

THE ATUA

THE POLYNESIAN GODS

HISTORY

The history of the Atua begins with the Titans Rangi, an Avatar of Ehekatoyaatl, and Papa, an Avatar of Terra. These two Titans loved each other and gave birth to six gods, Tangaroa, Tāne, Tu, Tawhirimatea, Rongo, and Haumia-Tiketike. Shortly thereafter, Rangi and Papa learned how to merge their Legend and become one. They left their Greater Titan parents, neither of which would accept them, and merged with Po, the Greater Titan of Night, casting both sky and earth into the darkness of night.

The children of Rangi and Papa decided that the two must be separated in order to bring light to the world. Tu, the warrior, suggested that the both Titans be killed, but the others agreed with Tāne, who wanted them imprisoned. After a fierce battle, Tāne himself managed to separate the two Titans, weakening them enough to condemn them to separate prisons in Tartarus. Tawhirimatea, moved by the tears of Rangi and Papa as they were sealed away, raged against his brothers, destroying their creations, and left to join his father in Tartarus.

However, even after overcoming their first great challenge, the Atua were still fractured. Two gods claimed leadership of the Pantheon, Tāne and Tangaroa, and many gods chose to follow neither of them, instead pursuing their own agendas. This infighting often created many problems that the various peoples of the Polynesian islands have had to face over the years. While the gods state that there is a harmony and order to the world, their actions do not seem to support their own claim.

However, nothing brings groups together like a common enemy, as the Atua quickly found out. The prophesized escape of the Titans kicked the Atua into gear (well, almost). Tangaroa, in a great show of his superior sensibility, allowed Tāne to claim leadership of the pantheon and promised his support of his brother's ideas and methods (though not without grumbling or adding a few modifications to the implementation). Many of the other Gods of the pantheon have also accepted Tāne's leadership because, despite his many faults, he is a competent ruler and is serious about confronting the threat that the Titans pose.

Why Maori?

Readers may notice that the mythology presented here is primarily Maori rather than Hawaiian, Samoan, Tahitian, and Tongan. The reason for this is because the Maori people are among the oldest of the Polynesians and their mythology tends to form the basis for other Polynesian legends. As the ancestral Polynesians spread across the Pacific, they brought the Maori beliefs with them. Over time,

while separated from the root Maori culture, their legends changed and adapted to fit their own worlds better.

While the mythology presented here is not meant to be a completely accurate presentation of the beliefs of the ancient Polynesian people, this document assumes that, as far as Scion is concerned, the Maori people are most correct in their descriptions of the Atua, their attitudes, and their cosmology. That said, there are probably quite a few powerful Gods of Samoa, Tonga, and other Polynesian cultures that have been left out of or majorly changed in this work. Additionally, some of the stranger beliefs of Rapa Nui (Easter Island) are ignored. The author apologizes for any offence that is inadvertently caused by this decision.

RELATIONS WITH OTHER PANTHEONS

Most other pantheons consider the Atua a rolling mess that is best left alone. Of the more orderly pantheons, only the Pesedjet has even attempted to get along with the Atua, given that Nut, an avatar of Po, threatens the Egyptians, but they often leave such meetings with powerful headaches. While the Atua do respect the Pesedjet for their age and wisdom, their vastly different backgrounds make it hard for the two pantheons to get on the same page.

The Atua have had a cold attitude towards the Amatsukami since World War II; the Japanese attack on Pearl Harbor and the War in the Pacific ended up damaging some sites considered sacred to the Atua. The fact that the Amatsukami took note of their complaints and did nothing was practically an insult. Besides, the Atua have no interest in a group who demands such strict social niceties before anything substantial could be discussed.

Because both pantheons recognize the value of such powerful warriors in the current conflict, the Tuatha and the Aesir often work to try to calm down the Atua's nearly constant infighting. However, their attempts are often rebuffed as invasions upon that which is not their business. The Atua see the Tuatha as well-meaning, but too caught-up in what Fate dictates that they can and can't do. Likewise, the Aesir's fatalistic attitude is a bit of a turn-off. How can you trust allies that consider themselves as good as dead anyway?

The Dodekathemon do their best to ignore the entire pantheon. Some think it is because they see too much of themselves in the Atua. After all, they have some similarities: their emphasis on expression and individuality, their cavalier attitude toward the wellbeing of their mortal followers, their all powerful lecherous rulers, and so forth. For their part, The Atua see nothing of themselves in the Dodekathemon and find the other pantheon arrogant and dismissive.

The Devas see the Atua as uncultured, but try to be pleasant around them, as an aunt might be to a spoiled rotten nephew. The Atua see this behavior as patronizing, but try not to antagonize the Devas too much. After all, the Devas seem to survive in the modern world better than most ancient pantheons, so they must know a trick or two.

The Celestial Bureaucracy sees the Atua as barbarians and brutes, like all the others. The Atua, on their part, think that the Bureaucracy has their head stuck so far up their Department of Internal Affairs that they don't really understand what is going on in the World.

Only the Loa and the Atzlánti seem to be able to get through to the Atua, although their advice is often ignored. The Atua find the Loa very interesting. It seems that some old gods can learn new tricks, eh? And the new gods of the Pantheon seem to fit in so flawlessly. The Atzlánti seem to be able to stick to a plan to deal with the Titans, even if Täne does not care for the methods (Tu is behind them 100%, though).

Fan-made Pantheons

Certain fan-created pantheons make their appearance in my games; specifically, *demonchilde's* Rus, Manitou, and Annuna and *Man in Black's* Yazatas. Thus, I will discuss the relationship that the Atua have with these pantheons here.

The Rus, for their part, like the Atua. They see in the Polynesian gods their own chaotic beginnings and notice that the Atua have some basic incarnations of duality: Täne vs. Tangaroa, Rongo vs. Haumia, and Pele vs. Poliahu are perfect examples. Likewise, the Atua are friendly with the Rus and the two pantheons seem to understand one another on an instinctual level.

The Atua have not associated much with the Manitou. They see the massive changes that have affected the Native American spirits and realize that they must never become as divided or they will suffer a similar fate. They treat the Manitou as a cautionary example and leave them alone.

The Atua see the Annuna as fools. They see absolutely no reason why the Mesopotamian gods would leave the World behind and nearly merge with a Titan. What did they think would happen? Why are they surprised? The Atua do not see having any sort of relations with the Annuna as worth the trouble.

The Atua find the Yazatas' focus on truth, order, and justice to be a waste of time. After all, don't the gods control what is and what is not the truth? Besides, such intense focus is probably unhealthy for gods. Oh, and by the way, the creation of the Daevas is another brilliant move. Just what the gods need right now: more powerful enemies.

THE PANTHEON

Virtues: Conviction, Courage, Endurance, Expression

The gods of the Atua have never really gotten along. Other pantheons find this puzzling. Why even try to direct the beliefs and destiny of a people if you can't even get yours straight? What those other pantheons don't understand is that this type of competition is natural, even healthy, for the gods of the

Atua. By constantly struggling against each other, each god hones his powers and skills and, thus, is prepared for whatever the universe throws their way.

The Atua have long seen the Titan's escape coming, but rather than be fatalistic about it, they decided that it would be up to them to force the Titans back into imprisonment. The Aesir's (and Deva's) belief that a new, better world will be reborn from the ashes of the last is silly to the Atua. There is, and always will be, one world and each and everything in it is a hard-won treasure and it must be protected. It is the duty of the Atua to keep strong and defend it. And, if you can't rely on your family help to keep you strong, who can you rely on?

This philosophy also forms the basis for the way the Atua treat their mortal followers. They can be as fickle as the Dodektheon, bloodthirsty as the Atzlánti, and demanding as the Amatsukami all at once. Wartime sacrifices of entire tribes have been demanded in the past. The islands where the worshippers of the Atua live are beautiful, yet rife with volcanoes, storms, and some of the most dangerous animals and plants in existence. The Atua have instilled a warrior culture and ethic into their followers, almost ensuring that they will fight among themselves and with foreigners. Again, the Atua explain this behavior to other Pantheons as "toughening up" their worshippers. Many wonder exactly what they want to toughen them up for.

Life for a Scion of the Atua is likewise tough. The children of the Polynesian gods are often led through harsh trials while receiving little help from their parents. This isn't to say that the Atua are cruel to their children or withhold birthrights. It's just that it's time to take the training wheels off and act like the immortals they are to become.

Scent the Divine

If a Scion uses the Epics Perception knack "Scent the Divine" on a Scion of the Atua, they smell sea spray and coconut accompanied by the rumbling of an erupting volcano.

HINA

AKA: Haumea, Favmea, Ina, Sina, Hina-Ika

Description: Goddess of fertility and sorcery and the progenitor of the Hawaiian people, Hina is a rather promiscuous goddess. She began several mortal royal lines, sometimes mating with every generation of members in order to ensure the best possible heir. She uses her ability to change her appearance to attract whatever man she wants by taking the form of their "dream woman." Hina has had several affairs with Tāne and Tangaroa, as well as many other gods, in the past. She is most famously known as the mother of Pele, although she gave birth to many other gods as well.

In the modern world, Hina always has a role in child-birthing or other related professions. She has been an obstetrician, a sperm bank worker, a midwife, and the CEO of a fertility drug manufacturer. She invariably has relations with many men during her incarnations. Those born under her care always seem destined to have great lives.

While Hina has many half-mortal children, only a select few receive a Visitation from their mother. Only those children the goddess feels are destined to greatness are visited. All of these Scions seem overly concerned with the propagation of the human race and are more than willing to stop the Titans from ending it. It is a rare child of Hina that does not seek to have a (large) family of their own someday.

Associated Powers: Epic Charisma, Epic Appearance, Epic Perception, Animal (Eel), Health, Illusion, Magic, Mana, Moon, Prophecy

Abilities: Art, Awareness, Empathy, Medicine, Occult, Presence

Rivals: Hine-nui-te-po, Isis, Bastet, Danu, Hera, Frigg, Tezcatlipoca, Amatarasu, Erzulie

HINE-NUI-TE-PO

AKA: Hine', Hine 'Titama'

Description: Goddess of night and death, Hine-nui-te-po rules Rarohenga and governs the Turehu who inhabit it. Hine' introduced Death into the world to revenge herself upon Tāne, who she learned was both her father and her husband. She is disgusted by what Tāne has done and wishes that Tangaroa did not back down in his bid to become leader of the pantheon. Hine' likes to spread fear and awe among mortals, making them afraid of death and the unknown. Maui, the trickster, attempted to make mankind immortal by destroying Hine' but she proved too powerful and killed Maui instead.

Currently, Hine' continues to accept the souls of the dead, but challenges all others (including gods) who attempt to enter Rarohenga, requesting gifts or favors to allow entry. She has absolute power in Rarohenga and can even bar gods from the realm. She likes to keep the nature of Rarohenga secret and even spreads lies about it to keep the truth from being fully known.

Hine' pays little attention to the world and does not give birth to many Scions. When she does come into the world, it is almost always as a funeral director, some sort of keeper of secrets, or, most often, a shark. Hine's Scions tend to be as mysterious and frightful as their mother. They do not work well with others and never give away favors or information for free.

Associated Powers: Epic Appearance (always hideous), Epic Perception, Epic Stamina, Animal (Shark, Barracuda), Darkness, Death, Guardian, Mana, Mystery, Psychopomp

Abilities: Command, Empathy, Larceny, Occult, Presence, Stealth

Rivals: Tāne, Anubis, Ptah, Hades, Miclantecuhtli, Izanami, the Morrigan, Baron Samedi

HAUMIA-TIKETIKE

AKA: Haumia

Description: Haumia is the god of uncultivated plants and wild animals. The son of Rangi and Papa, he almost joined his mother in Tartarus. He eventually decided that the World could use his protection and backed the majority of his brothers. He is almost the opposite of his brother Rongo. He feels that humankind is encroaching on the wild places of the world and needs to be held back. He openly supports militant green causes and is not above forcing mortals out of his lands (through natural disaster, disease, or other such motivators) when he thinks he could get away with it. He does not truly hate Rongo, but thinks that his brother's priorities need to be straightened. He is very much a Luddite.

In the modern world, Haumia almost always takes the form of an animal or plant. When he wants to father a Scion, he takes the form of an environmental activist. He chooses his children's mothers carefully, picking only those mortals who share his beliefs and are able to raise the child with the "proper" education. Haumia's Scions, because of their background, almost always feel that humans need to get back to nature. Friction between them and other Scions almost always arises over this issue. Thus, they often choose their Bands as carefully as their father chooses a mate.

Associated Powers: Epic Manipulation, Epic Wits, Animal (any wild animal), Chaos, Earth, Fertility, Mana

Abilities: Animal Ken, Awareness, Medicine, Politics, Presence, Survival

Rivals: Rongo, Tāwhirimātea, Osiris, Apollo, Tyr, Xipe Totec, Damballa, The Dagdha, Amatarasu, Freyr

PELE

AKA: Pere

Description: One of the most well-known of the Atua, Pele is the goddess of fire, lightning, dance, and destruction. Originally a Scion of Hina, Pele was chased to the Hawaiian Islands by one of her older sisters, whose husband was seduced by Pele. She has since made the Archipelago her home and tries to protect it from as much Titanic interference as possible. She is a very temperamental goddess, one who is not to be made an enemy. Her favorite method of disposing of "problem people" is turning them to stone and melting them. Despite her role as a destroyer, she is one of the more approachable members of the Atua.

When Pele visits the modern world, she is almost always in Hawai'i. People on the Islands claim to see Pele in various places, whether it's appearing in a volcanic eruption or walking down the road, accepting a lift, and disappearing in the back seat. She has been a volcanologist, a famous hula dancer, and a tanned "beach girl." She prefers to wear white clothing and is almost always accompanied by a small white dog.

Pele's Scions are often as temperamental as their mother. They can be great allies, but witnesses claim that they can literally erupt as mightily as any volcano when angered. Pele tries to instill the same love of dance in her children as she herself has. Pele's children are all active in the war against the Titans and their roles are many. From front-line combatant to healer, each conducts their task with a fiery passion and zeal.

Associated Powers: Epic Stamina, Epic Appearance, Epic Dexterity, Earth, Fire, Illusion, Mana, Sky

Abilities: Art, Craft, Fortitude, Medicine, Presence, Thrown

Rivals: Poliahu, Tangaroa, Hephaestus, Set, Loki, Uller, Ogoun, Xipe Totec, Raiden, Kali

POLIAHU

AKA: None

Description: The oldest and most powerful of four sisters who watch over snow and cold, Poliahu serves to temper Pele's heat with cooling frost. The two goddesses never liked each other, ever since a sled race which Poliahu won a long time ago; getting the two of them to be in the same room together is a feat that only the patience of Täne can accomplish. Poliahu is just as temperamental as Pele and some have remarked that the two must be sisters (those who are foolish enough to be overheard soon learn the experience of both freezing and melting at the same time). Nonetheless, Poliahu is less emotional than Pele (the two are not, in fact, sisters) and she takes her responsibilities much more seriously than the volcano goddess does. In addition, Poliahu is often considered the most beautiful goddess of the Atua.

Poliahu has been a mountaineer, a park ranger, and an Olympic luger. She often chooses to wed beautiful men, but woe to any who cheat on her.

Poliahu's Scions can be as competitive or as detached as their mother. They tend to protect the mountain peaks of the world and many are happy just sitting at the summit and watching the land spread out below.

Associated Powers: Epic Dexterity, Epic Appearance, Epic Wits, Earth, Frost, Mana

Abilities: Athletics, Brawl, Craft, Fortitude, Presence, Science

Rivals: Pele, Sobek, Heimdall, Uller, Ogoun, Tlaloc, Tsuki-yomi

RONGO

AKA: Lono, Rongo-Ma-Tane, Ro'o-i-Te-Hiripoi

Description: Rongo is the god in charge of domesticated plants and animals. This puts him into direct conflict with his brother, Haumia-Tiketike, and, while the two don't really hate each other, they really don't *like* each other. Rongo has recently redefined his role as patron of human works and technology. He now oversees humanity's achievements and guides their technological growth. Like Hephaestus, he often does not pay attention to who uses newly developed technologies and for what purpose, he simply oversees advancement. Rongo now considers information to be as domesticated as any plant or animal, so he is also the patron of the Internet and the Information Age.

Rongo appears in many roles, from farmer to computer scientist. While he fills the niche of the Atua's expert on modern society, he is not really a god of knowledge or technology. Such gods from other pantheons often look down on him and his children for this reason and Rongo often takes his frustration out on the other members of the Atua. However, due to their shared backgrounds, Tāne is usually able to calm Rongo down and set him back to work.

Rongo likes to micromanage his children. He hopes to one day introduce one to the Atua as the god of knowledge and technology, so he educates his Scions with this purpose in mind. However, he remembers his ancient task and makes sure his children monitor the world's resources and keep food growing and abundantly available to all mankind.

Associated Powers: Epic Stamina, Epic Perception, Animal (any domesticated), Earth, Fertility, Guardian, Mana

Abilities: Academics, Animal Ken, Control, Fortitude, Investigation, Science

Rivals: Haumia-Tiketike, Hephaestus, Ptah, Thoth, Lugh, Ogma, Izanagi, Athena, Legba, Brigid

TĀNE

AKA: Kāne Milohai, Makemake, Kiho-tumu, Tamapo'uli'alamafoa

Description: Tāne is the current leader of the Atua. He used his massive strength to force his parents apart and ushered light into the world. He also created the Polynesian Islands and all of the plants and animals that live on them. Nearly as lusty as Zeus, Tāne is the father of many gods, spirits, and Scions. He tends to be fairly conservative, preferring traditional Polynesian culture to Western ideas and values (nuclear weapons tests on some of his treasured atolls did not improve his view of the West), but he is sensible enough to at least listen to new ideas and strategies. He knows that the Atua is entering into a battle unlike any they have seen before. As the god of peace, he knows that this fight is both unavoidable and necessary. He also knows that the Atua must unite or die beneath the Titan's feet.

In the modern world, Tāne has spread Polynesian culture throughout the modern world, whether it is in the form of museums, TV shows, or fashion trends. He also runs the largest and most successful ecotourism company in Oceania. He has been a fertility doctor, a CEO, and a TV spokesperson.

Tāne's children adopt their father's role as a peacekeeper and a bringer of light. They almost always choose public service roles and those who meet them are rejuvenated by the experience. Of the Atua, Tāne is by far the most lenient on his children, allowing them to find their own way in life and providing them guidance through their hardships.

Associated Powers: Epic Strength, Epic Appearance, Epic Charisma, Earth, Fertility, Guardian, Health, Justice, Mana, Sky, Sun

Abilities: Animal Ken, Empathy, Integrity, Medicine, Politics, Presence

Rivals: Tangaroa, Zeus, Atum-Re, Damballa, Set, Loki, Odin, Tezcatlipoca, Hera

TANGAROA

AKA: Takaroa, Tangaloo, Kanaloo, Taufu, Ta'arua

Description: Tangaroa is one of the oldest gods of the Atua. He was the one who masterminded the separation of Rangi and Papa. Although he is not the strongest god in the pantheon, he considers himself the wisest and the most intelligent. He believes that he should be the leader of the pantheon, rather than Tāne, but he knows that to fracture the Atua during the war with the Titans might lead to their extinction. Nonetheless, Tangaroa enjoys messing with Tāne's plans every chance he gets. Tangaroa is the master of the oceans and seas and is the caretaker of ocean life. He also brought death and darkness into the world to balance out Tāne's creation of life and light. As the war with the Titans goes on, Tangaroa often finds himself in the role of the Atua's think-tank.

Tangaroa never really liked humans, preferring to stay in the form of a giant squid, but realizes the importance of Scions in the coming fight. When he does take human form, he is an aquarium tour guide, a marine biologist, or any other profession that shows off the oceans and the wonders that they contain. While he is not as much of an environmentalist as Poseidon is, he disapproves of the destruction of reefs and funds restoration and artificial reef construction efforts. Despite all of this, he is beginning to like Western culture a little, if only because Tāne finds it distasteful.

Tangaroa's children can be as dark and mysterious as their father. They often inherit Tangaroa's intelligence and arrogance. Many seem to have a surprising ability to see through the murky depths of other Gods' schemes and get at the truth hidden within.

Associated Powers: Epic Intelligence, Epic Manipulation, Epic Wits, Animal (Squid, Octopus), Darkness, Death, Illusion, Mana, Mystery, Psychopomp, Water

Abilities: Academics, Animal Ken, Control, Investigation, Larceny, Science

Rivals: Tāne, Poseidon, Sobek, Susano-o, Thoth, Ogmia, Agwe

TÄWHAKI

AKA: Kaha'I, Tahaki, Tafa'I, Fa'ativ, Tairi

Description: Täwhaki was one of the most famous of Polynesian heroes. A Scion of Täne, his deeds and trials are still told around the Polynesian Islands to this day. He also had an affinity for the forces of lightning and thunder. Unlike many other *kupua* (Scions of the Atua), he eventually attained godhood. He joined the rest of the Atua in Au-roroa as Tawhirimatea's replacement, the new god of weather. He is also an accomplished sorcerer.

Täwhaki is actually a better weather god than Tawhirimatea was. Tawhirimatea caused too many tempests and floods. Täwhaki, on the other hand, apportions weather in a much calmer way to the World. This doesn't mean there are no storms-- Täwhaki still loves lightening the best and sends plenty of it to the world-- it just means that he also makes sure that there is enough calm weather for mankind to survive in their chosen lands.

In the world, Täwhaki has been a meteorologist, a fisherman, and a telephone psychic. He remembers what it is like to be human and is one of the most approachable members of the pantheon. Täwhaki's children tend to choose a particular weather type as their portfolio and many can use that effect to great effect in the War.

Associated Powers: Epic Appearance, Epic Perception, Magic, Mana, Sky, Sun

Abilities: Athletics, Awareness, Fortitude, Integrity, Science, Survival

Rivals: Tangaroa, Atum-Re, Apollo, Thor, Tlaloc, Raiden, Agwe

TU

AKA: Tumatavenga, Tu-ka-riri, Ku, Ku-ka-ili-moku

Description: As the god of war, Tu believes that violence properly (or even improperly) applied is the solution to any problem. The strongest of Rangi and Papa's children, Tu suggested that the Titans be killed rather than imprisoned. That this would have destroyed most of reality did not concern him; Tu can be as bloodthirsty as any Atzlánti. While Täne created humans, Tu was their mentor, hence humanity's tendency towards violence and destruction.

Tu always appears as a warrior of some sort, but never anything subtle or covert. He loves teaching others how to kill and deadly fights often break out in his wake. Any form he takes is hideously ugly, so most of his Scions are adopted.

Tu always picks his children from the most violent Scions of the pantheon. He treats them harshly, making them strong and bad-tempered. His children are excellent combatants, though they do not play well with others. Tu still sometimes demands human sacrifices from his children, but he is mostly sated by the large number of Titanspawn that his Scions always end up killing.

Associated Powers: Epic Strength, Epic Stamina, Epic Appearance (always hideous), Chaos, Fire, Mana, War

Abilities: Athletics, Brawl, Fortitude, Marksmanship, Melee, Thrown

Rivals: Täne, Ares, Set, Thor, Tyr, Athena, Huitzilopochtli, Ogoun, Hachiman

PURVIEWS

PANTHEON PURVIEW: MANA

To the Polynesian people, *mana* represents the divine authority or power that a person, thing, government, or place has over the world around him or her. Traditionally, mortals could only gain mana based on their birth or through warfare. However, the children of the Atua incorporate this power through their divine heritage, finding themselves able to command the very environment around them. The most common godly use of mana is the declaration of *tapu*, or a divine restriction. In order to protect the pantheon's secrets, discipline their followers, and preserve the resources of the Polynesian Islands, the Atua have established a system of restrictions of what actions people are not allowed to do, things they are not allowed to touch, and places they are not allowed to go. Generally, this restriction applies only to the Atua and their followers, but a God or Scion can use his Mana to force these restrictions on others as well.

Tapu and You

In Polynesian belief, tapu is more than simply a restriction. It is a measure of an object's, place's, person's, or action's inherent sacredness. Thus, everything is tapu, if only just a little. When a tapu was violated, that meant that the transgressor failed to show proper respect to the Gods or ignored the Gods' will in the violation.

Keep in mind that there are actually two types of tapu: mundane tapu and divine tapu. Mundane tapu are those declared by mortal governments and societies. There is no penalty for violating a mundane tapu other than what that government or society can enforce (ancient Polynesian societies often had death penalties as a penalty for the violation of tapu). Things that were common mundane tapu were the Chief and priests, their houses and food, ritual items, and eating inside of a house. Many of these restrictions no longer apply due to the Westernization of Maori society.

Divine tapu are those declared by Gods or Scions using the Mana Purview. As Scions move about the World, Underworld, or Overworld, they will find that certain objects, places, and actions have been declared tapu by these entities. Unless specified otherwise, all tapu are considered unenhanced permanent severe tapu declared by a God with a Legend of 12 (see below). It's possible that the

Birthright Relics that Scions of the Atua receive are declared tapu, but this is mainly up to the Storyteller and an appropriate number of dots should be added to the relic's cost depending on the power of the tapu. Things that are protected by divine tapu include *marae* (Polynesian churches and meeting areas) and Polynesian graveyards and burial grounds.

Know Tapu (Mana ♦)

Dice Pool: None

Cost: None, 1 Legend if secondary use is applied

A Scion of the Atua instinctively knows what actions, places, or objects are declared tapu by the Atua (and their Scions). This Boon detects both mundane and divine tapu (see "Tapu and You" above). They learn this as they approach the object or place or as they are about to perform the action. They also know the strength of the tapu (the Legend of the Scion of god that originally declared it). By spending a point of Legend, the Scion may learn what, if any, divine restrictions are placed on another person. This only tells the Scion what someone is *not* allowed to do by divine command (not what they *must* do). For example, they may learn that a geas prevents a Scion of the Dagdha from eating pork, but they do not learn that a separate geas demands that the same Scion must offer hospitality to those in need.

Warrior's Mana (Mana ♦♦)

Dice Pool: Charisma + (Melee or Ranged, depending on weapon [armor is Melee])

Cost: 1 Legend point per bonus granted

The Scion can extend his mana over his weapons and armor. During combat, the Scion may activate this Boon to divide a number of bonuses up to half his Legend rating among his weapons and armor. Each bonus granted can add 1 to accuracy, damage, or defense of a weapon, 10 to the range of a ranged weapon, 1 to all levels of soak to an armor (it can add one level of lethal soak to an armor that doesn't normally grant this level of protection, but cannot add aggravated soak to armor which does not normally provide it), or reduce the mobility penalty of an armor or speed of a weapon by 1 (to a minimum of 3). A particular weapon or armor can only have one use of this Boon affecting it at a time. If the Boon is used twice on the same item, the new bonus simply replaces the old one. Bonus generated by this Boon last for a number of actions equal to the number of successes made on the roll or until combat is resolved.

Hero's Mana (Mana ♦♦♦)

Dice Pool: Charisma + Command

Cost: 1 Legend

The Scion can now extend his mana over the world around him. By reciting a short *karakia* (rhyming prayer) and spending a point of Legend, the Scion may command the land or water around him to perform small actions to help him or her out. The hero Hatupatu famously used this Boon to force a rock to open a crevasse that he used to protect himself from the monster Karungaituku. The change may not be larger than the Scion himself, it must affect natural land or water (the floors of buildings cannot be commanded, although any rock underneath the floor can). In addition, it cannot affect living things, or directly attack opponents (however, a rock could be raised to stumble a charging Minotaur). The change lasts for a number of scenes equal to the number of successes made on the Scion's (Charisma + Command) roll. Note that this is direct command of the environment; there is no communication with spirits involved.

Declare Minor Tapu (Mana ♦♦♦♦)

Dice Pool: Charisma + Occult

Cost: 1 or 2 Legend per item per scene, 1 Willpower for enhancement

By performing a ritual *haka* dance that lasts at least five actions over an item, the Scion may declare an object tapu, granting that object divine protection for one minute per success made in the (Charisma + Occult) roll (to a maximum number equal to the Scion's Legend rating). Anyone except a God, Demigod, or Hero who uses the protected item subtracts a number of dice from all their actions equal to the Scion's Legend rating while the tapu lasts (the Scion may weaken the tapu when desired, causing the penalty to be reduced as though he were a lower Legend). Additionally, by spending an additional Legend point, the Scion can have the tapu affect everyone, including Gods, Demigods, and Heroes.

The item to be declared tapu must be in the Scion's possession; you can't point to a giant's axe and declare it tapu. The Scion may spend a point of Willpower to cause this tapu to apply if someone purposely touches or carries the item (declaring an item tapu, then throwing it to hit an opponent does not work). A Scion may declare a maximum number of tapu equal to his Legend rating.

Tiki (Mana ♦♦♦♦♦)

Dice Pool: Charisma + Occult

Cost: 1 Willpower, 5 Legend (10 Legend for permanence), 1 additional Legend for enhancement

Using this Boon, a Scion can bind a weak spirit into a statue to perform various functions for one story. The Scion simply needs to gain one success on a (Charisma + Occult) roll to find and bind the spirit. The statue used must be made of wood or stone and of vaguely human shape (although a humanoid head is enough to get by), but it does not have to be made by the Scion. After the spirit is bound to the statue, it can perform various functions for the Scion. First, the Scion may find out from the spirit what events occurred around the statue it was bound to. The spirit remembers all that occurs within a reasonable line of sight from the statue (it is assumed to have the Night Eyes Boon for this purpose and can see through fog and mist, but nothing thicker). It also remembers people who pass by it. By spending a point of Legend, the Scion may sense all that the spirit sees, hears, and smells at that moment for up to

five minutes. The spirit is bound to the statue for one hour per success made on the Scion's (Charisma + Occult) roll.

By spending ten Legend, the Scion can permanently bind the spirit to the statue. He gains the above benefits and one more. By permanently binding spirits to a minimum of three statues, he may place those statues to stake out an area no larger than one square mile in size (a house, a parking lot, or just a triangle of barren desert all work). All within the tikis' boundaries is declared tapu. All who enter the area suffers the same penalties that afflict someone who has violated a minor tapu declared by the Scion (as described above). For a cost of an additional point of Legend, the Scion may set a password. Anyone who speaks the password to one of the statues before entering the area is immune to this effect.

As a Scion gains more threshold successes, he is able to bind an older and wiser spirit to the statue. Such spirits may act as a Guide rated at one dot per ten threshold successes made, to a maximum of four dots (there is a limit to how much the spirits know and are able to impart to others). Older spirits are able to perform the same functions listed above but they cannot be bound permanently.

Chief's Mana (Mana ♦♦♦♦ ♦)

Dice Pool: Charisma + Command

Cost: 5 Legend

This Boon works exactly like Hero's Mana (Mana 3) except that it can affect both non-natural environments and larger areas. It still cannot affect living things, nor can environments be made to directly attack others. Non-water liquids that are not dangerous to mortals may be affected by this Boon as well. The maximum area affected by this Boon is a number of square yards equal to the Scion's Legend rating. The effect lasts for a number of actions equal to the Scion's (Charisma + Command) roll.

Declare Major Tapu (Mana ♦♦♦♦ ♦♦)

Dice Pool: Charisma + Occult

Cost: 1 or 2 Legend per item or sq mi affected, 1 Willpower for permanence

This Boon works exactly like Declare Minor Tapu (Mana 4) except that defined areas of land or sea may be affected as well as items. The Boon costs 1 Legend point per item affected or 1 Legend point per square mile of land affected. Anyone except a God, Demigod, or Hero who enters the protected area, or uses the item, suffers penalties equivalent to those inflicted on anyone who violates a minor tapu. Additionally, by spending an additional Legend point, the Scion can have the tapu affect everyone, including Gods, Demigods, and Heroes. A Scion may have a number of tapu equal to his legend rating (each place counts as a single tapu; a "place" being a contiguous area of land or sea regardless of size).

The tapu lasts for a number of days equal to the number of successes made on the (charisma + Occult) roll. The Scion may also spend a point of Willpower to make the tapu permanent. If declaring an area of

land tapu, the Scion must be present in that area at the time they make their declaration. Note that only Worldly land may be affected, Terra Incognitae, Touchstones, Underworlds, and Overworlds are cannot be affected.

Evade Tapu (Mana ♦♦♦♦ ♦♦)

Dice Pool: Manipulation + Larceny

Cost: 10 Legend points

This Boon allows the Scion to avoid garnering penalties when violating a tapu. The Scion rolls his (Manipulation + Larceny) versus the (Charisma + Occult) of the one who declared that tapu. If the Scion succeeds, he does not suffer any penalties from violation of the tapu for one action per success made.

God's Mana (Mana ♦♦♦♦ ♦♦♦♦)

Dice Pool: Charisma + Command

Cost: 10 Legend points, 2 Willpower points for permanence

This Boon works exactly like Hero's Mana (Mana 3) except that it can affect both non-natural environments, some living things, and can affect larger areas. The Scion may command any non-animal living thing, though still cannot cause them to attack directly. Lava and other dangerous liquids may also be affected at this level. The maximum area affected by this Boon is a number of square miles equal to the Scion's Legend rating. The Scion can literally lift islands from the sea, create bridges over chasms, or build himself a palace on an empty lot. The effect lasts for a number of actions equal to the number of successes made on the Scion's (Charisma + Command) roll. Additionally, 2 Willpower may be spent to make the created effect permanent.

Declare Severe Tapu (Mana ♦♦♦♦ ♦♦♦♦)

Dice Pool: Charisma + Occult

Cost: 1 or 2 Legend points per item, action, or square mile affected, 1 Willpower for permanence, 10 Legend for enhancement

This Boon works exactly like Declare Major Tapu (Mana 7) except that defined actions may be affected as well as items and areas of land. The Boon costs 1 Legend point per item affected, 1 Legend point per square mile of land affected, or 1 legend point to affect a simple action. Actions declared tapu must be simple and direct ("attack me" is simple; "breaking into the bank vault without being seen" is not). Additionally, the Scion may only declare the action tapu for a specific group ("Titanspawn," "Titans," "Scions of the Aesir," and "Alcoholics" are all acceptable), anyone else isn't affected. Each God is only allowed to have a number of tapu equal to his Legend rating.

Anyone except a God, Demigod, or Hero who enters the protected area, uses the item, or performs the action suffers penalties equivalent to those inflicted on anyone who violates a minor tapu. Additionally,

by spending an additional Legend point, the Scion can have the tapu affect everyone, including Gods, Demigods, and Heroes. The tapu lasts for a number of months equal to the number of successes on the (Charisma + Occult) roll. The Scion may also spend a point of Willpower to make the tapu permanent. By spending an additional ten Legend points, the Scion can increase the afflicted dice penalty to a number equaling twice his Legend rating.

BIRTHRIGHTS

CREATURES

Creatures given by the Atua are generally either Polynesian birds or sea creatures. They almost never grant non-natural creatures, although giant versions of natural creatures are not uncommon. Sea creatures are often sharks, octopi, and squids. The whitehead, seen as a messenger between the Atua and mankind, are the most common bird granted, although parrots, kiwis, and even penguins have been granted as well.

FOLLOWERS

The most common followers granted by the Atua are traditional Maori warriors (5 for one dot, about as strong as cops). Other followers are described below, in the Antagonists section.

Kairākau (Followers ♦♦ to ♦♦♦♦)

Created by the Atua specifically for their Scions, the kairākau are bands of mystically enhanced warriors. These warriors are treated exactly as Spartoi from Scion: Hero, except that they are armed as Maori warriors.

GUIDES

Mavi-Tikitiki (Guide ♦♦♦♦)

Perhaps the most well-known of the *kupua* (Scions of the Atua), Maui is a legendary trickster from many different Polynesian mythologies. A son of Tangaroa, Maui accomplished many deeds of guile and trickery before dying in an attempt to grant humanity immortality. He raised the islands of New Zealand and Hawai'i from the sea, slowed the sun down to balance out night, and brought fire to mankind. After his death, Hine' confined him to the Underworld. No god wishes to have the trickster trouble their realm in Au-roroa but many allow him to leave Rarohenga to advise their Scions. More often than not, he ends up getting them into a lot of trouble but he is an excellent source of information about the Gods, Titans, and the Underworld and can impart a great deal of cunning to young Children of the Gods, thus he is tolerated. Maui is always willing to help the Gods when they need it and enjoys his brief

Worldly visits (they get him away from his wife, after all- see the Hawaiki section of Rarohenga for more information about Rohe).

Attributes: Strength 2, Dexterity 5, Stamina 3; Charisma 6, Manipulation 7, Appearance 6; Perception 5, Intelligence 6, Wits 7

Virtues: Courage 4, Conviction 5, Expression 3, Endurance 4

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

Supernatural Powers:

Boons: Mana 7, Water Breathing, Water Control, Changing States, Create Water, Safely Interred, Echo Sounding, Shaping, Earth Armor, Earth Travel, The Subtle Knife, Stolen Face, Fool's Gold, Dreamcraft, Loaned Identity, Fantastic Vista, Hidden Name

Epic Attributes: Epic Dexterity 3, Epic Charisma 6, Epic Manipulation 3, Epic Intelligence 4, Epic Wits 7

Knacks: Cat's Grace, Monkey Climber, Escape Artist, Benefit of the Doubt, Charmer, Inspirational Figure, Paragon of Virtue, Never Say Die, Pied Piper, Boys Will Be Boys, Hapless Cool, God's Honest, Takes One to Know One, Advantageous Circumstances, Not The Face, Fast Learner, Perfect Memory, Teaching Prodigy, Multitasking, All Epic Wits Knacks listed in Scion: Hero, Scion: Demigod, and the Companion

Invisibility: Maui can become invisible at will as a miscellaneous speed 5 action.

Bird Form: As a miscellaneous speed 5 action, Maui can take the form of any natural bird.

Join Battle: 9

Attacks:

Clinch: Accuracy +0, Damage +0B, Parry DV --, Speed 6, P

Unarmed, Heavy: Accuracy -1, Damage +3B, Parry DV -2, Speed 5

Unarmed, Light: Accuracy +1, Damage +0B, Parry DV +1, Speed 4

Jawbone: Accuracy +1, Damage +2B, Parry DV +1, Speed 4

Soak: 3B/2L

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

Dodge DV: 15 **Willpower:** 9

Legend: 8 **Legend Points:** 64

Other Notes: While the jawbone that carries is not the original one, it is an exact copy. In fact, he claims that he tricked the Gods into taking the copy and that he has the real Manai Ikalanaï. The Gods simply ignore him, yet... If you do not have access to the Boons in the Illusion Purview, Maui instead has the ability to use illusions as Jotun would. He channels his Illusion through his necklace of sharks' teeth.

Turehu (Guide ♦♦ or ♦♦♦, Relic ♦)

Turehu are the denizens of Rarohenga and have adapted to that realm's darkness. Looking like very pale humans, they see well in the dark, as if they all had the Night Eyes Boon. They are blinded by light however, taking the same penalties in light that mortal humans do in darkness. Most are friendly to humans, but some are hostile and isolationist. Many have some Epic Appearance or Epic Perception. The oldest have limited access to the Darkness and Water Purviews.

Turehu live in human-like societies and villages, although they prefer a more traditional life than modern humans. Because of their proximity to the Gods, they know more about what goes on behind the scenes than mortals. Thus, many are about as knowledgeable as experienced Scions. Because they live

in the Underworld, a Scion is likely to require a relic to communicate with one. These relics are often Tiki heads made of dark wood or lava.

RELICS

Kupe's Paddle (Relic ♦♦♦)

This Relic is the canoe paddle that Kupe, the first man to leave Hawaiki, used to find his way to New Zealand. It has since been infused with some of Kupe's power. It is a standard Polynesian canoe paddle that grants the user access to the Sky and Earth Purviews. In addition, those who use it as a canoe paddle always know what direction they are going. For those who find themselves using it as a weapon, treat it as a tonfa (see Scion: Hero).

Manai Ikalana (Relic ♦♦♦)

Manai Ikalana is the jawbone that Maui used in many of his adventures, notably the submission of the Sun and the raising of New Zealand's North Island from the sea. When used as a weapon, the jawbone has the stats of a tonfa (given in Scion: Hero) and grants an additional +1 damage bonus and allows a Scion access to the Earth and Water Purviews.

Mei-Tiki (Relic ♦ to ♦♦♦♦)

Mei-tiki are small greenstone carvings intended to be worn about the neck. These are the most common form of Birthright Relics given to Scions of the Atua. They simply allow Scions access to between one and five Purviews.

Greenstone

Greenstone (nephrite jade) is a treasured material among the Atua. Many Birthright Relics are made of greenstone and many traditional Maori weapons had greenstone blades. Greenstone is almost as hard as steel and, although it cannot be made as sharp as obsidian, it can be made almost as sharp as steel. Thus, greenstone weapons should be stated similarly to ones made of steel.

The Three Baskets of Knowledge (Relic ♦♦♦♦)

After humans were created, Tāne gave them three baskets of that contained all the knowledge, rituals, magic, and skills that they would need to survive in the World. These three baskets, connected to form one item, can be willed by their owner into forms, as long as they are some form of three connected containers (three trash cans held together by a chain is acceptable, as is a backpack with three zippered compartments). These baskets grant the user access to the Magic and Mystery Purviews, and grant the user the Know-it-All knack in the topics of Polynesian Culture and Society, Polynesian Religion and

Rituals (including what is and what is not tapu), and the nature of evil and dangerous things (i.e. their behavior, not their weaknesses).

Tiki Wananga (Relic ♦♦, Guide ♦♦♦)

A *tiki wananga*, or “godstick,” is a carved wooden stick that has a tiki head at one end and a pointed end at the other. Each particular God has a different shaped godstick. The godstick allows the Scion to contact a spirit that is designated to guide the bearer of the godstick on that particular God’s behalf (these spirits often share each God’s attitudes and beliefs, as well as agendas). To contact the spirit, the Scion needs to perform a ritual dance, jab the pointed end into the ground, and spend a point of Legend. The spirit will then speak through the tiki head. Contact is lost when the godstick is taken out of the ground. Additionally, the godstick allows the Scion access to a specific Purview depending on the god that it is dedicated to. The godstick need not be thrust in the ground to access the Purview.

Hina: Hina’s godsticks are straight except that in the middle of the shaft, the wood forms a vertical ring. Hina’s godstick always grants the Health Purview.

Hine-nui-te-po: Hine’s godsticks are carved so that the shaft curves slightly, like a human femur. Hine’s godsticks grant the Death Purview.

Haumia-Tiketike: Haumia’s godsticks are straight with three semicircular bumps jutting out in the same direction. They grant the Animal Purview.

Pele: Finding the whole concept silly, Pele only recently started offering these relics to her Scions. They are straight with two semicircular bumps jutting out in opposite directions. These godsticks grant the Fire Purview.

Poliahu: Poliahu’s godstick has a straight shaft, except for two semicircular bumps jutting out in the same direction. They grant the Frost Purview.

Rongo: Rongo’s godstick undulates like a snake. They grant the Fertility Purview.

Tāne: Tāne’s godstick is straight with a single semicircular bump jutting from the center of the shaft. These relics grant the Sun Purview.

Tangaroa: Tangaroa’s godstick is a zig-zag. They grant the Water Purview.

Tāwhaki: Tāhwaki adopted Tāwhirimātea’s pattern of a corkscrew shafted godstick. They grant the Sky domain.

Tu: Tu’s godsticks are arrow-straight. They grant the War Purview.

TRADITIONAL POLYNESIAN EQUIPMENT

The equipment available to Scions of the Atua is similar to those of any pantheon, but many of the Polynesian Gods prefer to grant Birthright Relics that are more traditional in form and function. The following are stats and descriptions of some weapons, armors, clothing, and other items that were traditionally used by Polynesian cultures and are suitable for Birthrights granted by the Atua. This section is divided into two parts: *new equipment*, which lists items that have states different from other items listed in the core Scion Rulebooks and *old equipment*, which lists the some Polynesian trappings for items that are given stats in the Scion Rulebooks.

NEW EQUIPMENT

Weapons

Taiaha

The taiaha is a five-to-six-foot long staff with a flattened tongue-shaped end (by using it, you are literally sticking your tongue out at your opponent). It takes skill and patience to use but can be a ferocious weapon if used properly. It is meant for close-quarters fighting and an entire martial art, *Te Mui Taiaha*, has developed from its use.

Taiaha Accuracy +0, Damage +6B, Defense +2, Speed 5

Mere

Mere are small stone weapons shaped like a paddle. They often had blunt sides but a sharpened end. Most are about a foot long and are used by thrusting rather than swinging. Many mere were made of greenstone. Such mere were individually named and were said to possess mana of their own. These weapons often became heirlooms in noble families. Like a maquahuitl, the mere can deal either bashing or lethal damage.

Mere Accuracy +1, Damage +3L/B, Defense +0, Speed 4

Wahaika

The wahaika is a long Polynesian club that is notched to catch an opponent's weapon, giving the wielder a stronger defense.

Wahaika Accuracy +1, Damage +2B, Defense +2, Speed 4

Other Items

Waka

Waka are the traditional Maori outrigger canoes. There are many legendary waka in Polynesian mythology. While it may seem silly to demand that a Scion have an outrigger canoe as a Birthright,

some Auta (particularly Tangaroa) like saddling their children with such a burden as a test or a hint that that Scion is meant to protect the seas of the world.

OLD EQUIPMENT

Weapons

Kotiate, Patu

These are names used to describe various types of Maori clubs. They were made of wood or whalebone and served a single purpose: beat the enemy into submission. Kotiate have longer handles and patu are shorter. The kotiate shares the stats of the macana and the patu shares stats with the tonfa.

Tewhatewha

Tewhatewha are large clubs with an axe-like head. These are not sharpened, but the extra weight adds a lot of power to the swing. Use the stats of a Quauholloli for this weapon.

Māripi

The māripi is a long knife made of wood with shark's teeth embedded in it. It shares stats with the Wakizashi.

Tao

The tao is among the most common weapons used by Maori warriors. It is simply a long spear made of wood. Often, if given as Birthrights (not common as most Atua sneer at forging such a common weapon) they are magically hardened and the points as strong as steel. They share the same stats as a hasta.

Clothing

Piupiu

The piupiu was the traditional grass skirt that Maori warriors wore into battle.

Kahu Kiwi

Kiwi-feather cloaks were often a symbol of chieftdom and power among the Maori. They were believed to be created by the gods through the craftsmen.

Other Items

Toki-pou-tangata

The Toki-pou-tangata is a ceremonial adze with an intricately carved greenstone blade. They are not meant to be used in combat, but it is not expressly forbidden if things get desperate. If used as a weapon, it has the stats of a skeggox.

What About Armor?

Traditionally, Polynesian warriors fought without armor. They considered mobility and parrying superior forms of protection than wearing anything that would slow them down. Rather than rely on extra protection from garments, Polynesian warriors were trained to read an opponent's tactics and determine where the next opponent was going to strike. They would then make sure that they parried that opponent's blow and made a quick, less predictable counter-attack in response. In short, Scions of the Atua learn to rely on parry DV rather than soaking damage. Thus, Birthright weapons usually have enhanced defense values.

SCIONS OF THE ATUA

Juliet Hoapili

[coming soon]

Roleplaying Hints: [coming soon]

Birthrights: Juliet's only Birthright is the Tiki Wananga that Pele gave her. Through it, she can contact a Tiki spirit as a three-dot guide and she can channel the Fire Purview.

Calling:

Nature:

God: Pele

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

Virtues: Courage 3, Conviction 3, Expression 1, Endurance 2

Abilities: Animal Ken 1, Athletics 2, Brawl 3, Command 1, Control (Automobiles) 1, Control (Trucks) 2, Craft (Woodcarving) 2, Empathy 1, Fortitude 3, Integrity 1, Larceny 2, Marksmanship 1, Medicine 2, Melee 1, Occult 2, Presence 3, Survival 1, Thrown 1

Birthrights: Guide 3 (Tiki Wananga: Pele), Relic 2 (Tiki Wananga: Pele- Fire)

Supernatural Powers:

Boons: Know Tapu, Warrior's Mana, Fire Immunity, Bolster Fire

Epic Attributes: Epic Stamina 1, Epic Charisma 2, Epic Appearance 2, Epic Perception 1

Knacks: Inner Furnace, Girls Just Wanna Have Fun (BWBB), Never Say Die, My Eyes Are Up Here, Come Hither, Parallel Attention

Join Battle: 3

Attacks:

Clinch: Accuracy +0, Damage +0B, Parry DV --, Speed 6, P

Unarmed, Heavy: Accuracy -1, Damage +3B, Parry DV -2, Speed 5

Unarmed, Light: Accuracy +1, Damage +0B, Parry DV +1, Speed 4

9mm: Accuracy +1, Damage +3L, Range 20, Clip 15, Speed 4, P

Soak: 1A/3L/4B

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

Dodge DV: 4 **Willpower:** 6

Legend: 3 **Legend Points:** 9

Paora Kaihe

All Paora remembers about his early life is growing up in an orphanage in Wellington, New Zealand. He knows that he was interested in the ocean and the life that dwells there for as long as he remembers. Working hard to get out of the orphanage, Paora managed to secure a position as a deckhand on a research vessel when he was 14 years old. Prof. James Lorkey, the expedition leader and moderately-famous marine biologist, noticed Paora's intelligence and interest and offered to secure a scholarship for him at the Victoria University of Wellington.

During his second year as a student, Paora was diving to study the ecology of a small reef in the South Pacific Ocean when he noticed a squid of a species that had no business being in those particular waters. Curious, even a little compelled, he followed the squid and found himself entering an undersea cave. He could not believe it when his light fell on what looked like a chair. Suddenly, the entire cave lit up and he found himself in what looked like a modern sitting room. More so, he found a tall, dark man wearing a suit and sitting in a large armchair.

The next few minutes were a blur as the man introduced himself as Tangaroa, the Maori god of the sea. In fact, Paora thought it must have been a dream until the man gave him a coral necklace than asked Paora to remove his SCUBA mouthpiece. Again feeling compelled, Paora took the piece out of his mouth and found that he could breathe water. Tangaroa explained the he was Paora's father and told him of the War, the pantheons, and the true state of the world.

Paora has since altered his schedule to attend class part-time, while missions for Tangaroa seemed to take all the rest of his time. While Paora is very concerned about his own academic future, he also knows how important his *real* duties are. Now 23, Paora has already stopped several plots by the Titans to release fearsome monsters into the World's oceans and has become quite powerful.

Roleplaying Hints: You feel great about helping the World and, what's more, you can actually see the results that you are achieving. Despite his very supportive attitude, there is something about Tangaroa that you're not sure of, it seems that he knows or sees more than he is telling you- although he has always seemed to give you more information that you need to perform your missions. You find this worrying. You tend to work best alone, but have associated with many Scions throughout your career and are generally friendly to those you are asked to work with.

Birthrights: Tangaroa presented Paora with the Mere of the legendary Maori hero Hatupatu. It has the following traits: +1 Accuracy, +1 Defense, and -1 Speed. Paora's Tiki statue can be used to summon a spirit as a three-dot Guide. His coral necklace allows him to access the Water, Illusion, and Magic Purviews.

Calling: Budding Marine Biologist

Nature: Architect

God: Tangaroa

Attributes: Strength 4, Dexterity 5, Stamina 4; Charisma 3, Manipulation 3, Appearance 3; Perception 4, Intelligence 6, Wits 4

Virtues: Courage 3, Conviction 2, Expression 2, Endurance 4

Abilities: Academics 3, Athletics 2, Awareness 2, Brawl 1, Control (Ships, Automobiles) 2, Fortitude 2, Integrity 2, Investigation 2, Larceny 1, Marksmanship 3, Melee 3, Presence 2, Science (Biology, Oceanography) 3, Stealth 1, Survival 2, Thrown 1

Birthrights: Guide 3 (Tiki spirit statue), Relic 3 (The Mere of Hatupatu), Relic 3 (Coral Necklace- Water, Illusion, Magic), Relic 1 (Tiki spirit statue)

Supernatural Powers:

Boons: Know Tapu, Warrior's Mana, Hero's Mana, Declare Minor Tapu, Water Breathing, Water Control, The Subtle Knife, Stolen Face, Ariadne's Thread, The Unlidded Eye, Evil Eye

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

Knacks: Uplifting Might, Cat's Grace, Roll With It, Boys Will Be Boys, God's Honest, My Eyes Are Up Here, Spatial Attunement, Know-it-All, Multitasking, Wireless Interface, Instant Assessment, Under Pressure, Inner Furnace

Join Battle: 6

Attacks:

Clinch: Accuracy +0, Damage +0B, Parry DV --, Speed 6, P

Unarmed, Heavy: Accuracy -1, Damage +3B, Parry DV -2, Speed 5

Unarmed, Light: Accuracy +1, Damage +0B, Parry DV +1, Speed 4

The Mere of Hatupatu: Accuracy +2, Damage +3L/B, Parry DV +1, Speed 3

Soak: 2A/4L/6B

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

Dodge DV: 9 **Willpower:** 7

Legend: 6 **Legend Points:** 36

COSMOLOGY

Not many mortals know the true nature of the Underworld and Overworld of the Atua or of their connections to the World. This is mainly because the gods of the Atua have never really told humans the truth about these places. Humans used to be able to easily pass between the World and Hawaiki (the realm of Rarohenga closest to the World) a long, long time ago but most of the connections were closed after Maui failed in his attempt to bring immortality to humanity. The stories that were told by

those travelers who have been to the Underworld have been embellished and twisted by thousands of years of oral tradition.

The Polynesian people did not believe in punishment after death for one's action after life. When a person died, their soul was visited by an *aumakua*, a spirit assigned by the Atua to watch over each family and protect its members. The *aumakua* guides the soul to its afterlife destination: if a mortal was favored by any of the Atua, it would be guide the soul to that god's realm in Au-roroa. Otherwise the soul would be delivered to continue its existence in Rarohenga, where it would live a nearly normal life until it faded away (when its descendants no longer remembered it). Other Pantheons are puzzled by this. What is the point of an afterlife if it is merely an extension of life? Why is there no punishment for transgression, or reward for anything other than a particular god likes a mortal? The Atua don't explain this however. Most respond with a sigh or a knowing smile.

THE UNDERWORLD: RAROHENGA

Rarohenga is the world of darkness, as opposed to the Au-roroa, which is the world of light. After Rangi and Papa were locked away in Tartarus, Tāne ushered light into the World and began the cycle of day and night. The overwhelming darkness that had covered the World was driven into Rarohenga, where it remains to this day. Granted, it is not as dark as the interior of Mikaboshi, but imagine a world permanently locked in a moonless, starless night and you're close. Additionally, no mundane light sources will function in Rarohenga and even Boons from the Sun purview are paled and muted, although they remain as effective in Rarohenga as they are in the World. Despite the night, plants and animals thrive in the Underworld's jungles and its waters are populated by all kinds of sea life.

Hine'-nui-te-Pō is the Queen of Rarohenga and rules from Hawaiki. Before the Titan's escape, Hine' spent most of her time asleep, not really caring what happened to the dead. She mainly kept the shades to parade in front of her husband/father, Tāne, to remind him that he could not control all things. Since the escape, Hine' has taken a more active role in the governing of the Underworld. She makes sure that the dead are not harshly treated, but neither are they to be favored.

Tangaroa can be found in Rarohenga at times, enjoying the cool dark waters. The continual light of Au-roroa (and Tāne) annoys him sometimes, so he uses Rarohenga as an escape. Hine' likes Tangaroa very much and would much rather have him as the leader of the Atua. Rumor even suggest that she would like to marry the sea god, although neither Hine' nor Tangaroa openly display such emotions towards each other.

Rarohenga suffered some damage as a result of the Titan's escape, but remains largely intact. Many souls escaped to the World and Hine' wants them back, *badly*. They are her "collection" and she would find it a personal failure if any found their way back to Tāne and his light.

Rarohenga is divided into several subrealms. Each one is the destination for the souls of the dead of each particular Polynesian island group and each is ruled by a lesser death god or goddess. These gods and goddesses are supervised by Hine-nui-te-po, who rules the whole of Rarohenga from the largest

subrealm, Hawaiki. None of the souls in Rarohenga are punished (unless one did something to insult one of the Gods, in which case the punishment is often the dissolution of the spirit) and they are allowed to live normal lives, although somewhat hampered by the continual darkness.

In the early days of humanity, the shades of the dead were not confined to Rarohenga. Instead, it was a place that all humans returned to after a short time of exploration of the World. Those who had passed were free to return to the World for short visits anytime they wished and the living, likewise, could enter Rarohenga to visit friends and family. Then, Maui tried to kill Hine' to rid humanity of Death but was killed himself in the attempt. Hine', in anger, closed most of the connections between the World and the Underworld, confining the dead to darkness forever.

Aside from the dead, a race of beings called the turehu live in Rarohenga. These people are much like humans and live in a society that mirrors traditional Polynesian culture. Unlike the dead, they can see clearly in the darkness and are, instead, blinded by light. The turehu are generally friendly to humans and tend to build their villages around the few remaining connections between Rarohenga and the World. They help the dead (and living visitors) get their bearings and survive in their new home.

SUBREALMS OF RAROHENGA

As previously stated, Rarohenga is divided into several subrealms, each being the destination for the dead of each of the Polynesian Island cultures. Each of these subrealms is overseen by a lesser death god, who deals with the dead as they see fit, although most simply leave the dead be. Here are a few of the most prominent subrealms:

Hawaiki

Hawaiki is the largest of the subrealms of Rarohenga. The closest part of the Polynesian Underworld to the world, Hawaiki is not as dark as the rest of Rarohenga, although natural light sources still do not function here. It is the destination of the Maori dead from New Zealand. The subrealm also happens to be Mankind's ancestral homeland; the Atua first created humans in the dark forests of Hawaiki before sending them out into the World.

Hawaiki is an archipelago made up of several islands. While each island is finite in size, they always seem to have enough room for the dead and other inhabitants of the underworld to live comfortably. Aside from the continual darkness, Hawaiki comes about as close as living on the World as one gets in the Underworld. All of the wildlife is natural, fishing is bountiful, weather occurs as naturally here as it does in the World, and spirits simply continue their existence in contentment.

While Hine' rules Rarohenga from Hawaiki, she is not the ruler of the subrealm. Rohe, Maui-tikitiki's wife, governs the dead here. Maui married Rohe because of her incredible beauty. One day, after calling Maui ugly, Maui used his magic to take her beauty and gave her his ugliness, causing Rohe to flee to the Underworld. She is still very bitter about this and sometimes lashes out at the living in anger. Maui keeps his home in Hawaiki but does not stay there often, due to Rohe's harassment.

Pulotu

The home of the Tongan and Samoan dead, Pulotu is rockier, darker, and not as lush as Hawaiki. It is ruled by Havea Hikule'o, a very fair god who tries to make the afterlife comfortable for the spirits in his charge.

Lua-o-Milu

The Underworld of the Hawaiians, this subrealm is ruled by Milu, who allows the dead to see what their descendants are doing, when they wish. Milu is a very mysterious god and only Hine' may know his true nature. Lua-o-Milu is very similar to the Hawaiian Islands in both ecology and geography, apart from the constant darkness.

Avaiki

Avaiki is the home of the Cook Island dead. Like Lua-o-Milu, it resembles its earthly counterpart, except for the darkness. The realm's ruler, Miru, is a very bitter goddess, although no one knows why. She likes to take her bitterness out on the dead by causing the subrealm's temperature to reach very high levels. Hine' has warned her about this treatment in the past, but Miru gets away with it more often than not.

Haha

Haha was the home of the dead from Rapa Nui (Easter Island). It is now a small and empty subrealm and any god or goddess who ruled here has long since abandoned it. Maui often escapes here when Rohe comes a-knockin'.

PASSAGES TO RAROHENGA

After Hine-nui-te-po closed many of the passages that connected Rarohenga to the world travel to the Atuan Underworld is not easy. There are still a few sure ways to get there, however.

Tombs and Funerary Architecture: Unfortunately, few ancient Polynesian burial places survive to this day. Those that are still known to exist are either being excavated by archaeologists or are protected by National (and sometimes divine) law. If a Scion could get into an ancient Polynesian grave and cover himself completely with dirt, he may spend a point of Legend to find himself on one of the many islands of Rarohenga, usually in a Turehu village. Some caves were used as burial sites by the Polynesian people, but a ritual is required to use these burial caves as a passageway to Rarohenga (see below).

Alternatively, a Scion may use a *urupa*, or modern Maori graveyard to enter Rarohenga. He simply needs to lie in a grave, cover himself with earth, and spend a point of Legend. Such sites are under divine tapu, however, and those with a legend less than 9 will find themselves penalized as though they had violated a severe tapu placed by a Legend 12 God.

Locations: Natural locations serve as the easiest way to get from the world to Rarohenga. Cape Reinga, the northernmost point of New Zealand is where the spirits of the dead may literally jump off into the afterlife. A Scion going to Cape Reinga will find an old Pohutukawa tree growing from the edge of the northernmost cliff. If the Scion slides off the cliff from the tree's location and spends a point of Legend, he finds himself falling into the dark waters of Rarohenga, near the island of Hawaiki.

The Pacific Ocean serves as another route into Rarohenga. The Scion needs to sail out of sight of land and dive into the water. When he reaches the point where light fades to nothing (pressure problems may exist), he spends a point of Legend. After he does, a giant shark appears and swallows the Scion whole (the only result of fighting this shark is that the Scion is forevermore denied this entry method into Rarohenga). The Scion will immediately find himself in Rarohenga, just offshore of the largest island of Hawaiki.

Lastly, Rarohenga can be reached by travelling down into the lava tubes created by volcanoes. A Scion need only enter and walk down the tube into darkness. When the darkness is overwhelming, he spends a point of Legend and finds himself on Hawaiki. This method only works if the lava tubes were formed relatively recently (about ten years old maximum). Keep in mind that a Scion will likely face the dangers of extreme heat in these tubes.

Rituals: A Scion can reach Rarohenga by lying for three days and three nights on a raised platform in a *marae*. At the end of the three days, the platform is set on fire by a friend or family member of the Scion. When the Scion's clothes begin to catch fire, he spends a point of Legend and arrived in Rarohenga unharmed. The current Maori ritual of Tangihanga, presided over by a real Christian priest is another proven method of entering Rarohenga. Both of these rituals are an intended use of the *marae*, so none who enter it for these purposes violate tapu.

An older ritual used to enter Rarohenga requires that a Scion's entire body be embalmed with a wash made from the Ti-root (this formula must be researched), covering all of the pores of the skin. The Scion enters a trance but remains aware of his situation. If the Scion is then taken to a cave or niche in a cliffside and placed in a sitting position, he may spend a point of Legend to enter Rarohenga.

Times: There are no known specific times at which a Scion can spend Legend to enter Rarohenga.

THE OVERWORLD: AU-ROROA

AKA: Kiki-Rangi, Naheurangi

The home of the Atua is a place of eternal daylight and cool breezes. Like Rarohenga, it is divided into many subrealms, although each ruled by each of the great gods and is shaped to fit that god's personal tastes. Each subrealm takes the form of multiple islands of various sizes in a vast sea. The souls of humans favored by a particular god live in eternal paradise in that god's subrealm. Otherwise, the subrealm is inhabited only by natural plant, animals, spirits who serve the Gods, and the Gods themselves.

As the world of light, it is always day in Au-rorooa. The animals that live in the realm never need to sleep and even those that would normally be nocturnal are present and active. The light of the realm also permeates the seas, which are as deep as the Pacific Ocean. Even the deepest trench is as well lit as the area just beneath the surface. Water pressure is never a problem to those who dive in Au-rorooa.

Essentially, all of the subrealms in Au-rorooa are similar. The realms do have names but they are considered tapu and the Atua refuse to tell those outside the Pantheon what they are. Most other Pantheons refer to the subrealms by the name of the god that runs it. The following is a brief description of the nature of the subrealm depending on the god that oversees it:

Hina: Hina's subrealm consists of several small islands, all very warm and humid. Her islands are the most biodiverse in Au-rorooa, containing Pacific animals both extant and extinct. Every creature she has given birth to is represented here, as well as many that she did not. All of the plants on her islands are lush and vibrant, with trees bearing fruit constantly.

On each of her islands, Haumea has a small hut where she lives when she is visiting that particular island. All of the spells known to the Atua are carved into the walls and posts of these huts, though they can only be read by her. She also keeps a bowl of water in each hut, in which she practices her prophesy.

Haumia-Tiketike: As is to be expected, Haumia's islands are all wild and untouched by man or god. Nature rules with an iron fist here and other gods and Scions find themselves overwhelmed by plants and animals. Even the seas teem with fish, most of them predatory. Only Haumia and his like-minded children find any comfort here. Haumia does not keep any sort of permanent dwelling

Pele: Despite what may be assumed, Pele's islands are not all smoking volcanoes overflowing with lava and ash: this only describes about three-quarters of her subrealm. The others are breathtaking works of cliffs, valleys, jungles, beaches, and plains. Many of them are vibrant testaments to the new life that springs from recently created volcanic islands.

Poliahu: This domain is the most beautiful in Au-rorooa. The islands are ruggedly handsome and populated by perfect specimens of plants and animals. The temperature in the subrealm is cooler than the rest of Au-rorooa, but this does not bother the tropical plant near the beaches. Most of Poliahu's islands are very mountainous and the tallest are covered in perfect snow. Poliahu herself lives in an ice palace at the top of the domain's tallest mountain.

Rongo: Rongo's subrealm is an interesting and place. Once an archipelago of farming and fishing communities, the islands are now dotted with small modern towns. All have wi-fi access, coffee shops, grocery stores and the like. Some islands remain as they were in ancient times, for the comfort of the souls who prefer them. Rongo himself occupies an eight-story tower on the largest island. From here he can monitor all that happens in his realm.

Tāne: Tāne's is the largest and most beautiful of Au-rorooa's subrealms. As the god of forests, his islands are covered with all types, ranging from tropical jungles to dense pine forests. Every plant and animal

that Tāne created dwells within his realm, although the variety of sea life is sparse, a sign of Tangaroa's rivalry. Nonetheless, the favored souls in his domain want for nothing ever again. Tāne himself prefers to dwell in a small hut on the largest of the islands. In front of the hut is a large *marae* where the Atua gather to discuss policy, settle disputes, greet delegates from other pantheons, or challenge each other to games and matches.

Tangaroa: Tangaroa's subrealm is a large vast ocean. There is little dry land, simply a few lush atolls provided for his favored souls' comfort. His seas teem with a stunning variety of ocean life and his reefs are as large as continents. Tangaroa keeps no permanent dwelling in his realm, preferring to swim about as a giant sea creature, most commonly a squid. Rumors persist of a great undersea library that Tangaroa keeps, although its location and the extent of the knowledge within are known only to Tangaroa and a few of his favored children.

Tāwhaki: Tāwhaki's subrealm is one of open skies and tame weather. Most of his islands actually float in the sky above the sea, but fishermen still cast their canoes off the beach and find themselves in their normal fishing grounds. Tāwhaki himself occupies one of several undecorated hut among the islands.

Tu: Tu's subrealm is where the souls of the greatest Polynesian warriors all constantly practice their skill, or relax if they so choose. Surprisingly, Tu is very lenient on these souls, much more so than he is on his own children. He figures that they've earned their place by his side, so they have the right to spend that time as they see fit.

Tu's subrealm is a lush archipelago of islands much like Tāne's. He dwells in a large wooden palace which has numerous sparring chambers and proving grounds. His walls are decorated every weapon that any Polynesian warrior has taken as a trophy from an enemy (including some WWII German weapons captured by G.I.s of Hawaiian descent).

Lesser gods of the Atua have individual islands (or reefs, depending on the nature of the god) within the subrealm of the great god whom they are related to or whom they serve (if they dislike their relative). Those who don't think they serve any of the great gods all end up in Tāne's subrealm to remind them who is really in charge of the whole operation. Like the great gods, the lesser gods have complete control over the nature of their island and the sea up to about a few miles away from shore.

AXIS MUNDI

The *toa* tree serves as an Axis Mundi to Au-roroa. A Scion with Legend of 9 or more must climb to the top of one of these trees, spend a point of Legend, and then climb back down. They will find themselves in whichever realm they were trying to reach in Au-roroa or Tāne's realm if none is specified.

Marae are Maori holy sites, usually taking the form of rectangular area of cleared land bordered by stones or wooden posts. These places are sacred to the Maori people, and are considered tapu. Using such a site for a use other than its intended purpose (entry to the overworld is *not* an intended purpose) violates the tapu (see "Tapu and You" sidebar above). There also exists a *marae* on Hawaiki in Rarohenga that can be used to travel to Au-roroa. Tāne's *marae* may be used to travel to Hawaiki or any

existing *marae* in the world. Note that the stone platforms known as *ahu* on Rapa Nui serve are considered *marae*.

Halema‘uma‘u crater, located on Mt. Kilauea in Hawai‘i, serves as an Axis mundi between the World and any of Pele’s islands. A Scion with a Legend of 9 or greater only needs to jump in the crater while spending a point of Legend to complete the journey.

Since the Siege- Sunset in Paradise

Po’s siege has begun to darken the World of Eternal Light. The normally diurnal creatures of the realm (even those that would be nocturnal in the World) are beginning to retreat to their dens and shelters to sleep for the first time ever. Additionally new creatures, ones that relish in the cool shade of night, are beginning to stir and trouble the favored souls of the realms. Even the depths of the oceans, normally as bright as the near-surface, are darkening and new terrors are starting to seethe through the shadows. The great gods of the Atua are finding their favored souls attacked and, worse, kidnapped, only to return as *aitu*, the spectres of Night, to terrorize those they formerly associated with. A number of the realm’s islands have already seen dusk fall and dread the onset of night.

ANTAGONISTS

MORE HUMAN THAN HUMAN

Maero (Followers ♦♦♦♦ to ♦♦♦♦♦)

This primitive tribe of wild men lived on many of the Polynesian Islands before humans arrived. When the (unknowing) human invaders began to enter the Maero’s sacred forests, they began a series of raids on the human settlements. Unfortunately, this only led to retribution from the human, who nearly wiped out the race. Today, the Maero secretly live in the remained dense forests and jungles of the Polynesian Islands. They may (grudgingly) serve Scions but are expensive and unpredictable at best.

Maero look like tall hirsute humans. They have long, bony fingers and like to tear their enemies apart with their fingernails. They often eat the remains of their opponents. Maero often have a Strength and Stamina of no less than three dots. They are based on the grunt soldier template. Additionally, Maero all have the Self-Healing knack, even without Epic Stamina, and are assumed to have 3 Legend points per day for its use.

THE DEAD

Aitu

The aitu are simply what the Atua call Spectres. Po likes to use aitu against mortals more often than most Titans do. They are stated exactly the same way as Spectres are in Scion: Hero.

Huaka'i Po

Huaka'i Po, or Nightmarchers, are the spirits of ancient Hawaiian warriors that have been corrupted by Po. It is said that mortals who look upon them die unless a relative is among the Nightmarcher's ranks. Fortunately, Scions and other beings of Legend are immune to this effect. Nightmarchers are corporeal and are stated similarly to Myrmidons, except that they are armed and armored as ancient Hawaiian warriors. They will not serve Gods or Scions, having voluntarily sided with the Titans.

LESSER IMMORTALS

Taniwha (Guide ♦♦♦)

The taniwha are the lesser-immortal guardians of tribes or sacred places. They always appear in specific animal forms but are of giant proportions. The taniwha travelled alongside humans to the Polynesian Islands from Hawaiki and have served as tribal guardians since. Each taniwha chooses a different tribe of people, usually the tribe formed by canoe-mates as they travel to other islands. They then make their homes in dark, dangerous places (on land or at sea) near their chosen people. A taniwha will warn his tribe about attacks, give advice and warnings through a medium-priest, or even save member of its tribe from drowning or falling. Taniwha often demand a gift of respect in exchange for their guardianship. An offering of a green twig, sweet potato, or taro root along with a short incantation is preferred.

Taniwha serve another important function: they are the enforcers of tapu. When anyone violates a tapu within about a mile of their location, the nearest taniwha will find and attack that person viciously (although some are more lenient on member of their protected tribe). They often attempt to swallow these people whole, leaving them undigested in their stomach. The violators stay alive until they die of starvation or thirst. Some taniwha will choose to simply kill a victim. A taniwha will only attempt to swallow tapu violators and no other opponents. A taniwha will never attack a priest, chief, Scion, or God for violating tapu.

Supernatural Powers: Taniwha take the form of a specific animal as the Animal Form (Animal 6) Boon, except that they are a giant form of that animal. At sea, a taniwha appears as a shark or a whale and on land they are either a gecko or a tuatara. They may take no other forms. They may only take one of these forms at a time and it costs a Legend point to switch between them. All have at least three dots of Epic Stamina and can access Boons from the Guardian, Earth, Water, and Sky purviews.

Weaknesses: Taniwha have two main weaknesses. First, if the tribe that they are protecting is eliminated, they fade away into nothingness. Second, most are susceptible to Boons from the Magic Purview. They receive a one die penalty to resist spells cast on them.

Other notes: A taniwha will attempt to swallow a violator of tapu whole. They can do this with a target that is man-size or smaller. Treat the attack as a bite attack for whatever form the taniwha is in. If the attack is successful, the taniwha may spend a point of willpower to swallow the target. The attack deals no damage. While in a taniwha's stomach, a person finds himself unwilling to attempt escape, as if they know that they are being justly treated. If a taniwha is killed, their stomach can be cut open to release anyone and anything that they have swallowed. People who have not died inside the taniwha are released (relatively) unharmed and all items are undamaged. People who have had a particularly close relationship with a taniwha in life (notably the priests who serve as their mediums) are often given the choice of becoming a taniwha themselves after death.

Tipua

The tipua are similar to the kunitsukami in Japanese folklore, except that they are decidedly less friendly. They often inhabit rocks, trees, and other common objects and demand offerings, using their powers to harass those who did not present herbs or branches. Tipua are treated like the kunitsukami in Scion: Hero, except that they do not have access to the Guardian and War Purviews, but neither do they share any of the kunitsukami's weaknesses. A tipua cannot manifest armor but can bring forth any traditional Polynesian weapon in the same way that a kunitsukami can manifest a Japanese weapon.

Häkuturi (Guide ♦♦)

Häkuturi are the guardians of the forest in Polynesian mythology. No one may disturb the sacredness of the forest without making proper respect to the gods or the häkuturi will undo all that they have done. According to legend, when the hero Rātā chops down a tree to make a canoe, the häkuturi re-erect the tree while Rātā rests. This goes on for two days before Rātā makes the proper prayers and dedications to Tāne. Häkuturi resemble small men and women.

Supernatural powers: Häkuturi all have some Epic Appearance and Epic Stamina. They can access the Fertility Purview and the Animal Purview for animals of the forest. They may use the Self-Healing and Regeneration knacks to heal damage done to forest plants and animals, even if they don't have the knack themselves.

Weaknesses: If anyone performs the proper dedications to Tāne in the presence of the häkuturi, they are compelled to help him in all that he wants done while he is in the forest. This does not extend to acts of wanton destruction of forest lands, although the chopping down of a few trees is allowed.

TITANSPAWN

NEMEANS

Nemean beasts were the most common monster appearing in Polynesian mythology. Most were nemean sea creatures: octopi, squid, predatory fish, cetaceans, crustaceans, and even some clams have been fought by the children of the Atua. Additionally, many nemean birds also appear. The *poukai* of

Maori legend was a nemean eagle. Lizards are a natural choice for nemeans because the Polynesians tended to see lizards as inherently evil creatures.

Wheke

The wheke are a specially bred type of nemean octopus. They have been given true sentience and intelligence by the Titans and this make them very dangerous opponents. An average wheke is a nemean octopus that has an Intelligence attribute of at least 3 dots. They range in size from a basketball to a small house. None are poisonous like the nemean blue-ringed octopi mentioned in Scion:God. A more powerful type of wheke exists within The Drowned Road and Po. Thankfully rare, these wheke are typhonian octopi that have one, two, or even three dots of Epic Intelligence.

MINONS

Karungaituku

These monsters are half-man (or woman), half-bird. They share the stats and traits of the Harpy from Scion: Hero.

Menehune

The menehune are a group of dwarves that, after Ymir was killed, decided to live separately from the other dwarven tribes. They chose the Hawaiian Islands as their home and have been there since, hidden from human eyes. Like the dwarves, they are excellent craftsmen, although they tend to build temples, roads, lakes and other large-scale works rather than items. They devote themselves to the Atua, but do not share as close a relationship with them as the Dwarves do with the Aesir. Thus, their services often come at a price of food, protection, or relics. Their favorite food is bananas.

The menehune are treated exactly as the dwarves from Scion: Hero except for a few major differences. First of all, sunlight does not turn menehune to stone. Thus, they tend to live above ground in hidden villages deep in the forests of the Hawaiian Islands. While they can add their Legend as automatic successes to Craft-related rolls, as Dwarves can, they forge Legend into items. While some menehune possess a few Earth Boons, others may possess some Water or Fertility Boons. Lastly, the menehune have one major weakness: they are all deathly afraid of owls.

ANIMALS

Squid

Attributes: Strength 4, Dexterity 2, Stamina 3; Charisma 0, Manipulation 0, Appearance 1; Perception 3, Intelligence 2, Wits 3

Abilities: Athletics 3 (swimming +3), Awareness 3, Brawl 1, Integrity 1, Presence 2, Fortitude 3, Stealth 2, Survival 4

Join Battle: 6

Attacks:

Bite: Accuracy 5, Damage 3L, Parry DV --, Speed 5

Soak: 1L/3B

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

Dodge DV: 2 (4 swimming) **Willpower:** 3

Other Notes: A squid may squirt ink to escape prey. It gains a two dice bonus to its stealth roll to escape in this manner. This describes an average, non-giant squid.

Octopus

Attributes: Strength 3, Dexterity 4, Stamina 3; Charisma 0, Manipulation 0, Appearance 1; Perception 3, Intelligence 2, Wits 3

Abilities: Athletics 2 (Swimming +3), Awareness 3, Brawl 1, Integrity 1, Presence 2, Fortitude 3, Stealth 4 (+2 when changing colors), Survival 4

Join Battle: 6

Attacks:

Bite: Accuracy 5, Damage 3L, Parry DV --, Speed 5

Soak: 1L/3B

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

Dodge DV: 3 (4 swimming) **Willpower:** 4

Other Notes: An octopus may squirt ink to escape prey. It gains a two dice bonus to its stealth roll to escape in this manner. Octopi can also change their coloration at will. They can generally survive out of water for about four hours.

TITAN: PO— NIGHT

AKA: Nyx, The Endless Night, the Field of Stars

Po represents the primordial state of creation in the Polynesian World: the darkness of night. This is not the terrifying blackness that Soku-no-Kumi represents – in fact there is a surprising amount of light in Po, once one gets used to it. The moon shines brightly, stars glitter in the endless sky and phosphorescent fungi and insects are not uncommon. Indeed it is gentler than its frightful cousin, yet still dangerous simply due to its apparent familiarity and temperance. Night is as oppressive in its concept as all of the other Greater Titans. Po, primarily through Rangi and Papa, desires to see an endless night, where fearsome creatures prowl the shadows and men become lost in the dark landscape.

To the Atua, light is the primary force of protection of gods and humanity. The forests and waters of the Polynesian Islands were especially treacherous at night and light was what made them survivable. Nocturnal creatures were dangerous and even those that were not so were thought to be sinister. Tāne's primary role is to combat the darkness and make sure that night is carefully regulated, so that it does not last too long.

Unlike other Greater Titans, such as Muspelheim and Crom Cruach, Po is not a particularly destructive Titan. In fact, his victory would not seem so bad- the world plunged into a cool, comforting, and serene

nighttime. However, this is not nearly as good as it sounds. Like the many of the creatures that inhabit Po, the Titan is able to force those in its influence to sleep, halting all progress and activity. Fortunately, Po has not yet regained enough power to pacify any pantheons but it is a frightening possibility. Additionally, many of Po's minions need no sleep, leaving those in slumber at their mercy.

Favored Purviews: Animal (nocturnal animals), Darkness, Illusion, Magic, Moon

Banned Purviews: Fire, Sun

The Nocturnal Template

Many of the creatures residing within Po possess the nocturnal template. Such creatures are muted gray in color. A creature with this template can see through darkness as if they had the Night Eyes boon (Darkness •). They never require sleep, nor are they affected by supernatural sleep effects.

A nocturnal creature can force any threatening creature into a deep sleep. Anyone who attempts to attack a Nocturnal creature must roll (Willpower + Integrity + Legend) and get more successes than the Nocturnal creature's legend or fall asleep. Creatures and mortals sleep soundly and cannot be roused until the sun reappears in the sky. Scions, gods, immortals, and titanspawn remain asleep until the end of the scene, the sun appears in the sky, they are in the area of light created by a Sun Boon, or they are dealt at least one bashing damage. This ability does not affect the dead or undead. Intelligent nocturnal creatures can attempt to force the slumber on any one target they can see as a miscellaneous 5-tick action.

Nocturnal creatures can also spend one point of Willpower to become invisible as a miscellaneous 5-tick action, as long as they are not in direct sunlight. While invisible, the creature can only be located using Environmental Awareness, Spatial Attunement or similar knacks. The use of any Ultimate mental attribute will also reveal the location of all invisible creatures. The invisibility lasts for the rest of the scene and ends immediately if the invisible creature attacks, enters direct sunlight, or enters an area of light produced by a Boon of the Sun purview.

A nocturnal being is severely hampered by Boons from the Sun purview and other sun-based attacks. Any such effect or attack gains an additional bonus to their dice pool equal to the number of dots of the effect's power. However, Boons and effects of the Moon and Darkness purviews suffer the opposite effect, losing dice from their dice pool equal to that power's number of dots.

PROMINENT FEATURES

The interior of Po is much like Terra, although not as lush. Po takes the form of a copy of Earth, except that it is always night. No Sun ever lights up the sky or heats the cold World below. This is not to say that Po is freezing, far from it, but it never gets truly warm. The landscape of Po is equivalent to Earth in

its natural state. Unlike Terra, there are no flat expanses reflecting where cities have been built on Earth. Instead, those areas are kept in their natural state, as though nothing were ever built in the first place.

The sky of Po is lit only by a collection of stars and the Moon. The stars are nearly endless in number and form no recognizable constellation; they move about as quickly as planets do and are useless for any sort of navigation. The Moon of Po is identical to Earth's Moon except that it seems emphasized in a way that no one is quite sure how to explain. The Moon mirrors all of the phases of Earth's Moon and remains as bright despite the fact that no Sun casts the light that reflects off of it. The silver light seems to stream forth from the Moon itself. No god that has tried has been capable of reaching Po's Moon; it always seems just out of reach, no matter how high one flies.

Fires started in or brought into Po give off a paler, muted glow. Many who use fire to light the way simply give up, however, because of the large number of insects it attracts and the innumerable eyes reflecting the light.

All of the lands and waters in Po teem with life. All forms of nocturnal animals can be found here, many being nemean and typhonian versions with the Nocturnal Template. Plants thrive here, despite the lack of sunlight. The Atua theorize that the plants gain energy from Po's Moon, although not even Ultimate Intelligence has provided a clear answer to this question. Not that they really care.

SAMPLE PASSAGES

The easiest way to get to Po is to set off into the increasing twilight surrounding Au-roroa. Currently, the way is out into the endless seas that are the edges of Au-roroa's subrealms. As one sails out from each realm, the twilight becomes dusk and, finally night. The Scion has entered Po, in any of its oceans. It is possible to reach Soku-no-Kumi by flying up into the sky when Po's moon is new.

RANGI AND PAPA

AKA: Ranginui and Papatuanuku

Rangi and Papa have a strange history, but not one that is outlandish as far as Gods and Titans go. Rangi had once been an Avatar of Ehekatoyaatl and Papa was once an Avatar of Terra. As soon as they met each other, they fell deeply in love. Their relationship grew to the point where they were never apart and, eventually, they actually merged- increasing their power but becoming like gods; they no longer represented their Greater Titans. They were cast out of their Titans but were accepted into Po, whose Night represented the darkness between their bodies- so great was their continual embrace. It was while Rangi and Papa were Avatars of Po that the World was created and the brothers that would become the founders of the Atua were born to them.

During the Titan War, Tangaroa convinced his brothers that Rangi and Papa's ideas about endless night posed a threat to humanity and its advancement and it was Tāne who, after a great battle, forced Papa away from Rangi and locked them both in separate "cells" in Tartarus. After the Titans broke free, Rangi

and Papa immediately found each other and set out to exact revenge on their children. While technically merged into one being, both Rangi and Papa have kept their independent identities and are able to appear in separate bodies: one male and one female. Both seem like the darkness of the night sky personified, but no stars are present in their bodies.

Rangi and Papa have a base dice pool of 24 for all actions, modified by their Epic Attributes. Rangi and Papa favor Social attributes.

Virtues: Ambition 3, Malice 1, Rapacity 5, Zealotry 4

Supernatural Powers:

Avatars: The Beast, The Mirror

Boons: Every one- to eight-dot Boon from every Purview *except* Fire and Sun, which are forbidden to them. Rangi and Papa also have all Boons from the Animal (nocturnal animals) and Moon 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).

Twin Avatar: Due to their unusual history, Rangi and Papa have merged into one Avatar, but each can manifest separately, one as a man and the other as a woman. Each Avatar has the stats listed here, but they share a single Legend pool-much like a Scion using the Co-location Boon (see Scion: God). They share a single mind, but can operate independently as though the Avatar had the Parallel Attention knack. When acting together, they are assumed to have the Perfect Coordination knack.

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: 9

Legend: 12

Legend Points: 144

Other Notes: Rangi and Papa are now inseparable. Killing either one of the manifestations destroys the Avatar. If they somehow are separated, one will willingly destroy themselves rather than live without the other.

CREATURES

For most tasks, Rangi and Papa rely on Nocturnal typhonian animals- owls are a particular favorite. When intelligence is required for a job, they use Ponaturi, Ukupanipo (see below), or Wheke (see above).

OTHER AVATARS

HECATE

An old and powerful Titan, Hecate represents the mysterious and mystical side of night. It is said that, in ancient days, Zues himself feared angering Hecate, not sure of what she might have her children and followers do to the World. Unfortunately, she invested too much of her power in maintaining Worldly cults, losing much of her strength when those cults were destroyed by the Dodektheon. Slowly she regained her power while locked away in Tartarus and, since Po's release, she has begun to form mortal cults around her once again. Hecate appears in much the same way as Gaia does, as a woman of the Dodektheon, except that her skin is ebony black. Sometimes she appears with three heads, each facing a different direction, or with the head(s) of a dog.

Hecate has a base dice pool of 22 for all actions, modified by her Epic Attributes. Hecate favors Mental attributes.

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

Supernatural Powers:

Avatars: The Wyrd, The Mirror

Boons: Every one- to eight-dot Boon from every Purview *except* Fire and Sun, which are forbidden to her. Hecate also has all Boons from the Moon Purview.

Spells: Hecate has all spells presented in the books, plus many that existed before most of the gods were born.

Epic Attributes: Epic Mental 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: 22

Attacks:

Clinch: Accuracy 22, Damage 12L, Parry DV--, Speed 6, P

Unarmed, Heavy: Accuracy 21, Damage 15L, Parry DV 39, Speed 5

Unarmed, Light: Accuracy 23, Damage 12L, Parry DV 41, Speed 4

Soak: 8A/35L/40B

Health Levels: -0x39/Incap

Dodge DV: 46

Willpower: 8

Legend: 11

Legend Points: 121

Other Notes: Hecate always carries a torch. This torch enhances her magic, adding a 2 dice bonus to any roll she makes while using her magic. If Hecate is killed, the torch may be used by a Scion, god, or another Avatar. Hecate never uses it as a weapon.

CREATURES

Aside from normal creatures of night, Hecate always has dogs in her service. These are all intelligent and can use magic to some extent. She also likes to keep mortal servants, granting them magical abilities beyond their imagining but always making sure they do not destroy themselves with their new power. Hecate seems to have an almost obsessive affinity for mortals. She feels that they are to play a pivotal role in the coming War.

NUT

One of the oldest Titans, Nut represents the motherly and comforting aspects of night. She had been one of the most peaceful and friendly Titans until Ra refused her marriage to Geb. Ra had seen how powerful Rangi and Papa had gotten when they merged and he was not willing to take the chance of his children overthrowing him. Nut was subsequently imprisoned with the rest of the Titans and is now very bitter about it. Furthermore, she is very jealous of Rangi and Papa. After all, despite their imprisonment and rejection by their parent Titans, they are now together. Nut can't even take comfort in thinking that Geb might still have feelings for her-- he may, but she is not willing to make that assumption. Like Papa, Nut appears as a woman whose body is composed of the night sky, with thousands of glittering stars within it.

Nut has a base dice pool of 22 for all actions, modified by her Epic Attributes. Nut favors Social attributes.

Virtues: Ambition 3, Malice 2, Rapacity 4, Zealotry 4

Supernatural Powers:

Avatars: The Abyss

Boons: Every one- to eight-dot Boon from every Purview *except* Fire and Sun, which are forbidden to him. Nut also has all Boons from the Darkness Purview.

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: 22

Attacks:

Clinch: Accuracy 22, Damage 12L, Parry DV --, Speed 6, P

Unarmed, Heavy: Accuracy 21, Damage 15L, Parry DV 39, Speed 5

Unarmed, Light: Accuracy 23, Damage 12L, Parry DV 41, Speed 4

Soak: 8A/35L/40B

Health Levels: -0x39/Incap

Dodge DV: 46 **Willpower:** 8

Legend: 11 **Legend Points:** 121

Other Notes: None

CREATURES

Nut generally does not prefer to use creatures or keep servants.

NOTT

Born a Jotun, Nott achieved godhood in early history, through a powerful ritual that has since been lost to the ages. Thinking the Titans the stronger side in the first Titan War, Nott chose to join them and was punished by the Aesir for doing so. Instead of imprisoning her in Tartarus with the rest of the Titans, Odin forced her into labor: driving the horses across the sky to bring night to the world. Although the task was neither arduous nor particularly humiliating, Nott vowed revenge. As soon as the Titans were free, Nott fled the horses and merged with Po, increasing her power and giving her a chance at revenge. Nott represents all the fearful things about night. Nott resembles a giantess with skin the color of dusk.

Nott has a base dice pool of 20 for all actions, modified by her Epic Attributes. Nott favors Physical attributes.

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

Supernatural Powers:

Avatars: The Trickster, The Abyss

Boons: Every one- to eight-dot Boon from every Purview *except* Fire and Sun, which are forbidden to her. Nott also has all Boons from the Illusion and Darkness Purview.

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

Jotun: In addition to her other abilities, Nott retains all abilities common to Jotun.

Join Battle: 20

Attacks:

Clinch: Accuracy 20, Damage 11L, Parry DV --, Speed 6, P

Unarmed, Heavy: Accuracy 19, Damage 14L, Parry DV 55, Speed 5

Unarmed, Light: Accuracy 21, Damage 11L, Parry DV 57, Speed 4

Skeggox: Accuracy 25, Damage 18L, Parry DV 59, Speed 3

Soak: 10A/51L/56B

Health Levels: -0x55/Incap

Dodge DV: 61

Willpower: 6

Legend: 10

Legend Points: 100

Other Notes: None

CREATURES

Aside from the normal creatures of Po, Nott has a legion of Jotun- all enhanced with the Nocturnal Template- at her disposal.

RĀTRĪ

Ratri was worshipped in India long before the Devas arrived. Her displacement at the hands of the new gods, in addition to that of Surya's continual pursuit of her, caused her to hate the Devas with a passion. Ratri represents the hidden, bewildering, illusory aspect of night as well as the dreams (both good and bad) that come to beings as they sleep. Ratri does not involve herself too much in the fight against the Atua. She is saving her strength for those who deserve punishment. Ratri has made it a hobby to corrupt newly Visited Scions into her dark service. She appears in many different forms, human or animal. Her favored one is a beautiful dark-skinned woman.

Ratri has a base dice pool of 20 for all actions, modified by her Epic Attributes. Ratri favors Mental attributes.

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

Supernatural Powers:

Avatars: The Wyrd, The Trickster

Boons: Every one- to eight-dot Boon from every Purview *except* Fire and Sun, which are forbidden to her. Ratri also has all Boons from the Illusion Purview.

Spells: Ratri has all the spells presented in the books, plus a few more.

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

Dreammaker: Ratri can attempt to influence the dreams of any sleeping creature she knows the name of. Scions and other creatures of Legend can roll (Willpower + Integrity + Legend) with a difficulty of 3 to resist this effect (as this is a subconscious effect, the knack Blockade of Reason cannot be used to improve this result). Failure means that Ratri can project her thoughts and ideas as dreams to the affected creature. This does not allow her to exert any form of control over the creature. Ratri usually uses this power to inflict terrifying nightmares upon enemies, grant misleading visions, or tempt young Scions into her service with promises of power.

Join Battle: 20

Attacks: None. Ratri will try to bewilder her enemies with illusions, fleeing if this is not possible.

Soak: 8A/34L/39B

Health Levels: -0x49/Incap

Dodge DV: 44 **Willpower:** 8

Legend: 10 **Legend Points:** 100

Other Notes: None

CREATURES

Ratri keeps no special creatures of her own- simply using those creatures, animals, and mortals that serve Po. She keeps a cadre of corrupted Scions (particularly children of Surya) with her to tend to her needs, carry out missions, and provide protection.

CREATURES OF PO

Ponaturi

Ponaturi are goblin-like creatures created by Po, the Greater Titan of Night. They live under the sea during the day, for sunlight is fatal to them, and go up on the beaches at night. They like to terrorize people, sometimes kidnapping lone wanderers and dragging their victims beneath the waves to feast upon them. All ponaturi have some Epic Stamina and Epic Dexterity. Many also have Epic Wits and Epic

Appearance (hideous). All have the Water Breathing (Water •) Boon. Many can access other Water Boons and some have one or two Boons from the Moon or Darkness Purview. They all have the Nocturnal Template. Like Dwarves, any touch of sunlight will kill a ponaturi but, instead of turning to stone, ponaturi evaporate into mist. The trophy of a Ponaturi is its heart. If collected and eaten, it grants the Scion the Water Breathing Boon (Water •) for the rest of the scene.

Ukupanipo

In Hawaiian mythology, Ukupanipo was a shark god whose duty was to control the number of fish humans would catch. He had the ability to adopt humans into his ranks, granting them strength and the ability to transform into sharks themselves. Ukupanipo also had another important task- he was the guardian of Au-roroa. As Po began the siege, Ukupanipo was quickly killed and many of his children were corrupted into serving Po. Those not corrupted were quickly hunted down and destroyed; leaving all of Ukupanipa's remaining children (also referred to as Ukupanipo) in the service of the Titan of Night.

Ukupanipo are treated as Experienced Soldiers with a few additional powers. Even in human form, they retain their sharks' teeth and can inflict tremendous amounts of damage with a bite- the same damage as a shark (see Scion:Hero). They have all Boons from the Animal (shark) Purview up to and including the eight-dot Boon and are assumed to have a Legend of six for fueling those Boons. Finally, they may transform into nemean sharks at will. While inside Po, they may choose to transform into typhonian sharks instead. While technically therianthropes, Ukupanipo are neither able to change into a hybrid form nor can they pass their affliction on to other mortals. Po alone has the power to create more of these monstrosities.

The trophy of an Ukupanipo is their teeth which, if worn together as a necklace, will give the wearer the Animal Communication Boon (Animal •) and the Animal Command Boon (Animal ••) with regards to sharks only.

OTHER TITANS

Rangi and Papa aren't the only Titan Avatars that have a beef with the Atua. The following is a list of a few Avatars that have a score to settle, although most of them are engaged in battling their Greater Titan's preferred enemy.

WHIRO (AVATAR OF SOKU-NO-KUMI)

Whiro represents the darkness of secrecy and ignorance. When Tāne resolved to give humans the three baskets of knowledge, Whiro conspired to have them himself. The knowledge would be wasted on humans, who are only fit to be left in ignorance. Under Mikaboshi's command, Whiro acts as a spy and gatherer of information- as loathe as Whiro is to actually increase anyone's knowledge of anything. Whiro has the knack of getting his servants- particularly the birds he loves so much- into places where

others seem simply unaware of their existence. Whiro also serves Mikaboshi as a keeper of secrets. If there is any bit of information that must not be known to the Gods or even other Avatars, Whiro could find a way to hide it. Whiro also loves disease and support the spread of epidemics where possible. Whiro appears a black featureless, genderless human figure.

Whiro has a base dice pool of 20 for all actions, modified by his Epic Attributes. Whiro favors Mental attributes.

Virtues: Ambition 4, Malice 5, Rapacity 3, Zealotry 1

Supernatural Powers:

Avatars: The Abyss, The Way

Boons: Every one- to eight-dot Boon from every Purview *except* Fire and Sun, which are forbidden to him. Whiro also has all Boons from the Darkness and Psychopomp Purview.

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

Curse of Ignorance: When Whiro uses the Insanity Boon (Chaos ●●●● ●●●), he may choose to inflict ignorance on the target(s) instead of insanity. Affected targets receive a 3 dice penalty to all Intelligence-based rolls and receive only half of the number of automatic successes granted by Epic Intelligence. This effect lasts for as long as the affected creatures remain in Soku-no-Kumi plus the normal duration of the Insanity Boon after they leave.

Join Battle: 20

Attacks:

Clinch: Accuracy 20, Damage 11L, Parry DV --, Speed 6, P

Unarmed, Heavy: Accuracy 19, Damage 14L, Parry DV 38, Speed 5

Unarmed, Light: Accuracy 21, Damage 11L, Parry DV 40, Speed 4

Soak: 8A/34L/39B

Health Levels: -0x49/Incap

Dodge DV: 44

Willpower: 9

Legend: 10

Legend Points: 100

Other Notes: None

CREATURES

Whiro's favorite creatures are birds and lizards- most nemean or typhonian and possessing the Miasmatic Template- although not all. In fact, many of his favorite pets are no more than what they appear to be, at least to any outside observer. All of his pets have at least a human intellect and can understand (and even speak) several human and Godly languages. For missions unsuitable to his animals, Whiro uses shinobi, Gashadokuro, or any other of Mikaboshi's creatures he feels best for a job. Due to his love of disease, Whiro has a fondness for organ beasts as well.

TAWHIRIMATEA (AVATAR OF EHEKATOYAATL)

Tawhirimatea represents the non-wind related aspect of weather, particularly temperature and precipitation. Unlike most other Avatars of Ehekatoayaatl, Tawhirimatea feels that the current state of the world is good. Instead, he fights to punish his brothers for their forced separation of his parents. Of Rangi and Papa's children, Tawhirimatea loved his parents the most and, to him, their separation was just as good as killing them. It matters not that they are reunited again; the original act was horrible in and of itself. Huricán finds Tawhirimatea a competent and useful general. Tawhirimatea appears as a short Polynesian man with a *piupiu* composed of clouds.

Tawhirimatea has a base dice pool of 20 for all actions, modified by his Epic Attributes. Tawhirimatea favors Physical attributes.

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

Supernatural Powers:

Avatars: The Storm, The Beast

Boons: Every one- to eight-dot Boon from every Purview *except* Darkness and Earth, which are forbidden to him. Tawhirimatea also has all Boons from the Animal (flying animals) and Sky Purviews.

Epic Attributes: Epic Physical 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: 20

Attacks:

Clinch: Accuracy 20, Damage 11L, Parry DV --, Speed 6, P

Unarmed, Heavy: Accuracy 19, Damage 14L, Parry DV 55, Speed 5

Unarmed, Light: Accuracy 21, Damage 11L, Parry DV 57, Speed 4

Mere: Accuracy 21, Damage 16L/B, Parry DV 59, Speed 4

Soak: 10A/51L/56B

Health Levels: -0x55/Incap

Dodge DV: 61

Willpower: 8

Legend: 10

Legend Points: 100

Other Notes: Tawhirimatea's Mere has a continual Storm Augmentation Boon (Sky ●●●) affecting it. It deals +2 damage and +3 Parry DV.

CREATURES

Tawhirimatea uses no particular creature outside of those normally found in sky. Like many Polynesian Titans, he has a fondness for birds.

MAHIKA (AVATAR OF MUSPELHEIM)

Mahuika personifies the impulsiveness, passion, and rage of fire. While at times Mahuika seems calm and even amiable, she can fly into a destructive rage at any provocation, the greatest example being when she nearly burned the entire World when she realized that Maui-tikitiki had tricked her into giving him almost all of her fingernails and toenails (the flames from which all worldly fire was born). She was weakened considerably in the first Titan War, but she is now back at her full strength. Surtr finds her too chaotic to be a good general, so he often leaves her out of his plans. He sometimes even leads his non-infernal enemies to her realm, hoping that they'll destroy each other, taking care of two problems at once. Mahuika appears as a Polynesian woman with fingernail and toenails made of solid flame.

Mahuika has a base dice pool of 20 for all actions, modified by her Epic Attributes. Mahuika favors Physical attributes.

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

Supernatural Powers:

Avatars: The Devourer, The Void

Boons: Every one- to eight-dot Boon from every Purview *except* Health and Water, which are forbidden to her. Mahuika also has all Boons from the Fire and Chaos Purview.

Epic Attributes: Epic Physical 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: 20

Attacks:

Clinch: Accuracy 20, Damage 15L, Parry DV --, Speed 6, P

Unarmed, Heavy: Accuracy 19, Damage 18L, Parry DV 55, Speed 5

Unarmed, Light: Accuracy 21, Damage 15L, Parry DV 57, Speed 4

Thrown Nail: Accuracy 15, Damage 20L, Range 50/40 (direct/indirect), Speed 5

Soak: 10A/51L/56B

Health Levels: -0x55/Incap

Dodge DV: 61

Willpower: 8

Legend: 10

Legend Points: 100

Other Notes: Mahuika's unarmed attacks and clinch attacks deals +4 damage due to her fiery fingernails (the extra damage has already been noted in the attack statistics above). Mahuika can remove any one of her fingernails or toenails and throw it as a grenade. Removed nails grow back after three days. Only after she has removed all of her fingernails does she lose her damage bonus to unarmed or clinch attacks.

CREATURES

Mahuika keeps no special creatures of her own, using those that normally serve the Avatars of Muspelhiem. Surtr does not allow any fire giants or Muspel giants to follow Mahuika's commands.

The Atva

A fan-made pantheon by P. Cutrera and J. Cutrera

We would also like to give special thanks to T. Almeida for his major contributions to and edits of this work.