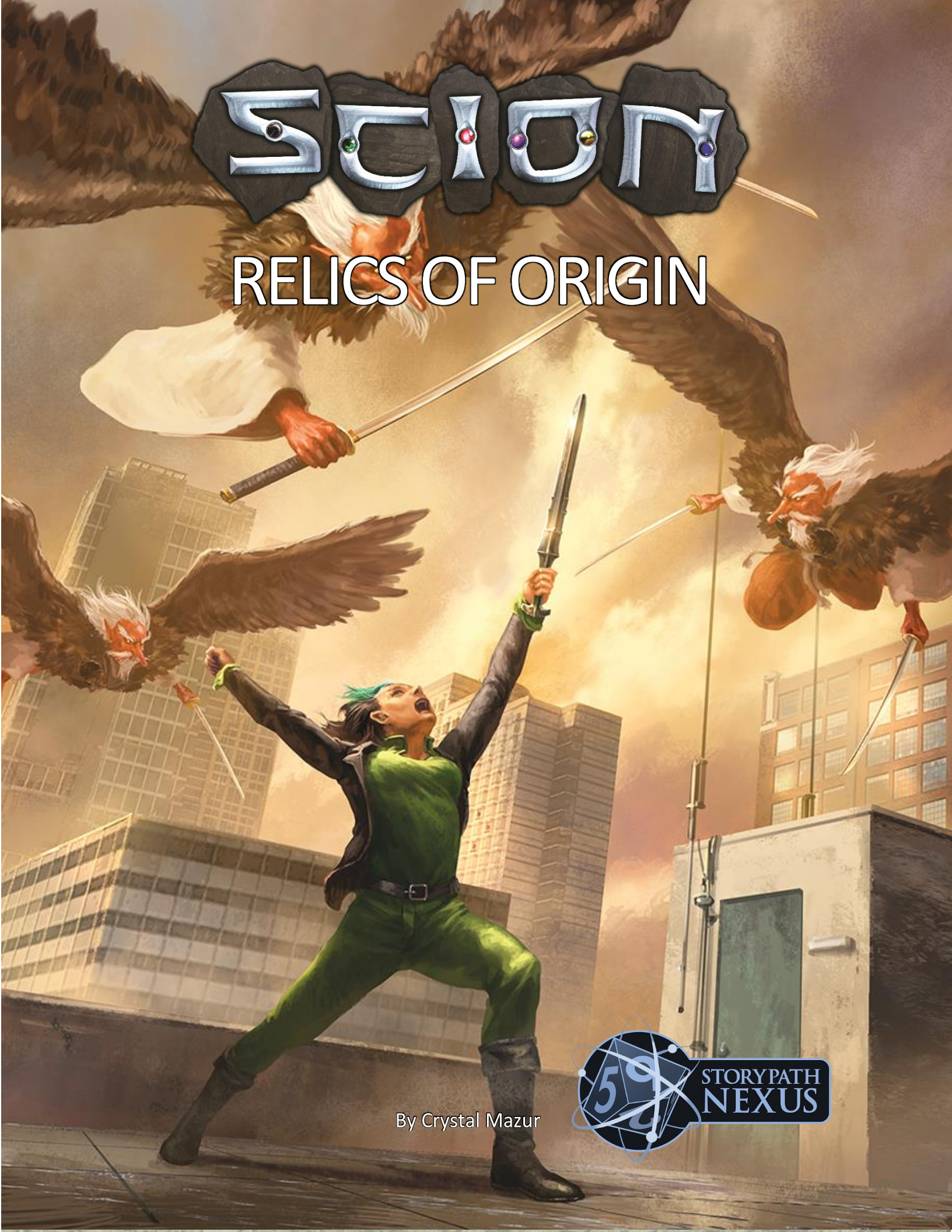


# SCION

## RELIQS OF ORIGIN



By Crystal Mazur



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## SPECIAL THANKS TO

Jonathan Matras for always believing in me and playing with the cat so I can write.

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## ORIGINS AND AUGORIES

When a Scion first awakens, most often they are gifted with a Relic from their God when they receive their Visitation. Sometimes a Scion does not receive their Visitation until later, leaving them only slightly more power than a normal human, but not yet at their full potential.

These humans can stumble upon their divine heritage by accident, possibly by performing some impossible feat of strength or skill. It is possible they continue to fly under the radar for some time, haphazardly piecing together their place in this weird world.

Sometimes, these sleeping Scions even happen across an occasional wayward Relic, giving them access to further Purviews. Even the most skeptical of young Scion may happen upon a stray Relic, giving them greater power and possibly making their presence known to their parent God.

Giving a Scion a Relic, or stumbling upon one by accident, does not automatically give them the knowledge on how to operate a Relic, leading to some possibly problematic situations. Or a Relic can potentially come in

handy at just the right moment, allowing the Scion to avoid getting into further trouble.

The uses of Relics in an Origins game of Scion can provide for some very interesting situations, and a Storyteller has a lot of leeway with introducing them to players. Not every Relic will work for every game, or the materials used may not fit for a character. Work with the player on adapting or creating a Relic that fits for their character, if that is what they choose to do.

# RELICS

Tessen •

**Enhancement:** 1 vs Trivial Foes

The war fan is an item many warriors never went anywhere without. Often disguised as a club or regular fan, the war fan was kept in case weapons were not allowed in an area. Many fans have paintings depicting nature scenes or poems which inspire the holder and invoke the Kami.



Bone Inkwell ••

**Purview:** Order

**Motif:** *Words have power*

Inkwells were very popular before the invention of ballpoint pens and frequently had storage areas for both the quill and ink. The ink was created from different plants, berries, nuts, and flowers to make different pigments and was used in a variety of ways. Aside from writing text, ink was also used to decorate and sketch but would need to be used quickly. The ink needed to be stored properly to keep from drying out. This inkwell is made from the knee bone and tooth of a buffalo and inlaid with

silver. The writing well is a hollowed-out tooth that is suspended on a horn, giving the inkwell a unique look.



Skull Scepter ••

**Enhancement:** 1 when used with Fertility and Death Boons

**Motif:** *The cycle of life must stay in balance*

The Scepter is associated with many different rituals and rites through many different Gods, this Scepter has ties to the Netjer Pantheons. Associated with the afterlife and rebirth, the scepter is made from the skull and backbones of a bird and is only about 6 inches in length. It is used as a focusing point for different rituals and can aid in the completion of those rituals.



Sunglasses of Night ••

**Purview:** Darkness

**Motif:** *Don't masquerade with the guy in shades*

Magic is old, but sometimes you must change with the times in order to hide the Relics of your Pantheon. The origins of the Sunglasses of Night have been lost in time and any new owners tend to not look too hard at the past. Perhaps this Relic is from a lost or fallen Pantheon, or maybe a Scion decided they wanted to have some fun with the gift given to them. If the owner wears the sunglasses, even at night, they may access the Darkness Purview. While not the most stylish of accessories, they are very effective at what they do.

Tinderbox ••

**Purview:** Fire

Fire is what elevated humans and helped them survive the harsh and hostile environment during early times. The Gods brought fire of their peoples in a variety of ways, but all involved tinder and flint in some way. The Tinderbox as a relic is made of wood and lined with leathers, containing one of the first flint rocks found by humans. This relic has passed

through many hands, and each owner has carved some symbol on it, telling the story of the Tinderbox's travels.

Drinking Horn •••

**Purview:** Epic Stamina

**Motif:** *Make your ancestors proud*

Drinking Horns are usually made from bovine horns and have different ornamentations around it, they can also be made from wood, glass, ceramic or metal. The Drinking Horn is typically used in toasting ceremonies for several Pantheons. The Drinking Horn has been the subject of many myths and legends and has even been the cause of several epic vendettas. The Drinking Horn is usually crafted specifically for the user and will not work with any other user.

**Knack:** When drinking from the horn, the Scion can resolve 1 Injury Condition within a 24-hour period.



### Olympic Laurel •••

**Purview:** Epic Dexterity or Epic Stamina or Epic Strength (Decided upon when won, only one Purview per user)

**Motif:** *It's not about conjuring, but fighting well*

Made of olive boughs and bay leaves, laurels are a symbol of victory over others in contests of strength and speed. Sometimes the Olympic Laurel will incorporate other plants or flower if a God favors that flora. Any Scion can wear an Olympic Laurel.

While the physical laurels have fallen out of favor in modern times, those Scions who possess the laurel have shown they earned the favor of a God. These favors are earned by winning a challenge from the Theoi God. These challenges do not necessarily need to be a sport or marathon, but the end goal and rules are stated to all involved in the challenge before the challenge begins. The laurel can pass to a different Scion if the challenger is able to defeat the current wearer in the same contest as before. The Patron Theoi God must be petitioned to sanction the contest, but they rarely refuse a rightful challenger.

**Knack:** The wearer of the Olympic Laurel may pick one Calling when the laurel is won. That Calling rating to any rolls using the chosen Purview.

### Tassel of War •••

**Purview:** Fortune

**Motif:** *Luck is half in everything*

Chinese knotwork has been a center of celebrations and worship for centuries and is usually associated with luck. The red chords have a loop at the top and are knotted in a certain way with tassels on the end. They are hung in the home and entryways primarily during the Chinese New Year, but some families keep them up all year round. There are several different types of knots used in these

tassels. The Tassel of War was given as a gift and has been passed down through several different families. This tassel does not need to be worn, rather it needs to be prominently hung in the owner's home.

**Knack:** The Scion may learn the boon *Herald of Victory* as a Fortune Boon.

**Flaw:** Should the owner ever lose the Tassel of War or it is destroyed, the now former owner loses access to the *Herald of Victory* Boon and suffers 1 Condition until the requirements are met to remove the Condition.



### Trickster Mask •••

**Purview:** Chaos

**Motif:** *We become what we pretend to be*

Every Pantheon has a Trickster God, and many have traditionally used masks of some sort to accomplish their goals. Whether the Trickster is trying to appear as someone else, or hoping to move around unseen, a mask can help. The mask can be as ornate or as plain as the



wearer wishes but must cover at least half of their face.

**Knack:** The Trickster Mask doubles successes before Enhancement.



**Purview:** Death

**Motif:** *Graveyards are filled with secrets*

The Tower of Bone must be built by the Scion that wishes to wield it and could come at a great cost. The bones need to be from the enemies the Scion has slain in the name of their God. Most Towers of Bone do not stand very tall, averaging about 2-4 feet in height and can be made from various bones, but only 2 bones per enemy. It must be in the space the Scion dedicates as their living area and does not need to travel with it to gain its powers.

**Knack:** Should the living space the Tower of Bone resides in be invaded by anyone not welcome by the owner, the Scion will be aware of it.



Bow of Inle ••••

**Purviews:** Health, Water

**Motif:** *Protect as a father would, not matter how your children identify*

This wooden recurve bow is the symbol of the Orisha Inle, who holds domain over health and medicine as well as a hunter on both land and sea. The bow is made of mahogany wood and is inlaid with turquoise and gold decorations with a sinew bowstring. There is a calmness and sense of balance around the bow even if used in battle and affects those who are standing within five feet of the user. When used to call upon boons, the turquoise and gold glow with a blue glow as magic courses through it. When used as a weapon, the bow does normal damage to successful hits.

Keeper of Prophecy •••••

**Purview:** Fortune, Stars

**Motif:** *Only the Fates can move the stars for you*

Tower of Bone ••••

The Keeper of Prophecy is a golden watch which contains the sands of time. While modern in make, this watch holds sands from the hourglass of fate and is pivotal in bringing the prophecy to life. The face of the watch does not have a normal watch face, rather, it shows the position of the planets in the galaxy at that moment. The nobs on the side slide the planets forward or backward, depending on which direction they are turned.

**Knack:** The wearer can rotate the planets backward to try and gain insight into their past actions, or forward and gain insight on things to come. The question must be specific about a person, place, thing, or idea.

**Flaw:** After use, the user gains an unknown Complication which will be revealed and take effect at a moment decided upon by the Storyteller. This Complication should not end in immediate destruction for the user, but the circumstances after may.