: Speed 5, Accuracy 12, Damage 5L, Range 20, Clip 6

Remington: Speed 6, Accuracy 13, Damage 8L, Range 200, Clip 4

Soak: 1A/3L/5B

Health Levels: -0/-0/-0/-2/-2/-4/Incap

Dodge DV: 7 **Willpower:** 7

Legend: 2 **Legend Points:** 4

Other Notes: Archer has no Relics, so he cannot use his Boons. He once knew several other Boons, but lost them as his Legend dropped.

ZACHARY HAWK, SPECTRAL VILLAIN

Quotes: *"I have an arrangement with a most charming fellow. If he doesn't hear from me once a week, he will poison a school cafeteria. Now, are you sure you want to fight me?"*

"Why? Because the world deserves it. Because I can."

"Death holds no terror for me. Really. How about you?"

Nature: Fanatic. The lust to torment the World consumes Zachary.

Background: Zachary wasn't born a Scion or any other creature of Legend. He was just plain bad — and when a man sets out to do evil with all his heart, there are creatures ready to give him power. In his day, Zachary contested with heroes and demigods, and sometimes he won.

Though he was born in Ohio, Zachary joined the Confederate army. When he saw the South would lose, though, he donned Union blue to loot and burn some fine plantation homes. With what he stole, Zachary set himself up out West, selling liquor to the Indians and opium to the Chinese railroad workers. That's when Zachary found the wider world of Gods and Titans, and of course he chose the Titans' side.

The Titans were bound back then, but their spawn and servants still had ways to call out dribs and drabs of their power. Through these, Zachary Hawke became as close to a devil in human form as ever walked the Earth. He destroyed Jim Shade, took over the remnants of the Scion's business empire, and set out to ruin as much of the World as he could.

Zachary learned the legend of Zahhak and embraced it. After all, Zahhak became master of the World. Fate raised Treat Fairdown in response. The devil-man and the Scion battled from Death Valley to the Black Hills. Finally, Treat slew Zachary, collapsed a mine on him and Zachary went to Duzakh.

When the Titans escaped, Ahriman looked through Duzakh for souls wicked enough to serve him, and he found Zachary Hawk. When Zachary learned the heirs of his nemesis lived and prospered, he begged Ahriman for a chance to destroy them. Ahriman sent Zachary's spectre to claim and use Frazer Fairdown.

Zachary knows that if his plan succeeds, Zahhak's spirit will swallow him like a rattler swallows a mouse. This doesn't bother him. Rather, Zachary sees it as his apotheosis — and he won't let some pipsqueak brats of the Gods get in his way.

Description: Zachary smiles a lot, though it never reaches his eyes. Instead, folks who look in his squinting eyes find phrases like "black pits of hell" popping into their minds, and strong men shudder.

People who can see ghosts see Zachary as he was at the time of his death see a short fireplug of a man with a fringe of short, gray hair around his bald pate. His leather coat has rattlesnake leather trim, and he wears a rattler-hide belt and hatband. Beneath his clothes, his ghostly shoulders bear tattoos of a pair of rattlesnakes as well. If he takes Frazer's body without raising Zahhak, he retains Frazer's appearance with the stats given in his character sheet. He buys a new coat, belt and hatband.

Storytelling Hints: Money matters a lot to Zachary, but hurting people matters more. He is one of the

most purely vicious people the Band will ever meet. If there was any good in Zachary, he lost it long before he died. Zachary is smooth, though. He likes to work through minions — the way he works through Frazer and Dave White — so they take the consequences if a plan falls apart. He doesn't hesitate to kill if he thinks he can get away with it, even if he doesn't need to do it. Part of Zachary's SOP is to threaten innocent lives if his enemies don't back off. If he doesn't have such a contingency plan, he bluffs and says he does. Zachary carries out his threats. If he must fight while possessing Frazer, Zachary wields an old cavalry saber and Frazer's revolver and rifle — but he prefers to use threats and deception.

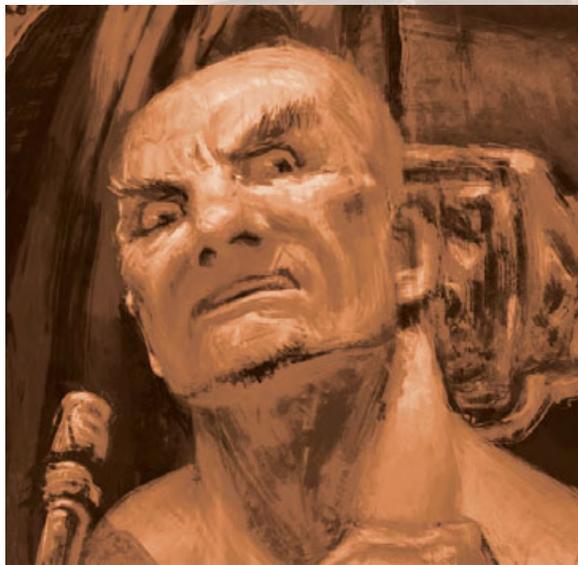
Supernatural Powers:

Inspire Hallucination: Zachary can create illusions to frighten or manipulate the weak-willed. Spend one of Zachary's Legend points per target to be affected, and then roll the spectre's (Manipulation + Empathy + Legend) in a contested roll against the victims' (Willpower + Integrity + Legend). Any witness whose roll generates fewer successes absolutely believes in Zachary's illusion. Victims whose rolls generate equal successes perceive the illusion but recognize it as a mere phantasm. Victims whose rolls generate more successes can't see the illusion at all.

Poltergeist's Rage: By spending one Legend point, Zachary can affect the World with his full Strength for an entire scene. He can throw things, smash windows, steal relics, pull the trigger of a gun while it's still in the holster, and more.

Possess the Inanimate: Zachary can possess and control an inanimate object. Roll Zachary's (Manipulation + Craft + Legend). The Storyteller sets the difficulty of the roll based on the size and complexity of the object or area to be controlled. A gun might require only a single success, while possessing a car might require three successes, and an entire decrepit mansion might require six. The possessing spectre makes the object perform any action that is normally possible for it, such as opening or closing doors, putting a car into gear and driving it around, operating any kind of machinery unaided, and so on. Activities beyond the normal scope of the item's function, such as causing walls to bleed or repairing damage to the item, require spending one Legend point per "spooky" activity. Possess the Inanimate costs a number of Legend points equal to half the difficulty of the roll, rounded up. Zachary remains in control of the object until he voluntarily abandons his host or is driven out by some means, whether supernatural power or cunning trickery.

Possess the Living: Zachary can possess the body of an animal or a mortal. This involves a contested roll of Zachary's (Manipulation + Presence + Legend) against the target's (Willpower + Integrity). If Zachary gets more successes than the victim, his spirit enters



the target creature's body and takes control of it. This power automatically fails against any creature with a Legend rating. Activating Possess the Living costs a number of Legend points equal to the Integrity of the target. Possession lasts until Zachary chooses to leave his host or is driven out by some means, whether supernatural power or cunning trickery.

The possessed person soaks lethal damage as a Scion, using Zachary's Stamina. Zachary can channel his Dexterity and combat Abilities through the possessed person, too. The spectre can also make his host perform "spooky" effects at a cost of one Legend per effect. Examples include causing the host's head to twist around 180 degrees (with no harm to the host), levitation, glowing eyes, and so on. (He is not likely to use this aspect of his power, though, because he doesn't want to scare people — he wants to *hurt* people, and make his victim take the rap for his crimes.) These effects do not directly harm the host unless Zachary so wishes. Any harm inflicted is automatically healed if Zachary is expelled before killing the host. These effects can never be used offensively against another character.

Time Warp: Zachary acts as a conduit for Zrvan's time-bending power. Within a square mile, he can blend the present with the past. The interface is unstable, so people and objects from different times flicker in and out of existence relative to each other. It is not actually possible to go back in time in this manner, and people from different times cannot physically affect each other. The time warp's chief utility is for ceremonies that can only be performed at certain times: Zrvan *makes* it be the proper time. This power is pure plot device, used when Ahriman permits it.

If Zachary resurrects himself but without merging with Zahhak, he retains Inspire Hallucination and Poltergeist's Rage (affecting objects at a distance,

whether hurling and breaking them or exerting fine control). He also gains the following Scion-like powers:

Epic Attributes: Epic Dexterity 3 (Cat's Grace, Escape Artist, Roll with It, Trick Shooter), Epic Stamina 3 (Damage Conversion, Extended Youth, Regeneration, Self-Healing), Epic Manipulation 4 (Blurt it Out, God's Honest, Hard Sell, Instant Hypnosis, Overt Order, Stench of Guilt, Takes One to Know One), Epic Wits 3 (Eternal Vigilance, Instant Assessment, Monkey in the Middle)

Boons: Magic 4 (if Zachary can obtain a suitable relic)

Spells: Ariadne's Thread, Unlidded Eye; Evil Eye, Trading Fates; Deus Ex Machina, Demand a Labor; Fateful Connection

Aionic Template: As described on p. 33, but instead of costing Legend to turn off, Zachary must pay one Legend to activate the template for a scene.

ZACHARY HAWK (SPECTRE)

Calling: Evil Mastermind

Nature: Fanatic

Pantheon:

Patron:

Attributes: Strength 3, Dexterity 4, Stamina 4; Charisma3, Manipulation5, Appearance2; Perception3, Intelligence 3, Wits 4

Virtues: Ambition 4, Malice 3, Rapacity 1, Zealotry 4

Abilities: Academics 2, Animal Ken 1, Athletics 3, Awareness 4, Brawl 2, Command 4, Control (horse) 3, Control (stagecoach/automobile) 2, Control (train) 1, Craft (implements of pain and bondage) 3, Empathy 1, Fortitude 3, Integrity 4, Investigation 4, Larceny 3, Marksmanship 5, Medicine 1, Melee 5, Occult 4, Politics 4, Presence 5, Science 1, Stealth 2, Survival 3, Thrown 2

Supernatural Powers:

Spectral Powers: Induce Hallucination, Poltergeist's Rage, Possess the Inanimate, Possess the Living

Join Battle: 8

Attacks:

Clinch: Accuracy 6, Damage 4B, Parry DV —, Speed 6, P

Unarmed, Heavy: Accuracy 5, Damage 7B, Parry DV 2, Speed 5

Unarmed, Light: Accuracy 7, Damage 4B, Parry DV 4, Speed 4

Cavalry Saber: Accuracy 10, Damage 8L, Parry DV 10, Speed 4

Peacemaker: Accuracy 11, Damage 5L, Range 20, Clip 6, Speed 5, P

Remington: Accuracy 12, Damage 8L, Range 200, Clip 4, Speed 6, P

Soak: 2L/4B (Bulletproof Vest +2L/2B, Fatigue 1, B)

Health Levels: -0/-1/-1/-2/-2/-4/Incap

Dodge DV: 6 **Willpower:** 8

Legend: 5 **Legend Points:** 25

ZACHARY HAWK (RESURRECTED)

Calling: Evil Mastermind

Nature: Fanatic

Pantheon:

Patron:

Attributes: Strength 3, Dexterity 4, Stamina 4; Charisma3, Manipulation5, Appearance2; Perception3, Intelligence 3, Wits 4

Virtues: Ambition 4, Malice 3, Rapacity 1, Zealotry 4

Abilities: Academics 2, Animal Ken 1, Athletics 3, Awareness 4, Brawl 2, Command 4, Control (horse) 3, Control (stagecoach) 2, Control (train) 1, Craft (implements of pain and bondage) 3, Empathy 1, Fortitude 3, Integrity 4, Investigation 4, Larceny 3, Marksmanship 5, Medicine 1, Melee 5, Occult 4, Politics 4, Presence 5, Science 1, Stealth 2, Survival 3, Thrown 2

Supernatural Powers:

Epic Attributes: Epic Dexterity 3 (Cat's Grace, Escape Artist, Roll with It, Trick Shooter), Epic Manipulation 4 (Blurt it Out, God's Honest, Hard Sell, Instant Hypnosis, Overt Order, Stench of Guilt, Takes One to Know One), Epic Stamina 3 (Damage Conversion, Extended Youth, Regeneration, Self-Healing), Epic Wits 3 (Eternal Vigilance, Instant Assessment, Monkey in the Middle)

Boons: Magic 4 (if Zachary can obtain a suitable relic)

Spells: Ariadne's Thread, Unlidded Eye; Evil Eye, Trading Fates; Deus Ex Machina, Demand a Labor; Fateful Connection

Spectral Powers: Induce Hallucination, Poltergeist's Rage

Aionic Template: See p. 33.

Join Battle: 8

Attacks:

Clinch: Accuracy 6, Damage 4B, Parry DV —, Speed 6, P

Unarmed, Heavy: Accuracy 5, Damage 7B, Parry DV 6, Speed 5

Unarmed, Light: Accuracy 7, Damage 4B, Parry DV 8, Speed 4

Cavalry Saber: Accuracy 10, Damage 8L, Parry DV 14, Speed 4

Peacemaker: Accuracy 11, Damage 5L, Range 20, Clip 6, Speed 5, P

Remington: Accuracy 12, Damage 8L, Range 200, Clip 4, Speed 6, P

Soak: 3A/6L/8B (Bulletproof Vest +2L/2B, Fatigue 1, B)

Health Levels: -0/-0/-0/-0/-0/-0/Incap

Dodge DV: 10 Willpower: 8
Legend: 5 Legend Points: 25

DAVE WHITE, AMBITIOUS DEEV

Quotes: “Beg for your life, God-brat! Beg!”

“This is my lucky strike. My big chance to make the name of the White Demon honored again. I won’t let you stop me.”

“Okay, you got me. Are you going to just kill me... or make a deal? Because I know things about the Titans and their servants. Things about the Gods, too, that your parents will never tell you. But I will — if you let me live and let me go.”

Nature: Rogue. Dave White cares for little besides his own advantage.

Background: “Dave White” is a deev, one of the demons of Persian mythology. He descends from the White Demon that captured a King of Persia and whom Rustam defeated. The White Demon was a king among deevs, but his defeat and death brought disgrace upon his entire line. Dave intends to avenge that long-ago defeat by performing some spectacular service for the Titans. If he can humiliate and kill Scions in the process, even better — especially if they’re Yazata Scions.

Unlike the giants he resembles, Dave has a cunning mind steeped in both arcane lore and knowledge of the modern World. He makes an excellent lieutenant: Dave has the skills to recruit minions and oversee the details of complex plans. While he has no supernatural powers beyond those intrinsic to deevs, he can perform ceremonies designed by other servants to channel the Titans’ power into the World. Dave recruited the cattle-rustlers, saw to their transformation into Horsemen (though he did not do this himself), and assisted Zachary in the rites to initiate the time distortions.

Description: To mortal eyes, Dave looks like a hugely-muscled, hairy brute of a man. Scions and other creatures of Legend see his tusks and pelt. Dave is somewhat unusual among deevs for his pale blonde hue. He customarily wears blue jeans, work boots and tank tops. A broad leather belt carries the holster and extra clips for his submachine gun. He keeps a huge, cleaver-like knife strapped to his back; treat it as a skeggox. His ice-blue eyes glitter with malice and his mouth is fixed in a sadistic sneer — when he isn’t roaring with rage.

Storytelling Hints: Dave White wants to hurt Scions, but he’s a coward. He’ll never challenge anyone to a fair fight; his style is to sneak up (possibly in the form of a dog or vulture) and attack from behind. Dave also likes having minions to take the brunt of any counterattack. Once a fight starts, Dave doesn’t want to leave without getting a few good licks



in against a Scion. He can abandon the fight only after failing an Ambition roll, since he sees killing a Scion as a route back to respect from his fellow deevs. Only if Dave faces superior numbers or clearly superior combat prowess does he spend the Willpower point to resist his Dark Virtues and flee. Dave also makes no secret of his desire to kill Scions and restore the honor of his lineage.

Supernatural Powers:

Epic Attributes: Epic Dexterity 1 (Trick Shooter), Epic Intelligence 1 (Fight With Your Head, see **Scion: Ragnarok**, p. 34), Epic Stamina 3 (Damage Conversion, Self-Healing, Solipsistic Well-Being), Epic Strength 3 (Crushing Grip, Holy Rampage, Knockback Attack).

Boons: Animal Communication (Cougar, Dog, Vulture), Animal Command, Animal Aspect. Cougar Aspect gives Dave +2 for Dexterity roll; Dog Aspect grants +2 on Perception-based rolls; and Vulture Aspect gives him +2 on Stamina rolls.

Shapeshifting: Dave White can take the forms of a cougar, a mongrel dog with pale, yellow-white fur or a vulture. He uses cougar form to kill without being recognized, dog form to spy on the Scions, and vulture form to escape from confrontations he doesn’t think he can win.

DAVE WHITE

Level: Hero

Calling: Ahriman’s Arranger

Nature: Rogue

Pantheon:

God:

Attributes: Strength 6, Dexterity 3, Stamina 5; Charisma 2, Manipulation 2, Appearance 0(5); Perception 2, Intelligence 3, Wits 2

Virtues: Ambition 3, Malice 2, Rapacity 1, Zealotry 3

Abilities: Academics 2, Animal Ken 2, Athletics 3, Awareness 4, Brawl 4, Command 3, Control (Truck) 1, Fortitude 4, Integrity 2, Investigation 1, Larceny 2, Marksmanship 4, Melee 4, Occult 2, Politics 3, Presence 4, Survival 2, Thrown 2

Birthrights: None

Supernatural Powers:

Knacks: Crushing Grip, Damage Conversion, Fight With Your Head, Holy Rampage, Knockback Attack, Self-Healing, Solipsistic Well-Being, Trick Shooter

Boons: Animal Aspect, Animal Command, Animal Communication, Shapeshifting (cougar, dog, vulture)

Join Battle: 6

Attacks:

Clinch: Accuracy 7, Damage 7B/L, Parry DV —, Speed 6, P

Unarmed, Heavy: Accuracy 6, Damage 10B, Parry DV 3, Speed 5

Unarmed, Light: Accuracy 8, Damage 7B, Parry DV 4, Speed 4

BIG Machete: Accuracy 8, Damage 13L, Parry DV 4, Speed 5

H&K MP5: Accuracy 7, Damage 4L, Range 30, Speed 5, P

Soak: 3A/7L/9B

Health Levels: -0/-0/-0/-0/-1/-1/-1/-1/-1/-2/-2/-2/-4/Incap

Dodge DV: 5 **Willpower:** 6

Legend: 4 **Legend Points:** 16

THE HORSEMEN

Quotes: “You wanna fight? Let’s fight! We will paint this town red with your blood!”

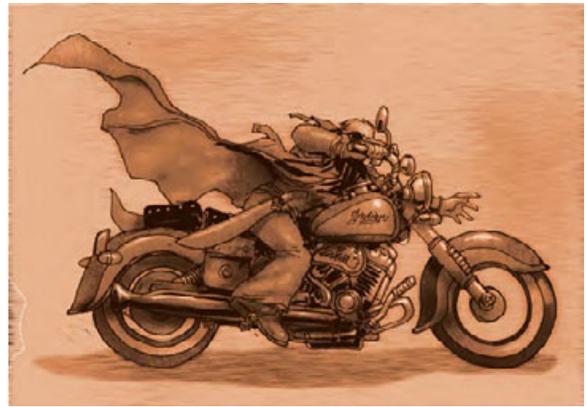
“Hehey, little lady, let me take you for a RIDE!”

“YEEEEHAW!”

Nature: Rogue. Horsemen try to grab whatever they want, kill anyone who gets in their way, and don’t give a damn about consequences.

Background: Greek legend described the centaurs as a race of beings with upper bodies of men attached at the waist to the bodies of horses. Centaurs sprang from the union of the mortal Ixion with a cloud that Zeus shaped into the form of Hera in order to test Ixion’s morals. For attempting to cuckold the king of the Dodekathion, Zeus cast Ixion into Tartarus and bound him to a flaming wheel that would spin for all eternity.

Ixion, however, was actually a Scion of Ares. He betrayed the Gods to serve the Titans. The Titans gave Ixion the power to reshape life and to combine the characteristics of man and beast into titanspawn. Ixion used this power to create the original centaurs from a group of rough bandits he encountered in Thessaly, crudely binding the bandits directly to their steeds and then sending them out as his agents of chaos. The



Gods eventually slew most of the centaurs, and then condemned Ixion to Tartarus with his masters. Ixion escaped along with the Titans, however, and promptly picked up where he’d left off. People in the modern, developed World don’t ride horses much, but Ixion found modern bandits who resemble the roaming equestrian thugs he turned into the first centaurs: motorcycle gangs.

Ixion created several groups of latter-day centaurs by fusing bikers with their machines. He started with a group that the Hell’s Angels kicked out for excessive (and *stupid*) brutality, who called themselves the Horsemen after the biblical Four Horsemen of the Apocalypse. The half-surgical, half-occult conversion process is incredibly painful and generally drives the bikers insane. Ixion’s creations now roam the highways and roads of the Southwest, looking for drugs, liquor, women or anything else to take their minds off the horror of their existence. When Zachary needed some tough, vicious and expendable minions for his plan, Dave White guided him to Ixion. The traitor Scion converted a small gang of petty criminals and cattle-rustlers ... and Frazer’s angry son Jonas.

Description: Zachary has twice as many Horsemen as the number of Scions in the Band. The “centaurs” of the Horsemen consist of a human torso physically attached to a motorcycle. Ixion considers himself an artist, so the point of connection varies. Some cycle-centaurs connect to their bikes at the gas tank while others do so at the bike’s seat. Thanks to Ixion’s magic, the motorcycles never need gas, but they do need occasional repairs. At that point, the gang simply rounds up mortal servants to perform any maintenance that the centaurs cannot perform themselves. The Horsemen typically kill their servants after repairs, though the crazed centaurs occasionally release a few or keep one alive as a prisoner of the gang. The Horsemen still need to eat, breathe and sleep as mortals do.

Roleplaying Hints: While each Horseman has his own quirks, they are all complete maniacs and murderous sociopaths. They don’t want to die, but don’t particularly care about living, either. Horsemen

attempt crazy stunts like popping a wheelie in hopes they can drive up and over an oncoming car, or throwing together an improvised ramp to jump to the roof of a building, then jumping down to crash onto a foe. While they aren't smart enough to take hostages, a Horseman might be distracted from a fight by a chance to chase and terrorize a fleeing, screaming mortal. When the Horsemen attack Siston, they shoot or strike at mortals if no Scion presents an alternative target. A motorcycle-riding Scion, of course, becomes their principle target: They want to see who's the baddest badass biker.

Supernatural Powers:

Epic Attributes: Epic Dexterity 1 (Easy Rider—This Knack is unique to the Horsemen and totally negates any Brawl, Melee or Marksmanship penalties any Horseman might face for being grafted to a Harley-Davidson chopper), Epic Perception 1 (Predatory Focus), Epic Wits 1 (Opening Gambit)

Speed Bonus: Motorized centaurs can move very quickly when they have room to maneuver. A Horseman's Speed is multiplied by 10 except in enclosed spaces. Horsemen substitute Control for Athletics when calculating Dodge DV and substitute Control for Athletics on all movement-related rolls.

Trophy: If a Horseman's gas tank is removed and then attached to another bike by someone with Arete (Craft), the second bike will no longer require gasoline. It is impossible to remove the gas tank from a centaur while he is still alive. Also, each centaur carries one (and only one) article of clothing bearing the Harley-Davidson logo. A Scion who takes this article of clothing from a slain centaur and wears it gains a one-die bonus on all rolls pertaining to maintaining or operating a motorcycle. A Scion can benefit from only one such talisman at a time. Taking a centaur's Harley-Davidson talisman will not kill him but will cause the

rest of the gang to expel him from their number until he recovers what he has lost.

THE HORSEMEN

Level: Hero

Calling: Rampaging Mooks

Nature: Rogue

Pantheon:

God:

Attributes: Strength 4, Dexterity 4, Stamina 3; Charisma2, Manipulation2, Appearance2; Perception3, Intelligence 2, Wits 3

Virtues: Ambition 1, Malice 3, Rapacity 3, Zealotry 1

Abilities: Athletics 3, Awareness 3, Brawl 3, Control 5, Fortitude 3, Larceny 3, Marksmanship 3, Melee 3, Survival 2

Supernatural Powers:

Knacks: Easy Rider, Opening Gambit, Predatory Focus

Join Battle: 6

Attacks:

Clinch: Accuracy 7, Damage 5B, Parry DV —, Speed 6, P

Unarmed, Heavy: Accuracy 6, Damage 8B, Parry DV 4, Speed 5

Unarmed, Light: Accuracy 8, Damage 5B, Parry DV 5, Speed 4

Chain Saw: Accuracy 5, Damage 10L, Parry DV 3, Speed 5, P

Iron Wrench: Accuracy 7, Damage 6B, Parry DV 3, Speed 5

Desert Eagle: Accuracy 7, Damage 6L, Range 50, Speed 5, P

Soak: 2L/5B (Biker gear, +0L/2B)

Health Levels: -0/-0/-0/-1/-1/-1/-2/-2/-2/-4/Incap

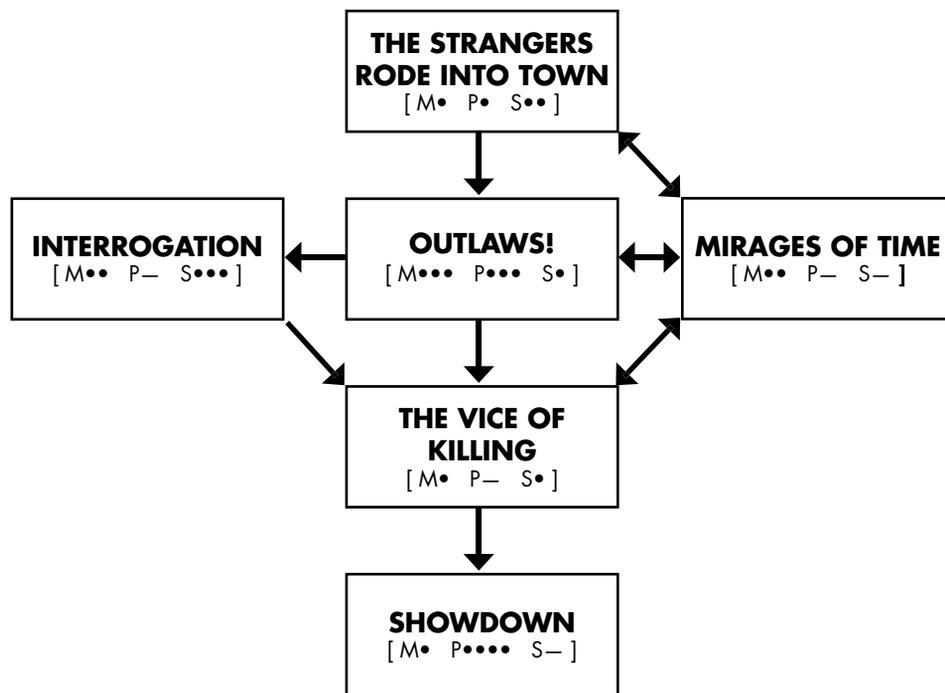
Dodge DV: 7 **Willpower:** 4

Legend: 2 **Legend Points:** 4

STORY FLOWCHART

The God, the Bad and the Ugly has a simple, linear plot with a few potential detours. The characters start by meeting important local folk and asking questions in “The Strangers Rode Into Town.” Trouble then comes looking for them when the Horsemen attack the town in “Outlaws!” If the Scions capture a Horseman, they can try to gain information in “Interrogation,” but this scene is optional and not necessary to the plot. Tension rises with Deputy Locke’s murder in “The Vice of Killing,” but the Scions receive the final clues they need. After that, nothing’s left but the “Showdown” against the bad guys.

At any time up to the final scene, though, you can splice in one of the strange interludes from “Mirages of Time.” The Scions can also return briefly to “A Stranger Rode Into Town” as they ask further questions, until the story reaches its climax.



Scene
THE STRANGERS RODE INTO TOWN
MENTAL • PHYSICAL • SOCIAL • •

OVERVIEW

Since the Scions’ informants left out many pertinent details in their warning, the Band’s first step is to find who had their cattle stolen and generally work out who are the important people. Such investigation would be easy even for mere mortals. The Scions soon learn that the abduction of the bull Sunny might be the latest episode in a long feud between two ranching families — except, each side thinks the other did the

deed. A local lawman also takes notice of strangers horning in on his turf.

Siston is a small town in the southeastern corner of Wyoming, on Horse Creek in Laramie County. The Great Plains and Platte River lie to the east; the Laramie Range of the Rockies rises to the west. Only about 1,000 people live in and around Siston; young people often leave for city jobs and don’t come back. The Bar I and Lazy T are the largest ranches in the area, but not the only ones.

The Band can question a number of people, but the most immediately relevant are Frazer Fairdown, owner of the Lazy T ranch and the stolen cattle; Rusty Fairdown, a hot-headed member of the Bar I branch of the Fairdown family; and local lawman Deputy Archer Locke. The Scions can also talk to random townfolk for background (the No Bull Saloon is a good place), and an old lady of the Siston Historical Society for background research.

DESCRIPTION

ENTERING SISTON

Siston's downtown is about four blocks square, with a patchwork of homes and storefronts. Many buildings look decades old, and many seem vacant. A few businesses have Western kitsch false fronts, but most of them look like ordinary one-story boxes. Starbuck's and McDonald's have reached the faded little town. Away from the little downtown, a few paved roads wander off between scattered houses before heading toward bigger towns. Hard-packed dirt roads split off from them to wind through the hills between the miles of barbed wire fence. One bridge crosses the shining line of Horse Creek. In every direction, cattle graze on the green-brown plainas and hills.

THE NO BULL SALOON

The sign has the circle-and-slash across the rear end of a cartoon cow. Inside, it's a blend of a Western bar and a sports bar. A big screen TV shows football, while the middle-aged bartender and lone waitress wear cowboy hats and fringed vests. Pictures of prize cattle and star athletes vie for space on the wall. Posters celebrate the Denver Broncos and Wyoming Cowboys. The evenly-spaced barstools are bolted to the floor. There are no tables, but booths run along two opposite walls. The people sitting in the booths occasionally glance across the room in a distinctly unfriendly manner.

STORYTELLER GOALS

Introduce the mystery of who took Sunny, and show the rivalry between the branches of the Fairdown family.

CHARACTER GOALS

Find what's going on. Why do the Gods think this podunk town matters?

ACTIONS

Mostly, the characters just talk to people. Some of this can be handled through narration: It's no challenge to find out who had cattle stolen (everyone in town knows), or where to find people who might have significant information. Only four encounters present any challenge: Frazer Fairdown, because he's so unpleasant; the sports bar, because a fight might break out; Deputy Locke, because he's suspicious of strangers playing detective; and the Siston Historical

Society, because characters must think to ask the right questions.

ROUTINE INQUIRIES

Siston's folk aren't especially friendly to out-of-towners, but they aren't particularly hostile, either. A simple success on a ([Charisma or Manipulation] + Investigation) roll gets them talking freely about the cattle-rustling, the Fairdowns and other local subjects.

- Cattle-rustling is not unheard of in the modern West. A prize beef cow can be worth an awful lot of money. Especially a Fairdown cow: their stud bulls are worth as much as a house... *each*.

- The Fairdowns have been part of Siston from the beginning. They've generally been viewed as community leaders, even though the two branches of the family have fought for as long as anyone can remember.

- The best place to meet people from the two ranches is the No Bull Saloon.

- Siston has a historical society. Well, sort of.

THE NO BULL SALOON

Anyone who talks to Frank the bartender or Suzie the waitress about cattle-rustling or the Fairdowns soon attracts the notice of the people in the booths. People on one side work for the Bar I, or have friends who do. Lazy T sympathizers sit on the other side. Lazy T patrons quickly say that the Bar I stole the cattle. Bar I patrons object, profanely. Unless the Scions act to defuse the situation, a fistfight breaks out. It's clear that the best fighter is a black-haired, quite handsome man in his 20s: Rusty Samson.

Dice Pool: Manipulation + Empathy, difficulty 2

Action: Instant

Hindrances: None

Help: Buying everyone drinks reduces the difficulty to 1.

Roll Results

Botch: The Scions manage to offend both sides and become the focus of their ire. Deputy Locke arrives and arrests the Scions as troublemakers, as the quickest and easiest way to get them out of the bar without further damage.

Failure: A fight breaks out. The Scions suddenly understand why all the furniture is bolted to the floor. Suzie dashes behind the bar while Frank pulls down a protective metal screen. If they join the fight and beat up everyone else in the bar, though, they find Rusty is the last man standing. He respects them.

Success: People give each other the stink-eye, but no violence occurs. Bar I patrons point out Rusty as a member of the Fairdown family; they clearly view him as a leader. Rusty insists that neither he nor anyone else from the Bar I would steal cattle — though he



also says that Sunny is “as much ours as Frazer Fairdown’s.” He visibly realizes that he’s said too much. Unless the characters stop him, he hastily pays his tab and leaves the bar.

FRAZER FAIRDOWN

Since the stolen cattle belonged to Frazer Fairdown, the Scions may want to talk to him. This takes some effort, though it’s easy to find him at home or at his office in Cheyenne. Frazer is a busy man and does not want to waste time on strangers. The band has little chance of speaking with him unless they employ Social Knacks. Then, they find him curt and suspicious.

Dice Pool: (Charisma or Manipulation) + (Politics or Presence), difficulty 4

Action: Instant

Hindrances: None but Frazer’s own cantankerous nature.

Help: Law enforcement badges, however out-of-jurisdiction, give characters some legitimacy. Reduce the roll’s difficulty to 2.

Roll Results

Botch: Frazer misinterprets whatever the characters say, and in the worst possible way. For instance, if the Scions protest that they want to help him, he thinks this is an oblique way of demanding a ransom. He yells at them to get out and sics the police on the Band.

Failure: Frazer is rude and uncooperative. At most, he tells the Scions to talk to the cops. The Band gives up, or must literally force him to answer their questions, in ways that (again) likely get Frazer siccing the cops on them.

Success: Frazer still growls that he gave the Sheriff’s office a complete statement, but he repeats the details anyway: The rustlers struck four nights ago around 2 a.m. They cut a barbed-wire fence to get onto his land with a truck and motorcycles (judging from the tracks). Not only did they take two of his beef cattle off the range, they broke into his barn and stole Sunny, his best stud. Frazer suspects the rustlers had inside help because they opened the barn door using the keypad. However, he also thinks the Bar I Fairdowns were behind it all — those snakes have wanted Sunny for a long time.

Frazer draws the line at letting the characters onto his land to view the scene of the crime. Deputy Locke has seen it already, and if Deputy Locke can’t follow the trail, no one can. Since the rustlers headed straight for the nearest paved road, apparently the deputy was thwarted.

KAY FAIRDOWN

The Band may also want to speak to Kay Fairdown, the new owner of the Bar I ranch. He inherited the ranch as a minor, after the tragic and separate deaths of his parents. Having just finished business school, he is anxious to prove himself a fit steward of his inheritance.

Kay is just a few years older than his cousin Rusty, and the family resemblance is strong. Kay, however, is slender, quiet but affable, and a bit cerebral. He treats the Band with courtesy (and actual friendliness if they come with Rusty's recommendation) and answers all questions honestly — though he does ask why the Band is interested in the Fairdowns and their stolen cattle. The only secret he tries to keep is that one of the cattle is supernatural.

Kay is reasonably fit, but no fighter; smart and perceptive, but also trusting and eager to please. In any opposed roll to outwit, persuade, browbeat or sense evasion in Kay, give him a pool of 6 dice.

THE LAW

In these parts, the law consists of the county sheriff and his deputies. Deputy Locke came out from Cheyenne to take statements about the cattle theft, and he's still in town. Scions who talk to Locke (whether trying to see the police reports or because of Frazer or a bar fight) find the aging deputy crisply professional... but keen on finding out who they are, and why they are in town. And, he's *very good* at his job.

Dice Pool: (Manipulation + Integrity) versus (Manipulation + Investigation) or (Perception + Investigation), as applicable. Use the same dice pools if the characters try to pump Locke for information, except that they do the Investigation and he defends with Integrity.

Action: Instant; contested. Characters do not get a teamwork bonus.

Hindrances: Locke has Epic Manipulation, Epic Perception and Arete (Investigation) — not much, but some — as well as Knacks that tell him when people lie or hold back the truth.

Help: The characters are, in fact, innocent of any lawbreaking in town, so Locke has few if any grounds to hold them. If they *have* committed crimes, they are in far greater trouble.

Roll Results

Botch: A character says something that reveals they are Scions. Locke gets very still. Everyone has a distinct feeling they are about to die. Then, Locke tells them, quietly, that he has no further questions. They can go. But, *he will be watching them.*

Thanks to his Epic Attributes, Locke does not botch.

Failure: A character lets slip something about their mission that doesn't jibe with whatever story they gave Locke. He calls them on it. Three failures have the same result as a botch.

Success: The characters give Locke a plausible story that he can't pick apart. He still might feel they were lying about *something* — in which case he thanks the characters for their time and sends them on their way.

Conversely, the Band can possibly gain details about the cattle-rustling from Locke. The most unusual detail they might obtain is that Locke could not follow the rustlers, and that seems to disturb him deeply. Most people would accept that you can't track vehicles on a road hours later, but Locke apparently does not.

THE SISTON HISTORICAL SOCIETY

The Society turns out to be a room in Siston's small, elderly and dilapidated town hall, next to the room that holds the town library. A small, elderly woman in a shawl, Mrs. Maunder, runs both. She gladly talks to anyone about the town history, so characters merely need to think of what to ask. There is no roll for this, except for a (Perception + Investigation) to recognize when she says or shows them something whose importance she does not understand.

• **Treat Fairdown:** Mrs. Maunder knows all about Treat Fairdown's role in founding Siston, his dividing his ranch among his three sons, and the subsequent conflicts among them — including that two sons, Torrance and Sal, were widely believed to have murdered the third son, Ira, though there was no trial. A few stiffly-posed sepia-toned photographs show that Treat Fairdown looked a lot like an older version of Rusty Samson, and must have been very strong in his youth. Perceptive characters might notice that Treat's bull-headed walking stick is stout enough to serve as a weapon.

• **The Walking Stick:** This item is part of the Society's collection. The bull's head handle has a sunburst engraved on its forehead. It has a lot more heft than it should. It is also a Relic, the Mace of Feridoun (see p. 43), but not available for just anyone to claim. Examining it using The Unlidded Eye shows that the Relic bears a spell connecting it to the Fairdown family. If Rusty Fairdown picks up the mace, he receives a vision from his divine father Vahram — his Visitation.

• **Fairdown Cattle:** Both ranches win prizes in state fairs and other competitions with disgusting regularity. First the Bar I wins most of the prizes for a decade or two, then the Lazy T, then the Bar I again. All the cattle have the sunburst-like blaze on the forehead. Various news stories include photos of the Fairdown herds, and two mention their stud. The (Perception + Investigation) roll is difficulty 2 to notice that the same bull appears in two photos... 30 years apart. Not *very similar* bulls, the *exact same* bull, with an unusual reddish coat that is quite unlike the Fairdown's other cattle, but with the white sunburst on its forehead.

CONSEQUENCES

Scions with the Magic, Mystery or Prophecy purviews find them unhelpful. Ahriman takes a personal interest in Siston, and focuses Zrvan's power to occlude supernatural attempts to find Sunny or reveal who's behind the cattle rustling. For instance, Mystery can reveal that the rustlers work for someone else, but attempts to identify the "someone else" result in cryptic evasions such as, "One who does not know himself" (Frazer does not know about Zachary's possession). Attempts to divine Sunny's location give answers such as "Not in this world, in this time." Ariadne's Thread, or similar location spells, flat-out fail (although the Storyteller might decide that the Scion can determine that something is interfering with their magic). Still, characters learn that powerful forces prompted the cattle theft and oppose attempts to solve the crime.

The Scions do not need to speak to significant people in any particular order. They might revisit this scene to ask further questions. The Siston Historical Society is particularly valuable for details about Treat Fairdown and the region's past.

For instance, once the Scions think to look for significant places in the area, Mrs. Maunder can tell them that before Siston, there was a mining camp called Salem Rock in the mountains about 10 miles away. She even has a map showing its location, and an account of the camp's abandonment. The silver mine in Salem Rock suffered a disastrous collapse in 1893 that killed about two dozen people including its owner, the then-famous magnate Zachary Hawk. A book of Wyoming state history includes a photo of Zachary Hawk: Anyone who saw the photo can then recognize the spectre.

The Band might also want to revisit Frazer, Rusty or some other Fairdown in hopes of confirming that Sunny the bull is supernatural. Every adult in the divided family knows this, but they keep it strictly secret. Without compulsion from Knacks or other supernatural powers, they only admit that Sunny is immortal if the characters show they already know a lot about Sunny, or with a remarkable success (5+ successes) on a Social roll. However, the Fairdowns do not specifically know that Sunny is a hadhayosh, or the bull's various supernatural abilities.

Scene

MIRAGES OF TIME

MENTAL ••

PHYSICAL -

SOCIAL -

OVERVIEW

This scene has no definite place in the scenario. Rather, characters encounter people pulled out of the past in the course of their other activities. Zachary's ritual doesn't just warp time: If he succeeds, he bridges millennia and tears a breach between life and death on an epic scale. The mere potential of this blasphemy against Time sends foreshocks into the past. The Titan Zrvan cannot reverse time or travel in time, but it can pull moments from the past into the present. The result is that people from the past briefly appear around Siston, before vanishing back into their own times. Some people come from the Old West, the time of Treat Fairdown and Zachary Hawk. Others come from much further back — from ancient Persia and from Native American times of legend. Examples follow.

The Scions are not the only people who experience these time-shifts. Mere mortals, though, do not understand what happened to them.

DESCRIPTION

HISTORICAL RE-ENACTMENT, NO DOUBT

One Siston resident talks to another: "Do you know if there's some sort of historical thing going on? I was driving up from Cheyenne and saw a covered wagon about a hundred feet off the road. Looked very real. The people even had period costume."

Later, out in the countryside, the Scions encounter a covered wagon full of settlers. The man who drives the horses hails them and says, "Good day... strangers? Does this road lead to Salem Rock? I hear there's work there, but I'm... lost. Everything is strange." And then the wagon fades away.

MAN ON HORSEBACK

A dappled stallion appears, bearing a man dressed in polished mail, a brightly hued surcoat and a pointy helmet with a plume. He exclaims as his horse rears in surprise, but keeps his seat in the saddle. He even manages to draw his curving saber while regaining control of his horse. The one word the characters might understand is “deev!” before he spurs his horse toward them... and is gone as suddenly as he appeared.

DID THAT HAPPEN?

A coyote bolts from behind a patch of scrub as the Scions approach. Just as suddenly, it skids to a halt, turns and looks at the characters with unnatural intentness. It says, “You shouldn’t be here.” It looks at the paved road in the distance, sniffs the air, and says, “No... I shouldn’t be here. Not for hundreds of years.” And then it vanishes.

STORYTELLER GOALS

These interludes show the characters that their divine parents were right to feel concern: Something far more important than cattle rustling is happening in Siston. Time-slips can also feed clues to the characters (and players): for instance, that the area once held another town, called Salem Rock.

CHARACTER GOALS

What is going on?

ACTIONS

The time-slips do not call for any specific response; characters can do nothing to stop them until the climax of the adventure. They are a form of exposition. It does matter, though, that characters recognize what happened to them. They are not encountering ghosts or visions; some strange force is opening windows in time.

IS IT REAL?

A wide variety of rolls could represent a character’s sudden comprehension. These most likely involve Perception (to spot telling details) or Intelligence (to interpret the experience). For instance, a (Perception

+ Investigation) roll enables a character to notice the covered wagon’s tracks, proving that this was no apparition, or an (Intelligence + Academics) roll enables a character to recognize the horseman’s dress and language as ancient Persian. Try to give every character a chance to figure out *something* from these encounters. Difficulties should be fairly low, so that any character with Epic Perception or Epic Intelligence can have a chance to figure out part of the puzzle. Finally — if the players don’t figure this out for themselves — a successful (Intelligence + Occult) roll enables a character to realize that nothing less than a God or Titan could disrupt time in this manner.

MITHRAIC MYSTERIES

As soon as the Scions learn that Sunny the bull is supernatural, one thing they might think of is the idea of animal sacrifice (although the players might need an Intelligence + Academics roll to come to this conclusion).

Academically-inclined Scions can search the internet for sacrifices of divine cattle. With a simple success on an (Intelligence + Academics) roll, they find the Persian myth of Mithra slaying a bull at the beginning of time, and find a prophecy that at the end of time, an elixir of immortality will be made from another divine sacrificial bull, the hadhayosh. What’s more, the Roman cult of Mithras featured baptism in bull’s blood and seems to have centered on the precession of the equinoxes — another connection between bull-slaying and time. This can assure the Scions they are on the right track.

CONSEQUENCES

Once they understand that someone intends to sacrifice a divine bull as a way to cause a major disruption of time, the Scions likely feel a bit nervous. The time-slips cause concern in Siston, too. Unease grows by the day as strange stories spread. Some people get loud and angry and look for troublemakers to blame (especially after the next scene). As the adventure’s climax approaches, though, spectral dread overtakes Siston and people find excuses to leave town.

Scene OUTLAWS!

MENTAL •••

PHYSICAL •••

SOCIAL •

OVERVIEW

Zachary notices the Scions asking questions, and he doesn’t like it. While he doesn’t *know* the characters are Scions — yet — he expects the Gods to make some attempt to thwart his plan. So, he decides to draw them out. If he can kill them, well and good.

If his attack fails, at least he might weaken these nosy strangers and learn more about them.

Not long after the Scions begin searching for Sunny, a gang of Horsemen roar into Siston and start tearing up the town. One Horseman comes for each Scion (the most Zachary is willing to risk). They are supposed to capture a mechanic or two to help



maintain their machine parts, but — as creatures who already had impulse control problems *before* they became crazed titanspawn — the Horsemen decide to have a little fun along the way. They chase people (and run them down), smash windows, steal booze and cause other random destruction. The Horsemen think it's all their own idea, but actually, Dave White suggested it to them. While disguised by the form of a vulture or mongrel dog, the deev watches the Band's reaction.

The Horsemen battle the Scions with an insane blend of rage and joy. They don't fight sensibly, massing to take down one Scion at a time. Instead, they zoom around, chasing and being chased, attacking townsfolk when Scions aren't available. A number of people shoot back, increasing the confusion.

Dave and Zachary watch the ruckus. Zachary tries to stay out of sight (in case any Scions have Death Senses) while he uses his Poltergeist's Rage power to hinder the Band. For instance, he pulls triggers before characters finish aiming, trips fleeing townsfolk in hopes the Scions spend time rescuing them instead of attacking the Horsemen, and jerks the steering wheels of cars so they swerve at Scions. The Scions seem very unlucky in their battle.

Dave skulks around, waiting for moments when a Scion is alone or fights with no allies in sight. When his appearance would be most damaging to the Scions, he tries to attack the Scion from behind, either by grappling to try to crush the character (and making him easy for Horsemen to attack) or just pounding away with his fists.

Dave sticks around to fight additional Scions if he seems to be doing well. Faced with serious danger, though (such as losing more than three health levels), he turns into a vulture and flies away. Only Scions who can fly can follow him; if they do, he flies into a narrow gap between buildings, turns into a dog, scampers away and is gone before the Scion can reach the other end. Only a skilled, determined and lucky Band can kill or capture Dave at this point. (If they can, they deserve the victory, which will greatly weaken Zachary at the final confrontation.) On the other hand, Dave almost certainly lacks the time to kill a Scion. If the Scions respond quickly to a comrade's cry for help, they can save her life and force Dave to flee.

DESCRIPTION

FIRST VIEW OF THE HORSEMEN

People run and scream as three large, leather-clad men on enormous roaring motorcycles zoom down the street, swerving back and forth as they try to run people down. The lead biker shoots wildly at the people of Siston. The other two bikers swing chains in broad arcs as they ride past their targets. One man holds his ground to shoot back, He goes down as a chain smashes into his head, and that biker laughs like a maniac. Only... shouldn't bikers have legs? These three don't. Their bodies merge directly with their motorcycles in a centaur-like fusion of man and machine.

STORYTELLER GOALS

This battle introduces the Horsemen as the obvious antagonists, but also gives the Scions a chance to spot that the cycle-centaurs work with, or possibly for, someone else.

CHARACTER GOALS

The Scions try to fight off a brutal assault, and gain the motivation to want to strike back. (It's a standard Western trope: First the bad guys beat up the good guys, and then the good guys get pissed and come roaring back to trounce the bad guys.)

ACTIONS

This scene focuses on combat but only *looks* straightforward. It also challenges the Scions' powers of observation. The Storyteller also needs to make rolls for the loonier stunts attempted by the Horsemen.

ZACHARY'S INTERFERENCE

Zachary tries to deflect the aim of attacks. Roll Zachary's (Dexterity + Larceny). For every two successes rolled for Zachary, subtract one success from the player's attack roll.

SPOT THE SURVEILLANCE

An intangible spectre follows the characters. So does a shape-changing demon. Can the Scions spot the covert watchers and their interference in the battle?

Dice Pool: Resisted roll of (Perception + Awareness) versus the (Wits + Stealth) of Dave or Zachary.

Action: An instant, miscellaneous action on Zachary's part.

Hindrances: Zachary is invisible to anyone who lacks Death Senses. Dave is a vulture or a dog: For a Scion to notice that a bird or scruffy mongrel is following them, her player's roll takes a -2 difficulty penalty unless the character also has at least three dots in Survival or animal Ken.

Help: The spectre and deev follow the characters through the battle, so each character gets at least one chance to spot each member of the unholy duo.

Roll Results

Either the Scions never notice Dave and Zachary, or... "Hey, why is that vulture following us around town?"

DEDUCE ZACHARY'S INTERFERENCE

Even if none of the characters have Death Senses, they might deduce that some unseen force interferes with the fight. They can even guess that it's a ghost.

Dice Pool: (Perception, Intelligence or Wits) + Occult, difficulty 3

Action: Reflexive

Hindrances: The characters are, after all, fighting for their lives — hence the higher difficulty.

Help: The roll is for characters to notice spontaneously that something's hinky. If players and characters express a suspicion that someone might spy on them or hinder them and actively look for evidence,

the roll's difficulty drops to 2. The characters can also attempt stunts, apply Legend, and so on.

Roll Results

Botch: A character gets entirely the wrong idea what's going on. (For instance, she might think an innocent bystander cursed them with the Evil Eye.)

Failure: The character has no clue.

Success: Something is definitely hinky. *Supernaturally* hinky. With 5+ successes, the character knows exactly what's going on: A spectre is haunting them.

CRAZY BIKE STUNTS

This covers everything from trying to drive up and over a car to skidding sideways under a big rig truck. While this is primarily intended for the Horsemen, cycle-riding Scions can attempt such feats as well.

Dice Pool: Dexterity + Control (Motorcycle) + Maneuverability, difficulties ranging from 3 to 5.

Action: Instant

Hindrances: Characters may attempt to hinder the Horsemen by shooting at tires and the like. In this case, make the roll contested, between the biker's Control roll and the Scion's attack roll. Similarly, Zachary can use his poltergeist power to interfere with a Scions' cycle stunts.

Help: Only the characters' own Legend, Epic Dexterity and stunt dice. Just about everything a character could do on a motorcycle to evade pursuit or attack in some spectacular and unexpected way is worth at least +2 dice.

Roll Results

Botch: The character and his vehicle both suffer maximum possible damage as if they'd rammed a target: one die of bashing damage for every 10 miles per hour they were traveling (at least 30 mph, in most cases), plus the complete dice pool for the maneuver. Note the possible damage to the motorcycle as well as the character.

Failure: The character loses control of the motorcycle and crashes, but damage is limited to one die per 10 mph the character traveled.

Success: The character performs the stunt successfully.

CONSEQUENCES

A few townsfolk draw guns and shoot at the Horsemen, but as mortals shooting at skilled, fast-moving targets, they haven't a hope in Hell of hitting anything except innocent bystanders. If a character finds himself unexpectedly outmatched, Deputy Locke can come to his rescue by shooting a Horseman. Still, the Band should do most of the fight on its own.

Once half the Horsemen fall and the others notice, the remaining ones try to get the hell out of Siston. The Scions probably cannot stop them all, unless they

have mobility equal to that of the Horsemen. Zachary and Dave fade away, having learned what they can. (Assuming the Scions didn't spot them or could not capture them or force them to flee prematurely.) Zachary counts this as a win if his forces at least managed to severely wound a Scion or two, and he knows what he faces.

None of the townsfolk who saw the battle remember seeing half-mechanical monsters. They saw *bad criminal*

bikers. Anything else would be madness. So, what do the Scions do with captured Horsemen? The "vanilla" Scion game assumes the Gods have not decided to declare themselves and reveal the true supernatural World that surrounds mortals. The characters' divine parents might not appreciate giving the authorities a group of magical cyborg sociopaths to study. Killing the Horsemen for their Trophies is an option, of course, but the choice is up to the characters.

Scene

INTERROGATION

MENTAL ••

PHYSICAL –

SOCIAL •••

OVERVIEW

If the Scions capture any Horsemen, they have a chance to interrogate the titanspawn and maybe learn Sunny's location. After all, what are the odds that some crazed titanspawn would rampage in the same small town where a supernatural bull was stolen? The Scions could also try learning the origin of the Horsemen. The titanspawn don't talk easily, but the Scions might be able to wring something from them besides threats and swearing.

The Horsemen are not the Scions' only problem. Within an hour of the capture, Deputy Archer Locke finds them. It doesn't matter if the Scions picked some hidden location. Locke moseys in like he owns the place and says that he will join in the questioning. Locke is even less forthcoming than the Horsemen, though. Characters are not likely to learn more from him than that he's a Scion too, though he's avoided the Gods and all things Legendary for some time.

DESCRIPTION

The motorcycle-man struggles in his bonds and swears foully. Deputy Locke makes a slight calming motion to you, urging silence. After several minutes of cussing and threats, the Horseman subsides into sullen silence and just glares at you.

STORYTELLER GOALS

This is a chance to feed the Scions misinformation, though they might still find ways to use it. Nothing the Horsemen know is complete or entirely accurate, but none of it is a complete lie, either.

CHARACTER GOALS

Wring the Horsemen for what they know. The Scions can attempt various approaches, but these boil down essentially to the hard approach and the soft approach. In a hard interrogation, the Scions try to make Horsemen talk through fear, pain and intimidation. In a soft interrogation, the Scions try to

wangle information by gaining trust and manipulating emotions. (While the choice is up to the characters and their players, it should be noted that real-life interrogation experts say the soft approach almost always works better, even though it's slower.)

ACTIONS

HARD INTERROGATION

In this approach, the Scions try to break a Horseman's will through harsh treatment: anything from verbal threats to actual torture. Minimally, they yell at the Horseman a lot, shine a bright light in his face, don't let him eat or drink, and maybe push him around a bit. *Really* hard approaches are outright torture: waterboarding, cigarette burns, electric shock with stripped wires, and the like.

Dice Pool: (Manipulation + Investigation) versus the Horseman's (Stamina + Integrity + Zealotry).

Action: Contested; dramatic action (at least five minutes per attempt).

Hindrances: Horsemen are crazy, a bit fanatical and lack certain sensitive portions of anatomy that are favorite targets for torturers. Subtract one die from the interrogating characters' dice pool. Also, Deputy Locke will not assist the characters unless they can successfully pit his Vengeance against his Valor. (This requires at least four successes on a Presence-based roll. Then roll Locke's Vengeance and Valor and see which garners more successes.)

Help: The Scions (and Archer, if he assists) can use Knacks such as Stench of Guilt or Takes One to Know One to tell when a Horseman lies, or Overt Order to make a Horseman answer a question. Multiple interrogators can gain a limited teamwork bonus (up to +3 dice). Truly grotesque torture methods (or at least the threat of them) can garner stunt dice, though threats are only one-die stunts. Chemical interrogation (so-called "truth drugs," which merely disorient the subject) can give the characters a +2 dice bonus, but characters need at least two dots in Medicine to gain the bonus.

Roll Results

Botch: If a player botches the Band's side of the roll, the Scions bungle the interrogation so badly as to leave the Horseman either unconscious (and possibly dying) or laughing at them. Either way, the interrogation is over. On the other hand, if the roll for the Horseman is a botch, the titanspawn breaks and tells the characters everything he knows.

Failure: The Horseman sneers and spits at the Scions, but says nothing useful. On the next round of interrogation, add one die to the previous round's dice pool for the Horseman, to a maximum of +3 above the basic pool.

Success: The Horseman answers one question truthfully. On the next round of interrogation, add one die to the previous round's dice pool for the Horseman, to a minimum of -3 below the basic pool.

SOFT INTERROGATION

In this approach, the Scions try to cajole information from a Horseman by stroking or prodding his ego to make him boast, following up on slender hints of knowledge, catching him in contradictions, fooling him into thinking they know more than they do (and so confirming the characters' suspicions in the belief that he isn't giving anything away) and otherwise being persuasive and perceptive.

Dice Pool: (Manipulation + Investigation) versus the Horseman's (Wits + Integrity + Zealotry)

Action: Contested; dramatic action (at least half an hour per attempt).

Hindrances: Unlike mortals, Horsemen have the Dark Virtue of Zealotry to stiffen their resolve not to pass information to agents of the Gods.

Help: On the other hand, Horsemen also have the Dark Virtue of Ambition pushing them toward boasting and self-aggrandizement. Flattering a Horseman and playing on his sense of self-importance results in subtracting his Ambition rating from his dice pool. Other tactics for pitting one Dark Virtue against another include alcohol and drugs (invoking Rapacity). Horsemen also aren't too bright, so Scions who can (somehow) convince one of the titanspawn that they are fellow servants of the Titans might negate the Zealotry bonus altogether. Just as importantly, Deputy Locke is fully willing to coach the characters (he does this professionally, after all) and use his Knacks to assist. Again, multiple interrogators can gain up to a +3 dice bonus through limited teamwork, and clever stratagems from the players can result in stunt dice.

Roll Results

Botch: The Horseman sees through the emotional trickery and clams up. He won't talk that day unless the characters turn to hard interrogation. On the other

hand, rolling a botch on the Horseman's side results in the titanspawn bragging about everything he knows.

Failure: The Horseman won't say anything useful.

Success: The Horseman reveals one useful piece of information.

The Horsemen know that Dave White recruited them to steal Sunny; the other cattle were to make it look like ordinary cattle-rustling. First, though, Dave said the bikers needed an "upgrade." The Horsemen tell a story of driving through a ring of flickering lights in the desert to reach a collection of stark concrete buildings surrounded by a high barbed wire fence. One Horseman says that he thinks they were in... *the future*. They ate a meal sort of dried and processed food resembling Army C-rations, with some pretty foul homebrew hooch that knocked them out in a hurry. They woke up in an operating theater, where this mad doctor cut them up and grafted them to their rides. (Here the narrative is likely interrupted by screaming and sobbing from trauma flashbacks.) The doctor was short, but strong and had wavy black hair (a basically accurate description of the corrupted Scion Ixion; see **Scion: Demigod**, pp. 290-291). The Horsemen had to watch each other being vivisected. In addition to conventional scalpels and other medical implements, they remember bubbling beakers, sparking Jacob's Ladders and other fixtures of a Frankenstein's lab. (Suspicious Scions may wonder how much of this was set dressing to fool the Horsemen; the truth is beyond the scope of this scenario.) Only after their transformation did they realize that Dave isn't human. Some Horsemen think he's a mutant with a hypnotic power to disguise himself.

The Horsemen took the cattle to an encampment in the nearby mountains; they provide enough landmarks that the characters can find it without much trouble. The next night, though, Dave had them drive the cattle by a roundabout route at night, getting them thoroughly lost. They left the cattle

ANOTHER APPROACH

The Scions could also just try to follow Horsemen out of town. Their trail is easy enough to follow with the help of Predatory Focus, or simply with Epic Perception bonuses to (Perception + Survival) rolls. The Scions must move slower than the Horsemen, though. When they reach the camp, they find it already abandoned in the same temporally-anomalous fashion.

at a mountainside village much smaller than Siston (“There couldn’t have been more than a few hundred people.”) They heard blasting from further up the slope. Then, Dave led them back to their camp by another roundabout path, and told them to wait for further orders. He visits once a day. The Horsemen got bored, though, and wanted to do some maintenance on their mechanical halves. Dave suggested they abduct a mechanic, and the Horsemen decided to have a bit more fun.

CONSEQUENCES

The Scions can find the Horsemen’s encampment easily enough. It’s abandoned. *Long* abandoned, as if the Horsemen left weeks ago instead of a few hours at most. Deputy Locke can’t follow a trail that old. The Scions need some other way to find the Horsemen, Dave and Sunny. Locke frowns and says he needs to look some things up, and leaves the Band to their own devices.

Scene THE VICE OF KILLING

MENTAL • PHYSICAL – SOCIAL •

OVERVIEW

As the characters ponder what to do next or try to stir up leads, one of them receives a call on his cell phone. The Scion hears the sounds of combat, including gunshots, and Deputy Locke shouting, “The lasso! They can’t get the lasso!” before the call is abruptly cut off.

Assuming the characters are not completely uncaring, they follow this up. They find Deputy Locke at the Sheriff’s office, dead. The dead titanspawn around him show he didn’t go quietly, though. Mrs. Maunder also lies on the floor, but she merely fainted at seeing the carnage. On his desk lies on a book about Persian mythology, open to the page that tells the story of the tyrant Zahhak’s defeat by the hero Feridoun. He also left a final message on his phone.

DESCRIPTION

SCENE OF CARNAGE

Sprays of blood coat the little office. Three bodies lie on the floor amid smashed furniture: Deputy Locke and two bestial giants — clearly the same sort of shapeshifting creature who joined in the cycle-centaur attack. Both are shot through the heart and two or three other places. The bodies visibly wither, fade into translucency and then evaporate as you watch. Deputy Locke’s body displays at least one gunshot wound amid the mass of bruises and broken bones from a savage beating. A smeary trail of blood on the floor shows he crawled a ways before he died. His right hand rests on an opened coffee-table sort of book, with colored pictures on glossy paper. The title is Myths of Ancient Persia. Locke’s cell phone lies nearby.

PHONE MESSAGE

The phone crackles as the voicemail starts. Locke gasps out, “Lasso — Zahhak’s — Zachary Hawk’s — brings back the dead.” A long pause follows, while Locke struggles to draw in enough breath. When he speaks again, his voice is lower, but steadier. “I had to get out. When a man

gets the vice of killing... Sorry I didn’t trust you. Didn’t know what side... I guess I paid for Thermopolis.” And then, stronger, “Find that bull!” And then the message has Locke’s death-rattle. The rest is silence.

STORYTELLER GOALS

This is the last important piece of exposition for the adventure. If characters (and players) haven’t thought to look into the background of the Fairdowns, the story of Zahhak and Feridoun is a nice big hit-them-on-the-head clue. You can use Locke’s book to fill in other basic Yazata information, such as Ahriman’s role as the pantheon’s chief adversary and the deevs as his favored minions.

CHARACTER GOALS

Find Locke, the book and the phone message. Leave before they are held for questioning in Locke’s death.

ACTIONS

This scene does not need any dice rolls unless the players are truly clueless, even after seeing the obvious clue of Locke’s hand on the book. In that case, call for a reflexive (Perception + Investigation) roll to recognize that it’s a clue, as well as to see that Locke left a message on his phone.

CONSEQUENCES

Unless the characters stick around for the cops to arrive from Cheyenne, the consequences are simple: They characters now know there’s a magic lasso involved, as well as a supernatural bull, and it all ties in to Persian mythology. All they need to do now is wake up Mrs. Maunder and ask her about Zachary Hawk. The poor old dear is distraught, of course, but the routine of answering questions steadies her nerves. She believes any story the Scions choose to give about why they came to see Locke. The Band can let her call the police in Cheyenne and be long gone before they arrive.

Scene SHOWDOWN

MENTAL •

PHYSICAL ••••

SOCIAL –

OVERVIEW

The climactic battle against Zachary takes place at the long-abandoned mine in the Laramie Mountains where he died more than 100 years ago. The Scions arrive shortly before midnight and before the sacrifice that raises Zakhak from the dead. It doesn't matter when the Scions start out from Siston: The influence of Zrvan bends time in the area, so the ritual can take place under a sufficiently dire alignment of the planets. This gives Fate an opening to ensure the characters arrive at the most dramatic moment, just a minute or two before the sacrifice.

At Zachary's behest (and using Frazer's money), workers blasted and cleared the mine's entrance to form a sort of cavern-chamber sunk into the hillside. Two Horsemen stand guard at the entrance, watching both for intruders and for the moment when the stars are right. Inside, Dave tricked out the chamber as a parody of a Mithraic temple, only devoted to Ahriman. Zachary, in Frazer's body, stands in a shallow pit against the far wall. Sunny the hadhayosh is chained to a metal grate above him. At the proper moment, Zachary uses Zakhak's Lasso to summon the spirit of the long-imprisoned tyrant, and pulls him into the pit with him. Then a Horseman minion cuts Sunny's throat. The blood falls down on the evil trio, and Zakhak lives again in Frazer Fairdown's body.

The Scions need to stop this from happening. Whatever approach they take pretty much has to include swift and blinding violence. Even the most silver-tongued God could not persuade Zachary to break off now and defy his dark master, and there is no time for cunning plans.

In addition to the possessed Frazer, the Scions face all the remaining Horsemen and Dave White (assuming he survived the earlier encounter). All the Horsemen carry Desert Eagles and massive, dragon-headed maces, except for two sentries who carry M16s. On the Scions' side, the only ally they can recruit is Rusty Fairdown.

DESCRIPTION

APPROACHING THE MINE

As you approach the mine, the sky ripples like the surface of a lake, clouds and constellations shifting from minute to minute. Sometimes the streetlights of Siston twinkle in the distance; sometimes you see warm glimmers of lamplight from the place where Salem Rock once stood;

and sometimes there is no light but the moon and stars. Occasionally, people appear and disappear in the night: a group of miners, their coveralls stained with sweat and dust; a man on a motorcycle who curses a blue streak as he dodges around you; an Indian who clutches his spear when he sees you and shouts in an unknown tongue. For a moment, a host of people surround you, some mounted and some marching, led by a strong, middle-aged man who raises a leather apron on a spear as a standard, and a handsome young man in armor with a massive, bull-headed mace slung over his shoulder. At last, the path climbs a final slope to a great gash cut in the mountain, where eerie blue-violet light flickers... and a pair of Horsemen keep watch, night vision goggles on their heads and automatic rifles held at the ready.

THE TEMPLE OF DOOM

The entrance of the mine has been blasted out to form a rough cave about 10 yards wide, seven yards high and 15 yards deep. Torches set in the wall burn with the strange black flame, and the air is colder inside the cave than outside. Posters spiked to the walls portray constellations, but flipped or turned any-which-way. At the rear, two tunnels descend further into the earth, while a ramp cut into the wall goes up about four yards to a sturdy metal grate held up by steel posts. Sunny the bull stamps angrily on the metal platform, jangling the chains that fetter each leg to the platform. Near the bull, a Horseman sharpens a Bowie knife. Below, Dave White leads the other Horsemen in a chant and response; it sounds like no earthly language, just bestial noises half-shaped into nonsense words expressive of bloodlust, hate, fear and rage. When the deev and the half-machine thugs notice you, they turn and part just long enough for you to see Frazer Fairdown standing naked in a yard-wide, shallow pit beneath the grate, with a pair of rattlesnakes draped around his shoulders and a black lasso coiled in his hands.

STORYTELLER GOALS

The Storyteller's job here is to supply a slam-bang, action-packed battle.

CHARACTER GOALS

The players' characters have a number of ways to stop Zachary from completing the ritual. The simplest options may be:

- If they rescue the hadhayosh, Zachary's plan fails completely and all he can do is try to kill them in revenge.



ACTIONS

BUSHWHACK 'EM

The Scions can simply charge the Temple of Doom and attack. In this case, though, the sentries see them coming. All the Horsemen move to the temple's entrance and start shooting as soon as the Scions come within range. Sneaking up makes things easier.

Dice Pool: Dexterity + Stealth, versus the sentries' Perception + Awareness

Action: Contested.

Hindrances: Zrvan's influence keeps rewinding the characters' actions so they find themselves back down the trail they just took. The Scions must sneak up to the mine three times, winning the contested roll each time, to approach without being noticed.

Helps: Darkness is no help; the sentries have night vision goggles. Figures from other times flicker in and out of existence on the hillside, though. This gives the Scions a +2 bonus, as these time-ghosts distract the sentries. Most of the time-ghosts are miners from the ghost town, going to and from work, but the occasional Native American or ancient Persian appears as well... and so does Treat Fairdown.

Treat resembles an older version of Rusty, dressed in hard-worn cowboy leathers. If the characters devote one of their sneaking attempts to reach the nineteenth-century Scion crouched behind a boulder, they can confer. Treat says he's encountered this sort of time warp before when facing Ahriman's servants, though never this strong. He can't join the characters, and doesn't want to know anything about the future, but he thinks he can make his clash with Zachary help them in theirs. He comes out from behind the rock, swaggers toward the mine entrance and calls out, "Howdy-do, I think your yellow-bellied sidewinder of a boss is expectin' me!" As the sentries fire on him, he vanishes back into his own time — but gives the Scions five ticks in which the sentries will pay no attention to them at all.

- Ditto if they pull Frazer out of the pit and prevent him from returning.
- If they take Zahhak's Lasso from Zachary, the most he can do is resurrect himself in Frazer's body.
- If they kill Frazer, Zachary no longer has a proper body for him or Zahhak to inhabit. However, the Scions must make sure Frazer is really, truly dead. Otherwise, Zachary can still force the dying body to crawl into the pit and croak an order to kill the bull. Even if he can't resurrect Zahhak, he can resurrect himself as a now-unwounded, powerful Scion.
- If they simply delay Frazer by five minutes, Zrvan's bubble of warped time pops. The time in the temple is whatever time the rest of the World thinks it is. The ritual is no longer possible.

Note: If Rusty joined the Scions on this raid, meeting Treat is his Visitation. Treat promises to leave Rusty his mace as a Birthright.

Roll Results

Botch: A time distortion places the Scions squarely in the view of the sentries, right before moving them back 20 yards. The sentries yell a warning and everyone in the cave has time to prepare.

Failure: The sentries spot the Scions just as they approach the temple. The sentries yell an alarm, and battle is joined as normal.

Success: The Scions sneak close enough to the sentries that they can launch a single surprise attack or Dash past them before the two Horsemen can raise an alarm. After that, battle is joined as normal.

RUSTLING FROM THE RUSTLERS

Assuming the Scions decide to rescue Sunny, they find the bull chained by all four legs to a steel grate that extends about seven feet out from a ledge cut in the temple wall. Four sturdy steel posts support the grate. To free Sunny, someone must break or unlock all four fetters... or carry the whole apparatus out of the cave!

Dice Pool: Dexterity + Larceny, difficulty 4, to pick the lock on each fetter.

It requires a Feat of Strength (**Scion:** Hero, p. 181) total of 10 to break each chain, and 12 to rip the metal posts from the ground and carry the platform, with limited teamwork (each additional person with a feat of strength total of at least 8 adds +1 to the total for the strongest character).

Chains have 5L/5B soak (bulletproof) and 5 health levels.

Action: Simple

Hindrances: As soon as anyone moves to free Sunny, Zachary orders his minions to concentrate their attacks on those characters. Whether breaking chains or picking locks, the characters must do this four times.

Helps: None.

GUNFIGHT AT THE TEMPORAL CORRAL

Once the Scions are inside the temple-cave, most of the Horsemen holster their guns and fight using

their dragon-headed maces. Only the Horseman on the grate with Sunny keeps shooting, since he has no chance of hitting his boss or the sacred cow.

The Scions also have a limited advantage in that Zachary wants to do the ritual more than he wants to fight Scions. If the Horsemen seem able to keep the Scions busy, he summons Zahhak with the lasso (which takes 5 ticks) and chants a brief invocation to Ahriman and Zrvan (another 15 ticks). At the end of the chant, the waiting Horseman spills Sunny's blood. Five ticks after that, the resurrection is complete. Still, the Scions do have some time in which to interfere. On the other hand, Dave and the Horsemen know that they only need to delay the Scions that long. If Zachary can finish his chant, any Horseman can zoom up the ramp, draw his bowie knife and cut the bull's throat — a 5-tick diceless action.

CONSEQUENCES

Either the Scions stop the ritual, or they don't. Once completing the ritual clearly becomes impossible, Zrvan's power breaks. The time distortions cease. A voice of infinite malice hisses, "You have failed, Zachary Hawk!" The screaming spectre rips out of Frazer's body and vanishes back to the hell from which it came. If applicable, the spirit of Zahhak vanishes too. Dave White won't fight to the death when he has nothing to gain. He flees the first chance he gets. After that, nothing but raw Malice keeps the Horsemen fighting. One by one, those who remain active also break and run if they can.

On the other hand, failure results in darkness curdling around and within Frazer Fairdown. His flesh melts like wax and coagulates into a new form — the tall, black-bearded and mustachioed form of Zahhak, with the two black serpent-heads rising from his shoulders. (If the Band prevented Zahhak's summoning, then Zachary's ghost merely appears as a visible overlay on Frazer's form before sinking into his flesh — but now Frazer has snakes tattooed on his shoulders.) Either way, the Scions experience a moment of utter disorientation in which they become lost in flashbacks of their past. When it passes, the time-bubble is gone. So are Dave and the resurrected villain, leaving only the remaining Horsemen and the carcass of Sunny the hadhayosh.

AFTERMATH

The scenario can end in various degrees of success or failure. If the Scions can rescue the hadhayosh, stop Zachary, kill Dave and recover Zahhak's lasso, the Gods count this as a win and express their satisfaction to their children. If Dave escapes, possibly with the

cursed lasso, the Gods suggest their Scions could have done better.

Ahriman punishes Zachary's failure by reeling him back to Duzakh, but that isn't necessarily the end of him. The spectre might talk Ahriman into

letting him attempt further devilry in the World, and so the Scions might encounter him again. If Dave escapes, he harbors a violent hatred for the Scions and wants revenge.

Zachary might succeed in sacrificing Sunny and resurrecting himself in Frazer's body, but not in merging with Zahhak. The Scions could limit the damage by killing Zachary again, but they still have a dead hadhayosh to explain and a dangerous spectre as their continued foe. The Gods are not happy at all. If the Scions *can't* kill Zachary again, matters are even worse. Ahriman makes Zachary his chief acolyte in the modern West and sets him to building a new business empire devoted to vice, corruption, inflicting misery on humanity and opposing the Gods.

The resurrection of Zahhak means the Band failed completely. The Scions will need two or three notable victories before their divine parents treat them with anything less than contempt. One of the greatest villains of mythology is loose, and thanks to Zahhak's merging with Zachary and Frazer, mythology's first evil overlord knows all about operating in the modern World. Zahhak operates on a power level the Scions cannot match until they become demigods... if they live that long. In an ongoing series, Zahhak attacks the Scions with everything from deevs to mortal assassins, in hopes that he can kill them before Fate brings them together for a rematch. He resurrects other villains, both mythical and historical, as lieutenants and operatives — now possible thanks to the breach of time — and summons Aionic monsters into the World.

Meanwhile, Zahhak quickly builds a dark empire of shady business and outright crime. The World becomes a darker place with Zahhak masterminding plots that range from sponsoring terrorist groups to sending druids to seduce and subvert world leaders. Nothing is too vile for a blackguard who kills two men a day so his snakes can feed on their brains.

Possibly, the Scions return to Siston and find the town gone. It never was. If he survived the battle, Rusty is left as the only Fairdown. In the rip of time that resurrected Zachary Hawk, Ahriman neatly wiped Siston from history, and the descendants of Treat Fairdown along with it.

Speaking of which: What do the Scions do about Rusty Fairdown? They know he is a Scion, albeit un-Visited. Zachary's plot attracted the Yazata's attention, though, so Rusty surely receives his Visitation soon. If any Band members died, a player could take Rusty as a replacement character. The Band might also adopt Rusty as a protégé, or he

might continue to show up as an ally or recurring Storyteller character. If the players aren't interested, Rusty can still find plenty to do in Siston, dealing with the collapse of the Lazy T ranch following the death or disappearance of Frazer Fairdown.

Succeed or fail, the Scions know the Yazatas and their foes have acted in the American West since at least the 1870s. They may want to learn more about Jim Shade, Zachary Hawk and Treat Fairdown; they may find additional Yazata Scions, lesser immortals and mythic creatures in the Old West, as well as other foes of the pantheon. For instance, tracing the life of Archer Locke can lead the Band to the Battle of Thermopolis, between the Yazatas and the Dodekathemon. These historical events may similarly echo into the modern World — for with the Titan of Time as their special foe, the Yazatas tend to find history repeating itself and the past refusing to stay dead.

EXPERIENCE

The God, the Bad and the Ugly can be played in a single session. At its end, award each player's character at least 3 experience points. Players can win additional experience points for their characters in various ways. As suggestions:

- +1 Success: The characters achieved at least some of their goals; at minimum, preventing the resurrection of Zahhak.
- +1 Exceptional Success: The characters achieved all their strategic goals, completely thwarting Zachary and rescuing the hadhayosh.
- +1 Exceptional Play: A player deserves another experience point if she comes up with something incredibly clever, roleplays a gripping interaction with another character, or just comes up with a line that sets everyone else laughing. Particularly consider such an award when characters follow classic Western tropes; for instance, shooting the gun from an enemy's hand.
- +1 Character Growth: **The God, the Bad and the Ugly** does not focus on moral dilemmas or complex problems, but the Scions still make choices in how they deal with other characters. After playing the scenario, discuss the ways the characters behaved and the choices they made. How have their deeds built them up as vivid personalities? Award an extra experience point to characters who have shown themselves as nascent legends.



SCENE: THE STRANGERS RODE INTO TOWN

MENTAL ●
PHYSICAL ●
SOCIAL ●●

HINDRANCES

The characters are strangers in a small town, asking questions that are none of their business. Supernatural attempts to find Sunny or otherwise solve the crime fail.

HELP

No one is hard to find. Local history is full of clues and easily obtained.

Other: Numerous Social Knacks assist in getting people to talk or reveal when they don't tell the complete truth. Epic Perception or Instant Investigator to find clues in the historical society archives. The Unlidded Eye reveals that Treat Fairdown's cane is a Relic.

STs Introduce the mystery; establish the conflict among the Fairdowns; reveal that Siston had Scions in its past.

PCs Explore Siston and find out why the Gods care about a cattle theft.

SCENE: MIRAGES OF TIME

MENTAL ●●
PHYSICAL —
SOCIAL —

HINDRANCES

HELP

STs Show that something very strange is happening in Siston, blending the past and present.

PCs WTF?

SCENE: OUTLAWS!

MENTAL ●●●
PHYSICAL ●●●
SOCIAL ●

HINDRANCES

High mobility of the Horsemen; secret interference by Zachary and Dave; townsfolk getting in the way.

Helps: As long as the Horsemen stay in town, they are channeled somewhat by the streets; Deputy Locke can join the fight against the Horsemen.

HELP

As long as the Horsemen stay in town, they are channeled somewhat by the streets; Deputy Locke can join the fight against the Horsemen.

Other: Epic Physical Attributes and Knacks for combat. Subliminal Warning, Rabbit Reflexes and similar Knacks to prevent Dave from attacking with surprise. Death Senses to spot Zachary's spectre, or Epic Intelligence to help deduce the presence of a ghost.

STs A fight scene to introduce the Horsemen and their allies.

PCs Defeat the Horsemen.



SCENE:

INTERROGATION

MENTAL ●●
PHYSICAL —
SOCIAL ●●●

HINDRANCES

Deputy Locke objects to harsh interrogation methods. The Horsemen don't know much, and much of it isn't true anyway. Zrvan's influence blocks attempts to track the Horsemen.

HELP

Deputy Locke is uncannily good at reading people.

Other: Blur it Out or Overt Order to make Horsemen answer questions; God's Honest to deceive them; Stench of Guilt or Takes One to Know One to tell when they lie or hold back information. Only the characters' own judgment, however, can suggest that some of their story is ridiculous.

STs Give the characters some not-very-accurate information. See how far they will go for information.

PCs Force information from captured Horsemen.

SCENE:

THE VICE OF KILLING

MENTAL ●
PHYSICAL —
SOCIAL ●

HINDRANCES

The characters have very little chance to prevent Locke's death.

HELP

Before dying, Locke does his best to supply clues.

Other: Instant Investigator, if anyone cares to reconstruct exactly how Locke died. Benefit of the Doubt, Charmer or God's Honest to calm Mrs. Maunder enough to get information from her.

STs Supply final exposition and perhaps give extra reason to have the bad guys.

PCs Get Locke's dying message without tangling themselves in the law.

SCENE:

SHOWDOWN

MENTAL ●
PHYSICAL ●●●●
SOCIAL —

HINDRANCES

Many bad guys, and a time limit.

HELP

Treat Fairdown, brought from the past; and the bad guys have a time limit too.

Other: Epic Dexterity, Shadow Refuge or Wind's Freedom to approach the shrine undetected. Epic Strength in general, and Holy Rampage in particular, to break Sunny's chains; Uplifting Might to carry the hadhayosh out of the shrine, chains, platform and all.

STs A climactic battle against the forces of evil.

PCs A climactic battle against the forces of evil.

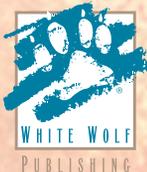
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