

# The Yazatas

## The Persian Gods

The Gods and Goddesses of the Persians are known as the Yazatas and they possessed one of the greatest empires in the history of mankind. The Yazatas are manifestations of the Zoroastrian faith and so have a strict hierarchy, the leader of the pantheon is Ahura Mazda, followed by the Amesha Spentas and then the rest of the Yazatas. They are devoted protectors of the *asha* principle, truth in all its forms.

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### Still a Living and Breathing Religion

Zoroastrianism is still worshiped by many thousands and the Yazatas don't represent every entity in the Zoroastrian faith, this is because that Pantheon would be many books long and so decisions were made to include only the most important part of that faith (in the author's vision). If you think that an important part of that faith is missing, you are free to add it or modify this work for your purposes and notify the author of your ideas.

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## History

The first of the Yazatas was Ahura Mazda, son of the Titan Zurvan, and creator of all that exists. His greatest wish was to be without evil, untainted and pure and so he decided to recreate himself, a good emanation came to be with his old conscience and now Ahura Mazda was also Spenta Mainyu (Bounteous Spirit). Unfortunately, at the same time also came to be Angra Mainyu (Destructive Spirit), the evil side of Ahura Mazda.

One of Ahura Mazda early creations were sixteen lands made to accommodate his next creations, but jealously Angra Mainyu created winter, sickness, vice and many other sins. Ahura Mazda created the Amesha Spentas, a group of three Gods and three Goddesses, to fight Angra Mainyu and his evilness. But when they also achieved perfect goodness as their leader, they also created their worst enemy, the Daevas, allies of Angra Mainyu. The Daevas see Angra Mainyu as their master as the Amesha Spentas see Ahura Mazda as their leader.

As the Yazatas grow in size so did the Daevas, this was an even fight between good and evil. Humans also have an important role in this fight; they must have good thoughts, say good words and practice good actions and, by doing so, they can join the forces of good. If they don't, they are taken by the Daevas and made their slaves.

This is a dynamic and casual balance, some Yazatas have already defeated their correspondent Daeva, such as Tistrya, and some Daevas also have defeated their correspondent Yazata. And there are still examples of Yazatas that decided to join Angra Mainyu rather than Ahura Mazda.

It is obvious when the Daevas are winning the fight – sin increases; people lie much more; people deceive each other more; people become darker in their minds, thoughts and intentions; oppression increases; disease increases; and much, much more. When the Yazatas are winning the opposite occurs, but sadly that doesn't happen much nowadays and, as an example of this, Zoroastrians are much fewer in number than in ancient times.

The Persian Empire has fallen a long time ago and even before that much of it was converted to Islamism, a consequence of the losing battle against the Daevas. But the Yazatas have no fear, at the End of Time (Frasho Kereti) a wave of molten metal (Ayohsust) will kill the wicked and so the Yazatas don't worry too much with their increasing defeat at the hands of the Daevas.

Their enveloping Greater Titan is Aeon, the Greater Titan of Time, which currently seeks to fulfill all prophecies, for its leader is Zurvan, father of Ahura Mazda. Because Zurvan is a neutral Titan in the war between Gods and Titans, and he maintains control of Aeon since ancient times, Aeon was freed early from Tartarus, by conjoint initiative of Ahura Mazda and Zeus. This makes the Scions of the Yazatas more inclined to fight Angra Mainyu than to fight the Titans directly.

But the Yazatas keep a close eye on Aeon, for despite Zurvan being a sort of an ally to the Yazatas, there are other Avatars that are not so friendly. A good example of Aeon's destructive power is Kalachakra, the Avatar that personifies the end of the old so that the new can arrive. Other example could be the Cronus, he rules the most advance societies in Aeon as he did in the Golden Age and, as the personification of changing political regimes as time passes, he seeks to implement it everywhere and that could cause disastrous infightings and political feuds in the Overworlds.

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## Are Daevas and Devas the same? Is Ahura another name for Asura?

Zoroastrian and Hindu faiths are both based in an even older religion, the Vedic faith, and from it came many designations such as Asuras and Devas. At that time Asuras were a group of older Gods and the Devas a group of younger Gods and these two groups hated each other. The Hindus decided to venerate the Devas and reject the Asuras as Demons, but the Zoroastrians choose to worship the Ahuras (a group of three ancient Gods) and demonizing the Daevas as their enemies. Since many myths contradict each other, consider that they are completely different.

In a game where the only Pantheons that exist are the Yazatas and the Devas, it could be fun if the Ahuras were the Asuras that the Devas hate and the Daevas were the Devas.

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## Relationships with other Pantheons

The Yazatas have miscellaneous responses from different Pantheons, trout the World. They are at least as old as the Atzlánti and descendents of the old Vedic Pantheon thus making them have some similarities with the Devas, the Hindu Pantheon.

Some Pantheons consider their creation of the Daevas, demons with power similar to the Gods, who can easily be corrupted by the Titans a foolishness just to make them better Gods. Yet, the Yazatas know that only the most pure will survive the Ayohsust and see it as a necessary evil that will die at the Frasho Kereti.

With the majority of the Zoroastrians currently living quite near to Hindus, there is quite an amount of friction between the Yazatas and the Devas. There is even that aggravated thought that maybe the Devas are associated with the Daevas, but the Yazatas know best than provoke one of the most powerful Pantheons and so they politely respect each other, never letting the other know that they think of them.

And yet their traditional adversary is the Dodekathion, for they prevent their great Empire to expand to the rich lands of Europe. The Yazatas think they are fools to think that there will be a great hero that will save the Gods from the Titans and there is even the matter of the prophecy that's states that it will be a child of Zeus that will destroy the Dodekathion.

Good relations with the Pesedjet are reported to exist before the conquest of their land by the Persians and they are slowing coming back. The Pesedjet's adherence to the *ma'at* is similar to the Yazatas worship of the *asha*, making things run easier between them.

The Yazatas always respected the Celestial Bureaucracy for their organized view of World, but their inexistent relationships with other Pantheons and failed attempts to bound Hundun makes them think that the Celestial Bureaucracy is getting desperate.

They piety the Aesir for their destiny at Ragnarök, but think that they should either embrace it or improve themselves to avoid annihilation.

The Atzlánti's bloody path is, in the eyes of the Yazatas, the wrong one; the sky should be still as it was at the start of Creation and so they consume unnecessary "fuel" to make it move.

They like Amatsukami's view of nature and time, that long process to make all perfect is a way to vanquish evil from the World (possibly the longest correct path to the Yazatas goal).

The Loa are a recent Pantheon with a variety of origins that the Yazatas only vaguely touched, but they feel that overlapping the good of a few to the good of many isn't the best thing to do.

The Tuatha are regarded as a bunch of trouble makers with a code of honor that don't protect the weak, but are capable of great works if correctly oriented.

The group of Gods that make the Atua are viewed as a mumbling and messing Pantheon that don't respect the order on the World and their constant infighting and deceit only makes matters worse.

# The Pantheon

**Virtues:** Conviction, Endurance, Order, Vengeance

The Persian Pantheon is determined to do the best they can to improve the World by applying the *asha* principle; they have good thoughts, say good words and practice good actions.

Their lack of will to fight the Titans is due to their enveloping Greater Titan, Aeon, does nothing to directly oppose them, if any he helps them as Zurvan, the father of Ahura Mazda. The only problem with Zurvan is that he also sees his son in Angra Mainyu and thus he also helps the Daevas.

The other Pantheons see the Yazatas as possible allies in a distant future, despite their constant denial of that fact. Aeon even has other aspects that are eager to bring the end of the Gods in all its forms, but know that it isn't yet their time to rule and time is the most important thing in Aeon.

The Persian Pantheon has many myths and tales added post assimilation of the Muslim faith, but the main Zoroastrian faith is intact. Fire and water are still important as they see water as the fountain of wisdom and fire the medium by which we receive it.

The Zoroastrian faith has heavily influenced the Abrahamic religions that now are the main ones in the World.

The Ahuras are possibly the eldest of the old Vedic Pantheon, but that truth they keep for themselves. Ahura Mazda was always a great leader and Mithra is the son that any father would be proud of. The third and last Ahura is Ahura Berezant, or as he is better known Apam-natat, got old and so Anahita replaced him in his duties; now he wanders the Overworld to find his purpose.

The next in the Persian hierarchy are the Amesha Spentas, the ones that will cause the Ayohsust. They still don't know how they will perform such thing, but they work to make it happen, even to the point of neglecting their other duties to their subordinates.

The rest of the Yazatas work under an Amesha Spenta or have pass all tests of Ātar and become accepted in the higher circles of the Yazatas's hierarchy. Ātar is the only presented here that choose to continue to serve under Asha Vahishta.

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## Scent the Divine

Upon using the Epic Perception knack Scent the Divine on a Scion of the Yazatas, the scent that they feel is a mix of various oriental spices being myrrh the most prominent of those and hear the sound of crackling fire.

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## Ahura Mazda

**Aka:** Anamazed, Amazed, Anamazed, Hormizd, Hormuzd, Ohrmuzd, Hourmazed, Ormazed, Spenta Mainyu

Ahura Mazda, the leader of the Yazatas, appears as a forties Persian man with curly beard, normally wearing pure white robes and a staff, that he uses to guide his people or his cattle. He created all that exists in the World. He's also the leader of the Amesha Spentas and part of the Ahuric triad. His only regret is that to clean himself of evil, he created his greatest enemy: Angra Mainyu.

In modern times, he visits the World often concerned with the purity of his creations. He's usual guises have been a preacher against all types of darkness, a diplomat, the lonely guy lost in his thoughts, a cult leader, a master carpenter and a brilliant sculptor.

Ahura Mazda's Scions tend to do their best to fight all forms of darkness, be it ignorance, deceit or others, possessing many times jobs that help them achieve that end. Many of them are teachers, detectives, preachers, caring parents, lawyers and diplomats seeking a peaceful way to resolve conflicts.

**Associated Powers:** Animal (cattle), Asha, Epic Charisma, Epic Intelligence, Epic Stamina, Guardian, Justice, Moon, Sky, Sun

**Abilities:** Command, Control, Empathy, Occult, Presence, Science

**Rivals:** Angra Mainyu; Atum-Re, Brahma, Izanagi, Izanami, Kalfu, Ptah, Zeus

# Am̐eretat

aka: Am̐oredad, Am̐urdad, W̐ordad

As all members of the Amesha Spentas, Ameretat prefers to fight Angra Mainyu and the Daevas, especially Shud, the Daeva of Hunger, to fight the Titans directly. Ameretat protects all life on the World and usually wears green robes with depictions of plants. She and Haurvatat are great friends and usually where one stands the other is not far behind.

Nowadays, Ameretat visits the World as an activist for a more “Green World”, a housemaid, a caring gardener, a passionate landscape architect, a farmer and an employee for a charity foundation.

Her Scions usually follow close to their mother, trying to achieve immortality in some concept. Common occupations also include DNA researcher, longevity treatment specialist, book writer, teacher, musician and many others.

**Associated Powers:** Asha, Epic Manipulation, Epic Stamina, Epic Strength, Fertility, Guardian, Health

**Abilities:** Academics, Command, Empathy, Medicine, Occult, Survival

**Rivals:** Angra Mainyu, Shud; Isis, Lakshmi, Quetzacoál, Vishnu, Xipe Totec

# Anahíta

aka: Anahít, An̐boisur, An̐edoi Sura An̐abíta, Uq̐abid

The virgin goddess of war, Anahita, replaced Apam-natat as the supreme water deity and is regarded as a consort of Mithra. Anahita usually appears wearing a golden cloak and a diamond tiara, sometimes also caring a water pitcher. She acts as the patron of rivers, lakes and waters of birth and leads both Ahuranis and Abans.

Anahita currently appears in the World as a virgin girl bathing in a river, the singer that sings about the purity of the World, a hunter, a fashion model. Many of her roles include the seduction of an important person while removing another from power.

Her Scions are also eager to reach their full potential, sometimes clinging too tight to power in the detriment of others. Some of their common occupations are a scientist, a politician, a company’s president, CEO and many more positions of power.

**Associated Powers:** Asha, Epic Appearance, Epic Intelligence, Fertility, Health, Mystery, War, Water

**Abilities:** Art, Integrity, Investigation, Larceny, Marksmanship, Thrown

**Rivals:** Apam-natat, Angra Mainyu; Aphrodite, Artemis, Freya, Lakshmi, Sarasvati

# Arm̐aití

aka: Spenta Arm̐aití

Another member of the Amesha Spentas, Armaiti is the obedient child of Ahura Mazda. Usually wearing blue with earth motives, she is the fertility Goddess of the Dead. It’s her job to protect all that belongs to the earth. She also protects the Dead that arrive to the Garodemana. Her worst enemy is Nanghathya, the Daeva of discontent.

On the mortal World, she is a dual figure, always a compromise between opposing concepts. Notably she has been a nurturing prostitute, a gothic fashion designer, an artist that insists on chocking her audience and fans and a graveyard landscape architect. Her choices for the Scion’s father tend to be as bad parents as her.

Her Scions tend to be as dual as her, as a lovely undertaker, a joyful executioner, a scientist that seeks to implement the new by sacrificing the old.

**Associated Powers:** Asha, Death, Earth, Epic Intelligence, Epic Perception, Epic Stamina, Fertility, Guardian

**Abilities:** Awareness, Command, Fortitude, Investigation, Politics, Presence

**Rivals:** Angra Mainyu, Nanghathya; Danu, Osiris, Persephone, Quetzalcóatl, The Morrigan, Xipe Totec

# Asha Uebisheta

## 𐬀𐬀𐬀: 𐬀𐬀𐬀𐬀𐬀𐬀𐬀, 𐬀𐬀𐬀𐬀𐬀𐬀𐬀, 𐬀𐬀𐬀 𐬀𐬀𐬀𐬀𐬀, 𐬀𐬀𐬀 𐬀𐬀𐬀𐬀𐬀, 𐬀𐬀𐬀𐬀𐬀𐬀𐬀, 𐬀𐬀𐬀𐬀𐬀𐬀𐬀

Maybe the most important of the male members of the Amesha Spentas, Asha Vahishta will help when the time comes to melt all the metals to begin the purge of the wicked. He usually wears fiery red vests, as he is the blazing god of Justice through emulation and protector of the truth.

On the World he wishes to be the judge, jury and executioner of evil, many times exaggerating on the punishment of the false. He has been many times the hated hero, the meddling reporter, a priest trying to preach his religion by any means necessary or the leader of a revolutionary mob.

Scions of Asha Vahishta are usually as fierce as their father, planning on ways to maintain the truth on the World. They also have high standards of what is truth and what isn't, what is good and what isn't, resulting in a very black and white World.

**Associated Powers:** Asha, Epic Intelligence, Epic Perception, Epic Dexterity, Fire, Guardian, Justice

**Abilities:** Athletics, Brawl, Larceny, Politics, Stealth, Thrown

**Rivals:** Angra Mainyu, Drug; Brigid, Indra, Isis, Shennong, Surya, Xipe Totec

## 𐬀𐬀𐬀

### 𐬀𐬀𐬀: 𐬀𐬀𐬀, 𐬀𐬀𐬀, 𐬀𐬀𐬀, 𐬀𐬀𐬀 𐬀𐬀𐬀𐬀𐬀

Ātar is easily the most powerful and influential member of the Yazatas outside the Amesha Spentas. This son of Ahura Mazda is the God of Fire that cleanses the body and soul, the heat that fire gives and the light that it carries. Only the Gods that pass his tests are accepted in the highest circles of the Yazatas hierarchy.

The most impetus of the Yazatas, Ātar presents himself on the World as a judge of the Supreme Court, a pyrotechnician, an intellectual, a guru, a fitness trainer, a teacher, an Olympic athlete, among many others associated with testing others.

His Scions possess many of his talents and many feel that they must constantly prove themselves to others, mainly their father. They become easily accepted by all stages of the Yazatas hierarchy upon reaching godhood, even without the tests of their father.

**Associated Powers:** Asha, Epic Charisma, Epic Intelligence, Epic Strength, Fire, Justice, Sun

**Abilities:** Command, Control, Empathy, Integrity, Politics, Presence

**Rivals:** Angra Mainyu; Chang'e, Horus, Hephaestus, Kalfu, Ogma, Surya

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### Are Ātar and Atar, the other name for Agni, the same God?

As said before, the Zoroastrian faith and the Hindu faith both come from the Vedic faith and so some names overlap themselves. They are quite similar, both representing the good things in fire. For Scion purposes it's advised to consider Ātar and Agni different Gods and treat them that way, although individual Storytellers can consider them the same God and add a whole new plotline about it.

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## 𐬀𐬀𐬀𐬀

### 𐬀𐬀𐬀: 𐬀𐬀𐬀

Daena is the daughter of Ahura Mazda and Armaiti. As magician Goddess of religion, she is the most important connection between the Yazatas and Fate. She also the one that guides the souls of the just to their eternal home, Garodemana. All souls that she doesn't guide are stolen by Vizaresh and taken to Drujdemana in Duzakhv.

Commonly tied to religion on the human World, Daena seems something come from a forgotten past. She has been a priestess of a forgotten religion, the forgotten monk, a nun and many other roles where women are associated to religion.

The unstoppable Scions of Daena work to spread their religion by any means necessary, working to make this World a better place, using their intelligence and wisdom to perform great works.

**Associated Powers:** Animal (dog), Asha, Epic Intelligence, Epic Wits, Magic, Mystery, Psychopomp

**Abilities:** Athletics, Brawl, Fortitude, Occult, Presence, Stealth

**Rivals:** Angra Mainyu, Vizaresh; Brahma, Ganesha, Hermes, Manannán Mac Lir, Nüwa, Odin, Vishnu

# Haurvatat

**dka:** Hordad, Kbordad

Haurvatat is the water devoted Goddess of health and prosperity. In her blue robes she fights Tarshna, the Daeva of thirst, and Angra Mainyu. She is also the eternal protector of the seasons and the years.

When in the World, she is always associated with wealth, be it money or spiritual. She has been the heiress of great fortunes, a noble princess or priestess, a World corporation's owner and a petrol company's CEO.

Her Scions are just as big in life as she does, never needing to see if their money is running out. They tend to help other that either needs their guidance or their financial support, and so are as beautiful outside as inside.

**Associated Powers:** Asha, Epic Appearance, Epic Stamina, Epic Strength, Guardian, Health, Time, Water

**Abilities:** Academics, Art, Craft, Marksmanship, Melee, Science

**Rivals:** Angra Mainyu, Tarshna; Brigid, Dian Cécht, Hades, Lakshmi, Quetzalcoál, Sarasvati, Tlaloc, Vishnu

# Khshathra Vaiya

**dka:** Khshathra, Kshathra Vaiya

Khshathra Vaiya protects his people, from the poor to royalty. This metal God wears a helmet, a shield, a sword and a spear to maintain the peace in both the World and the Overworld. Of all metals he prefers gold, his armor's color that he uses to protect others from the evil that is Saurva.

Nowadays, Khshathra Vaiya is a leader of his people as their protector, leading a poor mob against their oppressors, a weapons manufacturer for the wealthy, a renegade and a fallen hero. He commonly goes to strange locations just to protect his people by any means necessary.

The children of Khshathra Vaiya are as fierce at protecting their friends and kind ones as their father. They are the soldiers that protect their country or their faith, the revolutionaries that fight for a better future or the police force that protects peace among others.

**Associated Powers:** Asha, Earth, Epic Charisma, Epic Perception, Epic Stamina, Guardian, War

**Abilities:** Command, Craft, Empathy, Fortitude, Occult, Presence

**Rivals:** Angra Mainyu, Saurva; Danu, Huang Di, Quetzalcoatl

# Mithra

**dka:** Abura Mithra, Meber, Mebr, Mjbr

The most important of the Yazatas outside the Amesha Spentas, Mithra gained the title "The Unconquered Sun", not for being Ahura Mazda's son, but for recovering the Sun Chariot that carries the Sun, slaying the Divine Bull before it reached heaven and thus creating all life on the World from his blood, among other things.

Mithra always presents himself on the world as a person with a high sense of justice, always on the alert and quite perceptive. Notably he was a famous police man, a security man, a fighter for world peace, a watcher of the streets. Even as a man, he seems a hero.

Great things and achievements are expected from the Scions of Mithra and they commonly live to them. They fight to keep peace and justice on the worlds and their connections. All life on those worlds is just as important as the worlds themselves.

**Associated Powers:** Asha, Epic Perception, Epic Strength, Epic Wits, Fertility, Justice, Psychopomp, Sun

**Abilities:** Command, Empathy, Fortitude, Medicine, Occult, Presence

**Rivals:** Angra Mainyu, Sraosa; Anubis, Brahma, Fuxi, Freyr, Legba, Quetzalcoál, Yama

# Sraosha

**dka:** Serosh, Sraosa, Srosh

Sraosha is Daena's teacher the first of all to worship Ahura Mazda. He is also a keeper of the Chinvat Bridge and also guides the souls of the deceased that travel to Garodemana. To him obeying Ahura Mazda is all that matters and his word is an unbreakable law.

On the World Sraosha is commonly a Zoroastrian fanatic, many times a priest, a religion expert, a member of a funerary agency and others. He is always eloquent and smart, but many times follows a pragmatic way of thinking.

The greatest flaw on the Scions of Sraosha is their fanatic way to approach their religion; of course they consider it their greatest advantage. They are many times blamed of causing unnecessary fights and creating enemies for the Yazatas. The Devas don't like the Yazatas mainly because of them.

**Associated Powers:** Animal (cock), Asha, Death, Epic Charisma, Epic Intelligence, Epic Manipulation, Magic, Psychopomp

**Abilities:** Animal Ken, Empathy, Integrity, Medicine, Melee, Occult

**Rivals:** Angra Mainyu, Aeshma, Mithra; Anubis, Baron Samedi, Heimdall, Mananán Mac Lir, Odin, Persephone, Yama

## Tistrya

Aka: Tishtrya

Tistrya is one of the few Yazatas that already defeated his antagonistic Daeva, Apaosa of drought. He is the God of seasons, the one that brings the rains and causes the plants to grow healthy. He is also the prophet of the Yazatas, the one that knows what will come in the near future.

Tistrya appears many more times in the World than the rest of the Yazatas, a right well earned for defeating Apaosa. He has been the weather man, a lucky climatologist, a forecaster and a fortune teller.

Tistrya's Scions as just as free as their father, many times associated with things that will come, mainly weather. They are both beautiful and trustworthy; many of them knowing where their place is and where to be at a given time. They are known for never being late, except when Fate prevents so.

**Associated Powers:** Asha, Epic Appearance, Epic Charisma, Fertility, Prophecy, Sky, Water

**Abilities:** Academics, Awareness, Control, Integrity, Politics, Survival

**Rivals:** Angra Mainyu; Apollo, Frigg, Fuxi, Sarasvati, Shango, Shennong, The Morrigan

## Vohu Manah

Aka: Bahman, Wahrman

Vohu Manah is the Amesha Spenta associated with the creation of all animals, mainly cattle. He accompanies the souls of the just to Garodemana, assisting Daena in her duty to the Yazatas. It is his destiny to defeat Aka Manah at the Frasho Kereti, the end of the wicked by a wave of molten metal (Ayohsust).

In the modern day, Vohu Manah still protects the animals the best way he can, as a veterinarian, a hunter that does it to maintain the balance between species, a forest ranger, and a researcher that investigates the use of animal organs on humans among others.

His Scions are as devoted to animals as their father, but are also charming and intelligent. Many medical Scions of the Yazatas come from the children of Vohu Manah, but other positions are common, like guardians of peace or messengers of the gods.

**Associated Powers:** Animal (cattle), Asha, Epic Charisma, Epic Intelligence, Epic Stamina, Guardian, Psychopomp

**Abilities:** Animal Ken, Awareness, Command, Investigation, Medicine, Science

**Rivals:** Angra Mainyu, Aka Manah; Anubis, Hachiman, Lugh, Quetzalcoatl, The Dagda, Vishnu

## Pantheon Purview: Asha

The Persian Gods believe in the principle that is Asha, it is Truth, Order and Justice. Asha is present in all existence and in good intentions. So, the Yazatas learned to use the Asha principle, allowing them to promote truth, order and justice; at least in their point of view.

## Acknowledge the Truth (Asha ●)

**Dice Pool:** None

**Cost:** 1 Legend per idea

Recognizing that a truth is being said is the first step in the comprehension of the principle that is Asha. At the cost of 1 Legend per idea, the Scion can sense if what he hears is true. This only works if the idea is about facts, not opinions, and doesn't mean that he comprehends it or that the source knows the actual truth.

## Reward of the Rightful (Asha ●●)

**Dice Pool:** Conviction

**Cost:** None

The Yazatas acknowledge the rightful and many times reward them for their work. Up to once a day, as a miscellaneous action, the Scion can make a prayer to ask for such compensation, he gains an additional Legend point for each success that he acquires on the Conviction roll. If rolls result is a blotch than the scion enters the Self-Destruction Virtue Extremity.

## Prevent Shapeshift (Asha ●●●)

**Dice Pool:** Legend + Willpower + Integrity

**Cost:** 1 Willpower

Shapeshifting is one of many forms of falsehood in the world and an abomination in the eyes of the Yazatas.

The Scion can meditate as Inactive Actions (with DV 0) and prevent any shapeshifting effects in a yards radius equal to the number of successes on a (Legend + Willpower + Integrity) roll to occur. The Scion must remain inactive to this power to function and any other action, even speaking, will cancel it.

## Sanctuary (Asha ●●●●)

**Dice Pool:** Manipulation + Politics

**Cost:** Varies

The Yazatas want to promote truth, even if that isn't in the others best interest. At a radius equal to the number of successes gathered in a (Manipulation + Politics) roll, in yards, creatures attempting to lie must first succeed on a (Legend + Willpower + Integrity) on a difficulty equal to the number of Legend spent when activating this Boon. This effect lasts until the end of the scene.

## Fight for the Truth (Asha ●●●●●)

**Dice Pool:** Legend + Willpower + Conviction

**Cost:** Varies

Nothing ranks the higher in the Yazatas hearts than fighting for the truth. Once per scene and for a number of actions equal to the number of successes in the (Legend + Willpower + Conviction) roll, the Scion enters Summary Judgment Virtue Extremity and gains a bonus dice to all rolls per Legend spent up to a maximum of the Asha rating.

## See the True Form (Asha ●●●●● ●)

**Dice Pool:** Perception + Empathy

**Cost:** 1 Willpower

Some times, the Yazatas want to gather information about who are shapeshifters and who aren't without their knowledge.

The Scion rolls (Perception + Empathy). If he acquires more successes than a shapeshifted's (Legend + Willpower + Stealth) he can see his true form. This effect lasts for a scene.

## The Inner Aspect (Asha ●●●●● ●●)

**Dice Pool:** None

**Cost:** 5 Legend + 1 Willpower



The Yazatas know the power of their kindred, the Ahuras, and if it is in their interest they will assume their ancient form.

In the Ahura form, the Demigod has skin colored some vivid he such as scarlet, green or indigo, claws, jutting fangs and, very often, up to three heads and six arms. Regardless of the cosmetic effects, the Ahura form has the following mechanical effects:

- The character is now able to inflict lethal damage with unarmed attacks.
- Any beauty-based Epic Appearance immediately drops to 0 and he loses the use of all associated Knaks for the duration of the Ahura form. The Scion gains +1 dot of hideousness-based Epic Appearance, as well as the Dreadful Mein Knack (**Scion: Hero** p. 133).
- Mortals who have not been trained for violent situations will flee the scene immediately and those who have been trained for such situations must each spend a point of Willpower to remain in the area. A successful (Charisma + Command) roll by a leader or figure of authority at a difficulty equal to the Scion's Epic Appearance will prevent such a rout as well.
- The Scion gains three additional dots of Vengeance and is considered to be under the effects of the Implacable Nemesis Virtue Extremity (**Scion: Hero** p.122). The Scion's Order Virtue also drops to 0, for he is filled with evil and cannot understand the value of order and justice.
- The Scion's DVs decreases by 1 per dot in Endurance.
- The Scion gains a number of successes equal to his Legend to any and all damage rolls made by Brawl, Melee and Thrown attacks.
- The Scion gains a bonus to his bashing and lethal soaks equal to his Conviction Virtue, for the faith of the Scion is returned to his defense.

The Ahura form does not end when the Scion is out of enemies: all creatures are imperiled in the face of his unholy rage, which lasts until the end of the scene or until he is coaxed out of it by his friends or his primal urges. Those attempting to lure him out of his rage – whether drawing on friendship or trying to temp him with beautiful women or a wonderful meal – must make (Charisma + Persuasion) roll, accumulating a number of successes in an extended roll equal to the Scion's (Legend + Vengeance) x10.

The person attempting this action gains a number of bonus dice equal to the Order Virtue of the Scion in Ahura form (disregarding the penalty to that Virtue that the Ahura form inflicts, of course). For the duration of the attempt, however, that character is the Scion's primary target of aggression.

Upon releasing his inner evil permanently, with the relevant use of Remove Inner Evil Boon, the God instead he achieves his Divine form. While in this form he appears as a western Angel, exalting light, that have the following mechanical effects:

- The Scion gains +1 dot of beauty-based Epic Appearance, as well as the Game Face Knack (**Scion: Ragnarök** p. 33).
- The Scion gains three additional dots of Order and is considered to be under the effects of the Summary Judgment Virtue Extremity (**Scion: Hero** p.121).
- The Scion's DVs decreases by 1 per dot in Endurance.
- The Scion gains a number of successes equal to his Legend to any and all damage rolls made by Brawl, Melee and Thrown attacks.
- The Scion gains a bonus to his bashing and lethal soaks equal to his Conviction Virtue, for the faith of the Scion is returned to his defense.
- The Scion also has activated the Life-Giving Rays Boon (**Scion: Companion** p.78) and Wind's Freedom (**Scion: Hero** p.146) that cannot be cancelled until the end of the scene.

This form ends at the end of the scene.

## Truth of the Soul (Ashe ●●●●● ●●●)

**Dice Pool:** Manipulation + Empathy

**Cost:** 1 Willpower

A person can be playing a role to another that isn't who she really is. The Yazatas can use the Truth of the Soul to force a person to behave like they would like, even as answering bad to a boss or performing evil deeds. This also cancels their Fated Role. The effect lasts for a number of days equal to the number of successes on the (Manipulation + Empathy) roll.

## Force Original Form (Asha ●●●●● ●●●●)

**Dice Pool:** Strength + Occult vs. Legend + Willpower + Integrity

**Cost:** Varies

The Yazatas know that there are many enemies capable of shapeshifting, sinners to the truth of the world, and now the Scion can force others to assume their original identity.

This cost twice the original cost of the shapeshifting, at a minimum of one Legend. The Scion rolls (Strength + Occult) against the target's roll of (Legend + Willpower + Integrity). If the Scion achieves more successes, the target assumes his original form for one scene. If the target garners more successes than the Scion, he will be unable to make his target return to his original form for the rest of the day.

The Scion can also return true form to objects; this cost 2 Legend, but only requires one success on the roll.

To use this Boon the Scion must grab the object or perform a grapple.

## Remove Inner Evil (Asha ●●●●● ●●●●●)

**Dice Pool:** None

**Cost:** 1 Willpower or 1 Willpower *dot*

The final stage of the Asha is to achieve perfect Goodness and as this is contradictory to their Ahura ancestry, the God must remove his inner evil to achieve it.

At the cost of 1 Willpower the God can repress any Virtue Extremity, in himself or others, or prevent any evil deed to come to pass (the Storyteller is the final arbiter for what is an evil deed).

The other application allows, at the cost of one *dot* of Willpower, the God can permanently remove his inner evil. That makes him enter the Fanatic Zeal Virtue Extremity instead of gaining Dark Virtues.

Additionally this also prevents the use of some Purviews while exalts others, this works by converting one purview on another while maintaining the total sum of ranks of the boons constant (that is if a God had the first four boons of the Chaos Purview it means that he gains 10 ranks to spend; those 10 ranks can mean the fourth and sixth boon in the Justice Purview or the tenth in the Guardian Purview). A God cannot spend more ranks in the new Purviews than he had lost. Instead of increasing their Magic rating, the Scion gains additional spells. The following list indicates the conversion from the old Purviews into the new Purviews:

### Old Purview → New Purviews

Chaos → Guardian or Justice

Darkness → Moon or Sun

Frost → Fire or Water

Illusion → Magic (Spells) or Moon

The God also cannot use negative applications of the Health Purview and lose all Epic Appearance that exhibit divine ugliness.

The other down side is that when the evil is expelled from the God it creates his worst enemy: a Daeva. It is an old say of the Yazatas: "the closer you get to the light, the bigger your shadow becomes."

# Birthrights

## Creatures

### Huma (Creature ●●●●, Relic ●)

The Huma bird is a mythological bird that never landed, living his entire life high in the sky, invisible to all. Due to never requiring to land, the Huma retracts his legs and feet almost all the time, but displays instead powerful wings and beautiful tail feathers.

Their colors are always beautiful to the sight, especially in the brief moments before he consumes himself in fire to be reborn, earning the title of Bird of Paradise. Its shadow over a person indicates that he has the divine right to rule. It's also said that those who kill this divine bird will die in forty days. This Bird of Fortune is so divine that it avoids killing for food, preferring to instead eat only carrion.

The Huma are always airborne and so the Scion of the Yazatas needs a Relic to call forth the Huma bird that is easily the size of a condor.

The Huma uses the template for the Bird (Raptor), on page 329 of **Scion: Hero**. In addition to its normal characteristics, the Huma also has Epic Dexterity 1 (Lightning Flier\*), Epic Stamina 3 (Holy Fortitude, Divine Fortitude (sleep), Tireless Worker), Epic Appearance 1 (Come Hither) and the following Virtues: Conviction 3, Endurance 3, Order 2, and Vengeance 2. Its maximum flight speed is equal to 100 miles per hour out of combat or five times its normal movement rate in combat. Killing a Huma bird is a terrible sin and all that do so will die at the hands of Fate in forty days. Each Huma has a Legend rating of 4. Only Scions of the Yazatas may possess Huma birds as Birthright creatures.

\* Lightning Flier functions exactly like Lightning Sprinter except that it works only while the Huma bird is airborne.

## Followers

### Peris (Followers ● to ●●●●●, Guide ●)

The Peris are fairy-like creatures stuck between good and evil, commonly living in their own tiny little Terra incognita known as Paristan, Paristan is so tiny that only fairy sized creatures can enter and only the Peris know its location (and are quite zealous about it).

Only the female Peri come out of their land, for there are few males and they cannot afford to lose them. The female Peri appear as young females with very fair color, golden hair and light colored eyes besides the obvious insectoid wings.

They cannot enter the Overworlds and are persecuted by the Daevas that lock them in iron cages just for fun, but due to their mischievous behavior the Scions of the Yazatas must lock them in a similar fashion. They respect their place in the world and those given to Scions know that they are tools for the greater good.

The Peris can serve as regular followers, with each dot representing five Peris. Alternatively, a single and wiser Peri could serve as a one-dot guide.

The Peris use the same template as for the Sprites, on page 63 of **Scion: Companion**. In addition to its normal characteristics, the Peri also have Epic Wits 1 (Rabbit Reflexes). They instead have a Legend rating of 2 and their only Virtue is Order with a rating of 5.

## Guides

### Abans (Guide ●●●●)

The Abans are yet another type of Lesser Immortals of the Yazatas hierarchy that serve under Anahita. Always female and beautiful, the Abans are the divine protectors of the waters, but only a few ones are selected to perform the most important tasks.

The Abans can climb the hierarchic stairwell of the Yazatas, some Abans are known as Ahurani for they wedded the Ahuras. There are also some rumors that Anahita was herself an Aban that fell in the good graces of Ahura Mazda, but it would be wise not to mention it in her presence nor on her subedits or spies.

The following template depicts a generic Aban:

**Attributes:** Strength 5, Dexterity 7, Stamina 5; Charisma 7, Manipulation 6, Appearance 8; Perception 5, Intelligence 6, Wits 6

**Virtues:** Conviction 2, Endurance 4, Order 2, Vengeance 3

**Abilities:** Animal Ken 4, Art 2, Athletics 3, Awareness 4, Brawl 2, Control 2, Craft 1, Empathy 3, Fortitude 3, Integrity 2, Marksmanship 2, Medicine 2, Melee 2, Occult 2, Presence 4, Survival 2, Thrown 1

**Supernatural Powers:**

**Boons:** All boons from the Water Purview up to the eighth dot and all boons of the Health up to the fourth dot.

**Epic Attributes:** Epic Strength 3 (Crushing Grip, Holy Bound, Holy Rampage), Epic Dexterity 4 (Cat's Grace, Divine Balance, Monkey Climber, Perfect Partner), Epic Stamina 4 (Damage Conversion, Holy Fortitude, Inner Furnace, Regeneration, Self-Healing), Epic Charisma 6 (Benefit of the Doubt, BFF, Blessing of Importance, Charmer, Inspirational Figure, Preach On), Epic Manipulation 4 (Blurt It Out, Hard Sell, Kill the Messenger, Overt Order), Epic Appearance 4 (Center of Attention, Come Hither, Compelling Presence, Serpent's Gaze), Epic Perception 1 (Refined Palate), Epic Intelligence 2 (Know-It-All, Perfect Memory), Epic Wits 4 (Opening Gambit, Jack of All Trades, Rabbit Reflexes, Social Chameleon)

**Join Battle:** 10

**Attacks:**

*Clinch:* Accuracy 9, Damage 6L, Parry DV —, Speed 6, P

*Unarmed, Heavy:* Accuracy 8, Damage 9B, Parry DV 11, Speed 5

*Unarmed, Light:* Accuracy 10, Damage 9B, Parry DV 12, Speed 4

**Soak:** 4A/10L/12B

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

**Dodge DV:** 10    **Willpower:** 7

**Legend:** 9    **Legend Points:** 81

**Other Notes:** Many Aban posses powerful Relics thru which they channel their Purviews. Many also posses additional boons form other Purviews, commonly from the Fertility, Mystery and War Purviews.

## Fravashí (Guide ●●●●)

The Fravashis are a type of a Lesser Immortals in the Yazatas hierarchy that serve under the wing of Haurvatat. They collect the urvans, the experiences that people gather until they die, to improve themselves in the ongoing battle between good and evil.

Their appearance is always similar, as if all the appearances of former owners of the urvans were placed on top of each other in a way that they appear to have the most common traces of mankind.

The Fravashi use the same template as for the Vanir, on page 108 of **Scion: Ragnarök**. Instead of the Vanir's Virtues they posses Conviction 2, Endurance 3, Order 4 and Vengeance 2 and they posses various boons from the Fertility, Health, Moon, Sun, War and Water purviews, but never their Avatar expression and their epic attributes top at a rating of 7.

## Relics

### Cup of Jamshid

(Relic ●●●●, Two Purviews, One Unique Two-Dot Power)

This cup was used for divination by the ancient rulers of Persia. With it the user could observe all the worlds or make perditions about the future. The cup also reveals deep truths that tend to escape to the grasp of *asha*.

The Cup of Jamshid grants access to the Mystery and Prophecy Purviews and allows the user to view whole areas that are no further than (Legend x5) miles, reflected in the cup's liquid content.

## Haoma

(Relic ● to ●●●●●, One to Five Unique One-Dot Powers)

The Haoma is a plant and, despite many other Pantheons finding odd to give a Scion a plant to care about, it is very important for the Yazatas. This plant has many powers, but must be prepared first thru a ritual of great importance to it have any effect on non-legendary beings; in legendary creatures the effect automatically takes effect.

The Haoma still grows on the world despite it being rare. It appears similar to the ephadra plant that grows in mountainous ground and appears mixed with it. The potency of the Haoma depends on its age, the older it is the less potent it gets, the player rolls (Perception + Legend) to determine its potency. The potency of the Haoma is a third of the total successes gathered by the player, rounded down.

Because the most potent Haomas are quite young, they have few twigs to spare, consult the following table to determine how many twigs can be collected:

Haoma's potency	Total of twigs that can be taken
1	25
2	20
3	15
4	10
5	5

Once collected the maximum number of twigs the potency of the plant decreases by one to a minimum of one. The collected twigs grow in a number of weeks equal to the number of twigs collected times its potency (Haoma's potency x number of twigs collected). After a year the potency of the Haoma also decreases by one to a minimum of one.

The ingredients to prepare the Haoma and transform it in *parahaoma*, the liquid that actually is consumed, are six small Haoma twigs, two cups of water, a cup of milk and a couple of twigs and leaves from a pomegranate tree. This is all mixed together and boiled until the Haoma twigs dry. This produces a cup of *parahaoma* with the lowest potency of the Haoma twigs used. For this have any effect on non-legendary beings, it must be produced between sunrise and noon, while reciting the Yasna. A gallon is about 16 cups.

Once consumed the *parahaoma* it has a number of effects equal to its potency and the effects always reflect the consumer's needs. The player of the character chooses a number of effects equal to the Haoma's potency that can be repeated from the following list:

- Adds a bonus dice to all rolls using Mental attributes of the being, equal to the number of cups consumed;
- Adds a bonus dice to all rolls using Physical attributes of the being, equal to the number of cups consumed;
- It can be consumed to reset the time that the being can be without food or water;
- It can be consumed to reset the time that the being can take Fatiguing Activity without rest;
- It halves all healing times and poison durations per cup consumed;

All effects end after 24 hours.

## Magic Carpet

(Relic ●●●●, One Purview, One Unique Three-Dot Power)

Magic Carpets greatly vary their sizes, shapes, motifs and construction; this makes each Magic Carpet unique in its own way. For example, Solomon's carpet was made of green silk and golden weft, sixty miles long and sixty miles wide, that could transport thousands of people in it.

Nowadays they are much smaller, most are capable of carrying two to three people and the biggest top at ten.

Magic Carpets grant access to the Sky Purview and allow the user to travel in his carpet at a flying speed equal to his dash speed for no cost or double his dash speed at a cost of a Willpower and a Legend point.

## Shamshir-e Zomorrodnegar

(Relic ●●●●●, Two Unique Two-Dot Power, One Unique One-Dot Power)

This emerald-studded sword once belonged to King Solomon and then to Amir Arsalan and was used to kill Fulad-zereth and his mother. Fulad-zereth's mad witch mother loved her son so much that, in order to make him invulnerable to all, sold their souls to the Daevas and Angra Mainyu. This powerful spell made Fulad-zereth a powerful horned Daeva, and gifted his weapon the ability of protecting herself against magic and the ability to cause powerful wounds. In the end Arsalan stole Fulad-zereth's weapon and completed his destiny.

This sword uses the same stats as the spatha, all uses of the Magic Purview on Shamshir-e Zomorrodnegar automatically fail and all wounds inflicted by this weapon cannot be healed unless covered in a solution involving organs or parts of a Daeva's body. Additionally if someone uses a Magic Spell on the user, he can spend a point of Willpower to try to counter it by rolling more successes than the caster has Legend in a (Legend + Occult) roll.

## The Heart of Sepid

(Relic ●●●, One Purview, Two Unique One-Dot Power)

Sepid was the chieftain of the Daevas of Mazandaran. Quite strong and skilled in sorcery and necromancy, he destroyed the army of Key Kavus, capturing him, his commanders and paladins in the aftermath. They are imprisoned in a dungeon until they are freed by Rostam after killing Sepid. His heart and blood were used to cure the king's blindness and his loyal subjects.

The Heart of Sepid grants access to the Health Purview. If the Scion lets his blood run thru the heart and gives it to drink to a blind man or to someone with imperfect vision, they recover their vision. If a Scion lets his blood stay inside the heart for more than a day and possesses the Death or Magic Purview as associated with his divine parent then he can access it (the Death or Magic Purview) instead of the Health Purview.

## Other Birthrights

The Scions of the Yazatas possess many types of birthrights, another common type of followers are the Ghilan and the Anauša, both depicted in page 61 and 62 of the **Scion: Companion**. Many animals also make their presence in as creature birthrights including dogs, cattle, bulls, birds and cocks, but legendary animals too such as the Homa (that is similar to a griffin, **Scion: God** p. 333). Guides other than the Abans and the Fravashi commonly are Ghosts (**Scion: Hero** p. 292) or Takams (that are similar to Nymphs, **Scion: Hero** p. 299). Other Relics also make their presence such as the helmet made from the head of Sepid and others.

# Scions of the Yazatas

*Coming Soon*

# Cosmology

The Persian Cosmology is strange to all other Pantheons; their Underworld was conquered by Titan worshipers a long time ago, some of their Terra Incognitas are ruled by much inferior beings compared to the Yazatas.

The Yazatas incentivize their Demigods to help Terra Incognitas in their fights against minor Daevas or Titanspawn. Any Scion that enters their Underworld will find that it is filled with enemies of the Yazatas, and Gods in general, and will likely face certain death or become a slave of the Daevas.

Because of their corrupted Underworld, the dead instead travel a great rainbow bridge, the Chinvat Bridge, to meet Daena and earn their entry in their eternal home, Garodemana. The sad thing is that Vizaresh, a Daeva, can sense evil in the heart of the dead and steals many souls to take them to Drujdemana, the slave pits of Duzakh.

Here is presented two examples of Terra Incognitas under protection of the Yazatas, their Overworld, Hara Berezaiti and the Chinvat Bridge that connects all. Also the land of the Daevas, Duzakh, is present for when the time comes to vanquish evil from all the Wolds.

## Airyaniem Vaejah, the Persian Holy Land

In the eyes of Ahura Mazda, Airyanem Vaejah is the most perfect of his sixteen original lands. To avoid corruption from both humans and Angra Mainyu, Ahura Mazda sealed off Airyanem Vaejah as a Terra Incognita, somewhere in Khwarezm. Its location is a secret of the Yazatas, but accidental findings have occurred.

This Terra Incognita holds many of the important trees and plants of the Zoroastrian faith, including Gaokerena, a tree of life similar to those found in the Garden of Hesperides. It is constantly attacked by plagues of lizards and frogs, most of them nemean, but is also protected from all this invasions by ten Kara fish and a three-headed donkey of enormous size. When more powerful adversaries come to destroy this sacred land, even the Gods protect it with all their might.

In the middle of Airyanem Vaejah lies a copy of the Yazatas Overworld that functions like an Axis Mundi entrance to Hara Berezaiti, the reason for why the Daevas always plot to find and invade this beautiful place. This land is fated to be where the Ayohsust will start and where the survivors of Ayohsust will gather, after Frasho Kereti.

This place has very few intelligent creatures living here, but there are still some creatures like the Chamrosh.

## Sequin, Home of Genies

The land of Genies is located in the most inhabited and deserted place of Persia, between Yazd and Kerman of modern Iran. To reach it, the travelers must first cross the desert and, upon arriving to Sequin's entrance, ask its guards to allow passage. The guardians commonly are a combination of Ifrits and Marids, so force the entrance isn't a great idea.

Sequin remains invisible to the human world by the magic of genies; the only visible sign of Sequin is a wooden door on a stone arch. When allowed passage one must pass through the door to enter the Terra Incognita itself, a massive city that could accommodate all genies.

The architectural features of Sequin are vast and varied, with constructions inspired from all the conquests of Ancient Persia and some even appear a mixture of ideas, many combining Persian with Arabic or Babylonian architectures.

The social organization in Sequin didn't change throughout the ages, maintaining the pre-empire Persian as a model. They are organized in clans, most of which are composed of the same kind of sub-race of genie, but there are a few that combines them all for other similarities. Clans govern their people the way they please if it doesn't interfere with other clans or the city itself.

Then there's the King, chosen from the leaders of the clans with the approval of the Yazatas, who governs the city. When problems affect the city or, much more commonly, fights between clans happen, he is the one responsible for solving them, many times by reaching to a deal between parts. The King is most of the times a Marid or an Ifrit, for the Ghul are very reclusive and preferring to live in

the outer edges of Sequin, the Jinn would allow the entrance of humans or even expose Sequin to the human world and the Shaitan would bring chaos and havoc to the city.

There are other inhabitants of city other than the genies, ambassadors from some pantheons and humans that freed their captured genie that were considered worthy to live near them. There are also some half-jinn here, for they are the only ones that consider living with a human. Most of humans that have half-jinn children and their magical family have formed a very small clan on their own.

## Chinvat Bridge, the Connecting Chain

The thing that makes the Yazatas Cosmology so different is the existence of the Chinvat Bridge, allowing a direct path between the arriving souls of the dead and Hara Berezaiti. The Chinvat Bridge appears as beam of light for the souls to walk on, somewhat between a rainbow and the Milky Way, and appears as much wider as the soul is pure.

The souls walk the bridge towards the Fravashis that wish to collect urvans, attracted by their rewards that are waiting in Garodemana. The problem is that the more wicked see the bridge extremely narrow, getting afraid of crossing it, and end being seduced by the other possibilities that Vizaresh presents in the dark depths that lie beneath.

Daena also seeks the souls of the deceased to help protect them during their passage, while preventing the bridge from being overrun by Daevas is the job of Mithra, Rashnu and Sraosha.

The Chinvat Bridge also connects to various Terra Incognitas of the Yazatas, but the strangest of all is that it has access to Aeon, the Greater Titan of Time. The connection with Aeon exists due to the unstable alliance between the Yazatas and Aeon and was magically enchanted so that when Zurvan stops being the leading Avatar it will crumble into nothingness.

## Passages to the Chinvat Bridge

The Chinvat Bridge works in a similar fashion to an Underworld, it is where the souls of the departed go to seek their final resting place, it's simply is not the end. These are the most common ways of accessing this mythical bridge:

**Tombs and Funerary Architecture:** The traditional burial of the Zoroastrians is inexistent; the Zoroastrians putted their dead on top of remote towers, called Towers of Silence, and let them exposed to the elements. Nowadays many believers instead bury or cremate their dead. A Scion can access the Chinvat Bridge by entering in a Tower of Silence or assist a believers' bury or cremation.

**Natural Features:** The mountain range of Alburz is said to be the created by the Ahura Mazda as the place from where all mountains were born. Those who can reach the top of Alburz can also see the path that leads to the mountain of the Gods.

**Rituals:** While in a Fire Temple, a Scion can meditate during any of its ceremonies, as a way to achieve peace. When measuring the good and the evil done during his life, a Scion will realize that he is now in the middle of the Chinvat Bridge instead of the Fire Temple.

**Times:** During the Muktdad ceremonies, the Scion can touch the silvery carved vase on the white marble table in any fire temple to access the Chinvat Bridge.

## Duzakh, the Land of the Daevas

The Land of the Daevas is a pit of despair, quite deep, terrifyingly dark, stinking and extremely narrow. Here live the most powerful of the Daevas, including their leader Angra Mainyu, living by consuming the souls of the dead stolen by Vizaresh, when they give up living as eternal slaves.

Duzakh was once the Underworld of the Yazatas, but was overrun with the demons that are the Daevas, a long time ago, and only after Frasho Kereti it will restore its former purpose.

This is a place here torture is common to all those that defy the chaotic mind of Angra Mainyu. Some minor Daevas leave this wrecked place for it to be too much for them, invading the world or Terra Incognitas.

Even the weather in Duzakh is impossible to predict, it can snow, hail, rain, sand storm, ash storm, burning heat and many others. This makes vegetation almost impossible, only a few black and knarred trees live here, making this a desolated rocky place.



Across Duzakh lie many slave pits called Drujdemana, where Vizaresh drops his stolen souls. They will do all the work needed in Duzakh and be eaten if they don't. Most slaves are digging the Duzakh deeper and wider, but the Gods have no idea why.

Angra Mainyu has his throne room at the end of the pit that is Duzakh, and rules all those who come to this wicked place. The second in command, although Angra Mainyu denies it, are: Akoman, Indar, Naonhaithya, Saurva, Taurvi and Zauri. They conquered the respect or fear of the other Daevas, but still don't compare to Angra Mainyu, and own great parts of Duzakh that their master doesn't wish to run.

A Daeva is as strong as the God that created him, through the act of removing his inner evil, but the Daevas is always under the Ahura Aspect effect of Inner Aspect Boon (Asha ●●●●●) and possess Dark Virtues. The Daevas also suffer restrictions to their boons, in the same way as their correspondent Yazata, allowing only harmful uses of the Health Purview and uses the following table when substituting their Purviews:

**Old Purview → New Purviews**

Justice → Chaos or War

Sun → Darkness or Moon

Fire → Frost or Water

Moon → Illusion or Magic (spells)

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### **Some Daevas appear Devas, especially Indar.**

Because of the overlap in the roles of the Devas and Daevas, the tension between the Yazatas and the Hindu Gods is enormous. The Indra's role is as destructive as Indar's, so the Yazatas think they are related, especially due to the fact of no Deva helped fight the Daevas for it to be the Yazatas' problem.

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### **Passages to Duzakh**

Duzakh is very different from the Underworlds of other Pantheons. Despite being ill advised to invade the Daevas' home there are ways to access it. Some Daevas even use these passages to attack the world or get out of Duzakh.

There are some direct passages to Duzakh, the main one is Arezur Ridge in the Alburz mountain range and the other is in the deep caves of Mazandaran (that was many times sealed by the Gods and breached by the Daevas). All other means to access Duzakh involve jumping out of the Chinvat Bridge into the unknown that lies beneath.

The Daevas usually try to invade the Chinvat Bridge by exiting Duzakh to Arezur Ridge and accessing the Chinvat Bridge at the top of the Alburz.

### **Hara Berezaiti, the Holy Mountain**

The home of the Persian Gods was the first mountain created by Ahura Mazda, around it the world grown and the sun and the stars revolve, its children are the other mountains on the world.

At the feet of Hara Berezaiti lie the steppes of Airyanem Vaejah, through which a great river flows from the top of Hara Berezaiti with the intention to reach the great world ocean, Vourukasa. In here, the sun always lights the mountain and the only darkness that exists is the one contain in the shadows of its inhabitants, this immense light promotes the growth of the Haoma and the divine white Haoma.

Most of the minor Yazatas live near their divine parents or near to some location that helps them fulfill their role. Many even live with Ātar in the hope of passing his test in order to become the most noble of the Yazatas.

The inhabitants living in Hara Berezaiti are organized by their purity, the ruling Yazatas at the very top, followed by minor gods and then those who never achieved complete goodness. The Garodemanas, the home of the souls of the dead that gained passage to Hara Berezaiti, are scattered in all levels of purity. The most pure live near the gods, while the least live near the bottom.

## Duroesrud Nesk

The fortified palace at the passage to the Chinvat Bridge is the home of Mithra and Sraosha. While Daena rests many times near a Garodemana, she also spends great amounts of time in the palace of her teacher, learning new things every day.

Many Yazatas that wish to protect the Chinvat Bridge also live here and their courtiers are usually related to their importance in the Yazatas hierarchy.

## Garodemanas

These are several small palaces or houses scattered in all levels of Hara Berezaiti, where the souls of the dead gather. Around this are other smaller houses for individual Fravashis and a bigger one for Daena. These small palaces increase in size and comfort in an equal proportion to the higher they are in the Holy Mountain.

Daena usually rests near the passage to the Chinvat Bridge with Mithra and Sraosha in their fortified palace, that all must cross to access Hara Berezaiti.

## Mahräspand

At the very top of Hara Berezaiti is a palace, which contains much more than its external appearance would suggest, in a similar fashion to many other buildings in other Overworlds. Here is where the Amesha Spentas live and rest while they aren't in missions for the greater good of Ahura Mazda.

Mahräspand is a circular palace subdivided in six parts, one for each Amesha Spenta, and the central part for Ahura Mazda. Ameretat's hall is filled with plants of all species. Armaiti's hall rests on an earthen floor with some plants. Asha Vahishta's hall is filled with various fiery instruments of truth. Haurvatat's hall is similar to a rich hospital wing. Khshathra Vairya's hall is similar to an ancient court of the richest nobles. Vohu Manah's hall is filled with all types of animals.

At the very center lays the hall of Ahura Mazda and his wife, an Ahurani, from here he has access to his guard's halls. It is from here the leader of the Yazatas commands his people. The minor Yazata Zoroaster also lives here, for he has the most pure of all his Scions.

## Mount Hukairya

The spring of the Aredvi Sura Anahita, the great river that flows down Hara Berezaiti, is a small mount born on Hara Berezaiti. Here Anahita, the queen of the Abans, makes her home in a beautiful and open palace that is on top of the spring of the river with her name.

Here is also the birth place of the Abans and their home until they join a Yazata or leave their mother. Abans married to Yazatas live near the shores of their mother's great river.

## Spensibta

The fiery court and Asha testing grounds, is the home of Ätar. Located a bit lower of Mahräspand, it is where all must pass his tests to access to the higher grounds of Hara Berezaiti. From time to time either Asha Vahishta visits her protégée or Ahura Mazda in invites Ätar to Mahräspand.

In an adjacent to his court is the resting place of those who seek to pass his tests, since his test are increasingly more difficult and take longer to fulfill. All around Hara Berezaiti can be seen at least a minor Yazata either training for a given test or actually performing the test.

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## What About Tistrya?

Tistrya, now free from the menace that his Daeva represented, lives in all Hara Berezaiti, never staying long in the same place. Those who seek his advice must either find him or be found by him; he's always where he's needed.

There are several very humble houses isolated from the rest of the Yazatas, were he usually rests. Visits to other Gods are also common in his wanderings in Hara Berezaiti. He is the one responsible for keeping the Eternal Cypress alive and though it the Axis Mundi.

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## Passages to Hara Berezaiti

The passages to Hara Berezaiti are several although hard to reach. The most obvious is to travel all of the Chinvat Bridge, be it accompanied by Daena or one of its guardians. This method requires one to first access to the Bridge itself and then be granted access by the guardians of the Overworld, which they usually give only to a God.

It is also possible to reach it by climbing its correspondent in Airyanem Vaejah, but one must first find it. The other problem is its own dangers and even if one reaches the Axis Mundi itself, he may still to face the guardians of this entrance.

The other way is by touching the eternal tree known as the Cypress of Kashmar, located in Razavi Khorasan Province, Iran. After that the God appears in its correspondent in Hara Berezaiti, the Eternal Cypress.

The Yazatas are worried for this beautiful and gargantuan tree is getting too old to still doing its intended purpose, so many Gods craft personalized Axis Mundi.

# Antagonists

There are many legendary creatures created by the Gods or Titans that still live free in the world, some have turn their backs to their former masters and now possess free will. All of these might defeat an unsuspecting Scion.

## Chimera: Manticore

The Manticore are now all but extinct in the human world, the few that are still alive live in Terra Incognitas. As all Chimeras, the Manticore appears as a creature of immense power with characteristics of many different animals, it has a body of a red lion, dragon-like wings, a tail that resembles that of a scorpion with multiple stings, but the strangest of all is a human-like face with three rows of sharp teeth that never stop growing (similar to those of a shark).

Manticores are irritable and mean and attack without provocation and don't negotiate with its preys. They commonly live in caves or sheltered places on rocky peaks. They're intelligent to the point of being capable of speaking a few words or sentences, but they are exceedingly impatient and tend to attack those who parley with them.

The following template depicts a generic Manticore:

**Attributes:** Strength 8, Dexterity 8, Stamina 6; Charisma 2, Manipulation 2, Appearance 3; Perception 5, Intelligence 2, Wits 5

**Virtues:** Ambition 1, Malice 4, Rapacity 3, Zealotry 2

**Abilities:** Animal Ken 1, Athletics 5, Awareness 4, Brawl 5, Command 2, Empathy 2, Fortitude 4, Integrity 3, Investigation 3, Marksmanship 5, Occult 3, Presence 4, Stealth 5, Survival 4

**Supernatural Powers:**

*Boons:* Wind's Freedom

*Epic Attributes:* Epic Strength 2 (Crushing Grip, Uplifting Might), Epic Dexterity 2 (Cat's Grace, Trick Shooter), Epic Stamina 2 (Damage Conversion, Divine Damage Conversion), Epic Manipulation 1 (Takes One to Know One), Epic Appearance 3 (Center of Attention, Do Not Want, Dreadful Mien), Epic Perception 4 (Environmental Awareness, Predatory Focus, Subliminal Warning, Supernatural Hunter), Epic Wits 2 (Eternal Vigilance, Instant Assessment)

**Join Battle:** 9

**Attacks:**

*Clinch:* Accuracy 13, Damage 9L, Parry DV —, Speed 6, P

*Spike:* Accuracy 14, Damage 11L, Range 15, Speed

*Unarmed, Heavy:* Accuracy 12, Damage 12L, Parry DV 6, Speed 5

*Unarmed, Light:* Accuracy 14, Damage 9L, Parry DV 7, Speed 4

**Soak:** 2A/9L/12B (Tough Hide, +4L/+4B)

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

**Dodge DV:** 9      **Willpower:** 7

**Legend:** 5      **Legend Points:** 25

**Trophy:** The Manticore's head can be crafted in a shield or helmet, by a very skilled craftsman, in a way that its carrier also benefits from the Dreadful Mien and Do Not Want Knacks. Also the Manticore's stings can be crafted into arrow points or bullets that confer a +2 bonus to the weapon's accuracy and damage.

**Other Notes:** Manticores prefer to fight from afar rather than close, but will do it if they think that way their prey will die faster. They will try to negotiate a way out if they are too injured.

## Giant: Karkadann

Karkadann is a race of giant rhinoceros that live in the grassy planes of Persia, India and North Africa. They are quite ferocious, driving away all animals from its territory, but dumb enough so that they let the melted fat of dead animals blind them. Its horn is on top of their heads, in a similar fashion to the unicorns.

The Karkadann use the template of a Generic Giant (**Scion: Hero** p. 314), but instead possess Dexterity 4 and Perception 1 (due to their rapid reflexes, but near blindness). They also possess a tough hide that grants them an additional 4 lethal and 4 bashing soak.

In addition to the normal trophies that all Giants possess, its horn can be made into a weapon with the piercing quality or into a Relic that accesses the Animal (rhinoceros) or War Purviews.

## Lesser Immortals: Genie (Guide ●●)

The Genies were once known as Jinni or Djinn, but due to their legends spread throughout the world they have adopted the English designation. They are supernatural creatures that possess free will and live in a society that is invisible to the human world, but quite similar to it; the majority of Genies live in their Terra Incognita called Sequin.

**Supernatural Powers:** All Genies can shapeshift themselves at will or become tangible or intangible, both at a cost of one legend point and take a miscellaneous action.

**Weaknesses:** Their main weakness is that they can be bound to containers if one knows their true name, making them slaves to who possesses the container (commonly Genies use their sub-race names as their proper name while talking to humans).

When using Genies as antagonists, use the same template as a mortal that has a similar way of life (**Scion: Hero** p. 280-283), but they also have Virtues, some even possess Dark Virtues, and gain a dot of legend for every 250 years of living.

There are mainly five types of genies: the Ghul, the Ifrit, the Jinn, the Marid and the Shaitan. The Ghuls are lonely genies that dwell in the deserts and like to shapeshift into animals, especially in hyenas; due to their lack of contact with humans and other genies they become much more adept to possess Dark Virtues. Some possess boons of the Chaos Purview and Epic Appearance that always reveals itself as divine ugliness.

The Ifrits are the genies that live underground and in ruins in close societies with king and clans, they appear to be made of smokeless fire and with fiery wings. These are known for their Strength and cunning and so many possess Epic Charisma, Manipulation and Strength and due to their closeness to fire they can also possess some boons from the Fire Purview.

The Jinns are the ones that are commonly found in containers, mostly oil lamps, due to their closeness and friendliness towards humans, resulting in many times revealing their true names accidentally. Humans also like them because of their Epic Appearance that always expresses itself as extreme beauty. Many Jinns even marry humans and can produce half-Jinn children, as a way to escape slavery in a lamp.

The Marids are the most powerful and arrogant of the Genies. They always live close to water or in it, be it rivers or even oceans. Even if someone caught a Marid, he wouldn't serve its master if he doesn't complement the Marid regularly. Their abilities extend to possess many boons from the Water Purview and Epic Physicals.

And finally, the Shaitans are the Genies that serve the Titans, evil from the heart they only possess Dark Virtues and wish to destroy all. If bound, the Shaitan will perform his master's requests in a way that do more harm than good, twisting his words if needed. They are a hybrid class of Genies with its ancestors coming from the other types of Genies, they possess many of the others sub-races characteristics. They commonly possess Epic Physicals, Epic Socials and access to the Chaos, Fire and Water Purviews. Shaitans cannot be taken as Guides, for their ill intentions towards Scions.

## Supernatural Animal: Shadhavar (Creature ●●●)

A Shadhavar is quite similar to a unicorn, but instead of resembling a horse it resembles a gazelle with a single hollow horn. The Shadhavar positions the horn in the wind in a way that when it passes thru the horn, a melodious sound comes out, quite similar to a flute. This music calls up animals and humans alike and when they get close enough the Shadhavar attacks them (although it doesn't use the horn in fear of breaking it).

The Shadhavar use the same template as horses (**Scion: Hero** p. 331), except that it has Charisma 5 and Art (flute) 5. In addition the Shadhavar also possesses a Legend rating of 3 and the following Virtues: Conviction 2, Endurance 3, Order 2 and Vengeance 4. The Shadhavar's music affect every one that can hear it and they are compelled to move in the Shadhavar's direction; to resist the music the listeners must gather more successes in a (Integrity + Willpower + Legend) roll then the Shadhavar's roll of (Charisma + Art).

The Shadhavar's horn can be taken as a trophy and be used as a flute. This way it's user can still access the melodious power of the mythical Shadhavar.

## Undead: Al

The Als resemble crones, appearing as bony old women, with messy hair, clay nose, red face and sagging breasts. They originally came from Central Asian, but now spread to all Asia and some have even been found in the Americas. These undead live from the newborns and their mothers, despite being relatively weak.

Als use the standard Undead template (**Scion: Demigod** p.257), with the addition of +2 Epic Appearance, +2 Epic Charisma and +1 Epic Manipulation, that they use to deceive pregnant mothers into delivering their babies. They regain legend through devouring the hearts, lungs, livers and unborn babies at a rate of one per organ ingested and two per baby. They can only recover legend if they consume the organs of the mothers in the forty days before or after child birth. If the mother is a Scion, they also regain one legend point per Legend rating of the Scion.

# Titan: Aeon - Time

## **AKA: Ananke, The Constant, The Fulfiller, The Keeper, The Oracle**

Despite being a Greater Titan, and by general rule an enemy of the Gods, Aeon is different. Aeon's Avatars were released from their captivity by the order of Ahura Mazda and Zeus to fulfill their punishments outside of Tartarus. When their punishments were over, they enjoyed a freedom equal to the Avatars of Logos, despite forbidden from leaving their Greater Titan.

Aeon is the eternal fulfiller of prophecies and predictor of time; it's his job to keep events in the correct order. Aeon normally is a neutral party in the Overworld War, helping all with its prophecies. If someone tries to change prophesized events, such as the Ragnarök, Kali Yuga or even who will be the next president of the USA, will face the wrath of Aeon's minions; no event is too big or small to fit in Aeon's grasp.

The Gods normally use Aeon as a gateway to other Greater Titans, causing an disagreement within its Avatars, some think that they should be completing neutral and don't help any part, while others choose to help all or a single group.

Aeon also has some connections with the world of humans, sending its servants to make sure that the prophesized order is kept or for craft a new way to fulfill the same prophecies. And usually, he corrects all changes to the timeline.

**Favored Purviews:** Fertility, Guardian, Prophecy, Psychopomp, Time

**Banned Purviews:** Darkness, Illusion

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## **The Temporal Template**

All creatures dwelling in Aeon possess this template and they are effectively timeless, never aging, almost immune to the passage of time and appear to have some knowledge of the future, and so can access to the Mystery and Prophecy Purviews with a rating equal to half their Legend. In addition, Temporal creatures can access to Boons from the Time Purview up to their Legend Rating. Normally, the unintelligent creatures of Aeon are not intelligent enough to use them in a strategic way.

Temporal creatures are immune to Boons from the Time Purview deployed by beings with lower Legend ratings. Attacks based on the Darkness or Illusion Purviews, however, are considered to have the Piercing quality.

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## **Cities of Aeon**

There are many different cities in Aeon, all from different times. The Gods could visit a pre-historic village and see on the horizon a massive city alien to the Gods in its technology or construction. There is still another property of Aeon's cities: they transform themselves, the visiting Gods could rest their eyes in a bedroom of the pre-historic village and the next time they opened them they would see that there now on a very futuristic city.

These cities dot the landscape of Aeon, maintaining roads that connect one to another. Their size varies from huge to a little more than a village, some posses' crops while others are simple places of exchange or labor. They are primarily built for its inhabitants size, but there are also some places that could easily been built for Gigas.

The cities often posses the names of those who rule them and this could be anyone from an Avatar to a simple human. Their role in Aeon also varies; Cronus City is basically a farming city, while Shou Hsing City is a place of knowledge. Aeon's Avatars live only in once City, their City, but several other cities are under their domain.

Many cities domesticate animals that dwell in the Surrounding Jungles, for their entertainment or for labor. While some prefer to use modern aircraft, others use giant flying creatures as fast transport to other cities.

## Surrounding Jungles

Close to its cities, there are jungles of massive size from where all materials are taken for the construction of Aeon's cities. The plant life on these jungles could make Gaia jealous, from plants long extinct to some that don't yet exist are all present.

These are also the place where dinosaur-like Titanspawn dwell among the giants of Ancient Earth, in a similar fashion of the inhabitants of the Drowned Road, ranging from their natural size to Typhonian size creatures.

While the rulers of these jungles could be the dinosaurs, there are also some other creatures that sometimes rival them, from some futuristic animal that have grown to challenge them to the little creatures present in our world. The passage of a Typhonian Dragonfly resembles a huge plane crossing the sky.

## The Eternal Desert

The connection between the Surrounding Jungles is made by a desert, and it doesn't necessarily take a long time to cross, for the passage of time here shifts with an unknown will. Sometimes one takes a few minutes to cross the desert, while others take years.

Creatures in The Eternal Desert are rarer than in the Surrounding Jungles, but still exist; these are all desert animals from all ages of Earth, possessing even some species that only will form in the future. There are some plants or wild life that can confer sustenance for its travelers, but the temperature shifts due to the unpredictable changes of time between day and night might weaken the most venerable.

It is always possible to see in the distance a city or its Surrounding Jungle, but getting there might be quite difficult. The constant changes of time and temperature is an environmental threat with (Damage 6B/hour, Trauma 7).

Here are also giant sandstorms that cross the desert, some that even form authentic hurricane-like winds, tossing the travelers to other of Aeon's locations. Treat these as environmental threats that double the damage and trauma of crossing The Eternal Desert.

## Sample Passages

Getting into Aeon isn't always easy, but is possible. The easiest way to get in is from the Chinvat Bridge that gets into The Eternal Desert, but this passage is only accessible while Zurvan maintains leadership of Aeon.

The alliance of Aeon with the Gods, also benefits the second. Zurvan grants passage from his Greater Titan to almost all other Titans, to who wants them.

In The Eternal Desert, there is a place to where the only thing that sight catches is more desert, the more one travels in that direction the hotter it will get and the travelers will realize that they are no longer in The Eternal Desert, but in The Desert That Is Seth.

If one gets lost in a Surrounding Jungle, and gets to a place where all animals are from the present Earth, then he isn't in the Surrounding Desert anymore, but instead in the forest jungles of Terra.

Lost in The Eternal Desert there is a huge sand-hurricane known for tossing travelers across Aeon, but if one can cruise into the center of the hurricane, he can fly upwards into Ehekatoyaatl.

## Cronus

A giant even among all other Avatars, Cronus is the father of the Dodektheon. The shame he felt after being defeated by his own son Zeus is quite small compared with the shame of knowing that his beloved wife betrayed him. He resembles a huge old Antaeon Giant, bald from age, but with a long white beard.

During the Golden Age he ruled the world with his sister-wife Rhea, it possesses this name for the people didn't need rules or laws, everyone did the right thing and there wasn't any immorality. And this is the way that he rules in his cities, despite the disappearance of Rhea after the First Titan War.

All cities under the domain of Cronus use the same architecture as did ancient Greece and Rome. The main difference is that, its dwellers are all of enormous size.

Cronus has a base dice pool of 24 for all actions, modified by his Epic Attributes. Cronus favors Physical Attributes, preferring to destroy immediately his enemies.

**Virtudes:** Ambition 5, Malice 2, Rapacity 4, Zealotry 3

**Supernatural Powers:**

*Avatars:* The Green, The Inevitable, The Wyrđ

*Boons:* Every one- to eight-dot Boon from every Purview *except* Darkness and Illusion. Cronus also all Boons from the Fertility, Prophecy and Time Purviews.

*Epic Attributes:* Epic Physical Attributes at the 10-dot level (with all appropriate Knacks). Other Epic Attributes are at the eight-dot level (with all appropriate Knacks).

**Join Battle:** 24

**Attacks:**

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

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

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

**Soak:** 10A/51L/57B

**Dodge DV:** 64    **Willpower:** 9

**Legend:** 12    **Legend Points:** 144

**Other Notes:** None.

## Creatures

The giant Avatar could only have giant followers, all of enormous size and with huge pets. The servants of Cronus are usually Giants, they vary from city to city, but are always tall and human-like. They range from the standard Giants to Antaeon Giants, passing through the Jotun and the Muspel Giant. What distinguishes them from the other Giants is their intelligence.

Their higher intelligence also serves to calm down the Giants, making them more sociable and not so war oriented, preferring to solve feuds with social interaction. But, as always, Giants being Giants is always expected for them to react violently to what they can't solve socially.

Their animals are also all giant, mainly Nemean critters from their Surrounding Jungles, and are used to perform transportation and entertainment.

**Traits:** Besides the usual characteristics of their original Giant family, the dwellers of Cronus' cities also possess Intelligence with a rating equal to their Legend and Epic Intelligence equal to half their Legend. They also possess the Temporal Template.

**Trophy:** Their trophy remains the same as their unintelligent cousins, but some possess valuable relics.

## Kalachakra

Kalachakra adopted the Buddhist faith a long time ago, in the same manner that Buddhists adopted him for their belief system. He is similar to many Devas, he possesses six arms and three heads, but he despises what they did to his idol, a mockery of what he really is.

Many Buddhists believe that Kalachakra represents the cycles of life and death or controls the cycles of time and because of them, he can. Kalachakra draws from his believers the power control what happens and when it happens, for all is affected by the passage of time.

Kalachakra's cities always tell that they belong to the Southeast Asia, many of them either from India or Tibet in some time in history. But the best thing about these cities is: they almost don't need rulers; they are simply guided by the teachings of Buddha of the visions of their master.

Kalachakra has a base dice pool of 22 for all actions, modified by his Epic Attributes. Kalachakra favors Physical Attributes, for he is known to enter a rampage when finds someone that doesn't follow Buddhism.

**Virtudes:** Ambition 2, Malice 2, Rapacity 2, Zealotry 5

**Supernatural Powers:**

*Avatars:* The Inevitable, The Wyrđ

*Boons:* Every one- to eight-dot Boon from every Purview *except* Darkness and Illusion. Kalachakra also all Boons from the Prophecy, Samsara and Time Purviews.

*Epic Attributes:* Epic Physical Attributes at the 10-dot level (with all appropriate Knacks). Other Epic Attributes are at the eight-dot level (with all appropriate Knacks).



*Kalachakra's Tantra:* By spending 10 Legend points, Kalachakra can negate any natural or unnatural resistance or immunity to the passage of time not derived from an 11-dot Boon or Ultimate Attribute.

**Join Battle:** 22

**Attacks:**

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

*Unarmed, Heavy:* Accuracy 21, Damage 15L, Parry DV 56, Speed 5

*Unarmed, Light:* Accuracy 23, Damage 12L, Parry DV 58, Speed 4

**Soak:** 10A/51L/57B

**Dodge DV:** 63    **Willpower:** 7

**Legend:** 11    **Legend Points:** 121

**Other Notes:** None.

## Creatures

The religious cities of Kalachakra are the refuge for all believers of Buddhism, although the majority of its inhabitants are Titanspawn there are also some Gods that choose to follow the path of Enlightenment. The variety of creatures that live in Kalachakra's domain is unbelievable, they come from all Greater Titans, the World and the Godrealms.

When Kalachakra believes that one achieves true Enlightenment, he blesses them with the power to control the temporal cycles, granting them the Temporal Template. Living in Kalachakra's cities is simple, accept the dogma of the city and do your part to maintain the cosmic cycle or the cycle will crush you, but eventually all but Kalachakra are crushed.

In the cities of Kalachakra, the use of animals is banished; they are creatures that belong to the eternal cycle and will do their part. They are free to cross the city or live where they choose.

**Traits:** The dwellers of Kalachakra's cities don't differ that much from their unenlightened cousins, but all possess the Temporal Template.

**Trophy:** Their trophies remain the same as their unenlightened cousins, but always possess valuable relics.

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## Are Buddhists Evil?

No! Buddhists are not Evil! Some might be misdirected, but not evil and this opinion on Kalachakra in more in the view of the Hindus than in the view of Buddhists. Hindus twisted the image of Buddha as a divinity, for he didn't actually teach a religion or faith, but rather a philosophy.

Kalachakra also twisted the view of Enlightenment, changing his purpose to destroy all in a holy war. Kalachakra also represents the inner struggle in ones' mind, between his faith and his way of life.

Simply put: the concepts of Good and Evil are both present in all religions, but their believers, as a group, are neither. Not all Islamic people are terrorists, not all Chinese are communists, some Japanese have round eyes, not all Americans are capitalists. It is from over-stereotyping that holy wars are born, and that is exactly what Kalachakra is.

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## Shou Hsing

Once a God of the Celestial Bureaucracy, Shou Hsing was mocked by his peers due to his obsession with the passage of time through all things. He chose to catalog the time that took something to happen, its duration and how much time it takes to happen again, but even with this titanic job, he felt that he wasn't appreciated and so he decided to join those who would, the Avatars of Aeon.

After many years of work of the Avatars of Aeon, he ascended to Titanhood, becoming the fourth Avatar of Aeon, appearing as a little Chinese man with a huge head that keeps all the knowledge that time gives. Shou Hsing's rule is inexistent, for his vassals are all highly intelligent and develop a utopia.

Shou Hsing's cities range from the almost pre-historic village of China to the super-futuristic city of China commonly seen in cartoons. There are rumors that a great Time Machine is in his main city and that this may be used to prevent the Titans' escape, but none knows for sure.

Shou Hsing has a base dice pool of 20 for all actions, modified by his Epic Attributes. Shou Hsing favors Mental Attributes, and prefers to defeat his opponents by mentally challenging them.

**Virtudes:** Ambition 2, Malice 4, Rapacity 3, Zealotry 5

**Supernatural Powers:**

*Avatars:* The Inevitable, The Wyrd

*Boons:* Every one- to eight-dot Boon from every Purview *except* Darkness and Illusion. Shou Hsing also all Boons from the Prophecy, Taiyi and Time Purviews.

*Epic Attributes:* Epic Mental Attributes at the 10-dot level (with all appropriate Knacks). Other Epic Attributes are at the eight-dot level (with all appropriate Knacks).

**Join Battle:** 20

**Attacks:** None, Shou Hsing always relies on his followers or other Titan Avatar's to defend him.

**Soak:** 8A/34L/39B

**Dodge DV:** 44    **Willpower:** 9

**Legend:** 10    **Legend Points:** 100

**Other Notes:** None.

## Creatures

The cities of Shou Hsing are all human sized, with only some habitations for the unusual giant visitor. Its inhabitants are what the gods call "the closest Titanspawn to humans", all appearing human or almost human, the Luduan.

The difference to normal humans is their unusually high intelligence and consequent way of solving their societies' problems, none whatsoever. Due to their high intelligence, their society is a perfect utopia, without crime or injustice.

They use the animals of their Surrounding Jungles to perform all low intelligent works that require brute strength.

**Traits:** The Luduan posses the usual characteristics of humans, except they possess, in addition to the Temporal Template, access to the Taiyi up to their (Legend -1) and Intelligence and Epic Intelligence at a rating equal to their (Legend -1).

**Trophy:** The Shou Hsing posses no natural trophy besides their knowledge, but it is rare to find one that doesn't possess valuable objects.

## Zurvan

The father of Ahura Mazda and grandparent of the Yazatas, doesn't possess an physical form. He simply chooses to be heard by his allies in the Godrealms and his opponents in Aeon. He only assumes his true form when dealing with his most loyal subjects.

The leadership of Zurvan is uncommon in a Titan Avatar, he is calm and sincere. Zurvan tries to rule time with an iron fist, but lets his sons free to do their bidding, if it doesn't interfere with their duties as keepers of the timeline.

The traveling groups under the leadership of Zurvan are the most willing to correct changes to the timeline, constantly correcting Aeon itself and other more mysterious events.

Zurvan has a base dice pool of 24 for all actions, modified by his Epic Attributes. Zurvan favors Social Attributes, preferring to ally to the Gods then to fight them.

**Virtudes:** Ambition 4, Malice 3, Rapacity 3, Zealotry 5

**Supernatural Powers:**

*Avatars:* The Inevitable, The Sentinel, The Way

*Boons:* Every one- to eight-dot Boon from every Purview *except* Darkness and Illusion. Zurvan also all Boons from the Asha, Guardian, Psychopomp and Time Purviews.

*Epic Attributes:* Epic Social Attributes and Epic Stamina at the 10-dot level (with all appropriate Knacks). Other Epic Attributes are at the eight-dot level (with all appropriate Knacks).

*Manifestation of the Inevitability:* Zurvan is the physical representation of the inevitability of Fate and so he usually doesn't possess a physical form and cannot be attacked. Choosing to simply being heard by his opponents, but if he wishes or is tricked to manifest himself, he appears as a giant made from black sand.

*Zurvan's Rake:* Zurvan is capable of manifest sand tentacles that allow him to attack all targets that he sees.

**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  
**Dodge DV:** 47    **Willpower:** 9  
**Legend:** 12    **Legend Points:** 144  
**Other Notes:** None.

## Creatures

Unlike the other Titan Avatars of Aeon, Zurvan's followers don't live in cities, but in the middle of the Eternal Desert in small traveling families. His main followers are the Dahakas, physical manifestations of the inevitability of fate. These beasts are the guardians of the timeline, and appear on the world and other Greater Titans only when the timeline is disrupted.

The Dahakas appear as a massive and powerfully built humanoid, clad in black. It has long ram-like horns that twist in the form of a lemniscates, the symbol of infinity, and its eyes burn with a fierce inner light, though the area around it always covered in shadows. It also has the ability to shoot four or more tentacles from its abdomen, which it uses to capture the perpetrators of the timeline.

**Traits:** The Dahakas use the traits for a generic thug or grunt soldier (see **Scion: Hero**, pp. 281-283), with the addition of one dot each of Epic Strength and Epic Stamina. Their Legends varies with their age, but all of them possess the Temporal Template, using greatly the Time Purview. They also can attack at the distance of Legend yards using their tentacles, but cannot parry. The Dahaka can use its Time Boons to nullify the effect of other creatures Time Boons.

**Trophy:** The trophy for the Dahakas is a special kind of sand called the Sand of Time, which if released at a constant rate allows the owner to receive the benefits for the first Time Boon. The sand once used this way cannot be reused, each Dahaka possess enough sand for (the Dahaka's Legend) uses.

**Other Notes:** If a Dahaka can complete a correction of the timeline, he sees his Legend score increased by one. When the Legend score of a Dahaka increases he will attain, in addition to the above, one dot in Epic Strength and Epic Stamina.

# Neo Purview: Time

## Time

Gods have always known and sometimes even feared the power of Time itself. They know that playing with time can cause serious damage to the future and invoke the wrath of Fate through the hands of the Dahaka. As Time was generally a Purview of Titans and forgotten gods, those who have mastered it are rare indeed.

**Associated With:** Isis, Izanami, Kali, Shiva, The Dagda, Thoth, Tlaloc, Tsuki-Yomi, Vishnu, Yama

## Internal Clock (Time +)

**Dice Pool:** N/A

**Cost:** None

The Scion senses the passage of time with atomic clock precision. He always knows the exact time and dates to the microsecond and as such automatically senses any time disruption effects used in the area. Furthermore, if rendered unconscious the Scion knows exactly how much time he has been out.

This sense of time's passage grants the Scion the ability to accurately time to release of mechanisms and flight times of objects he is familiar with. If he has a familiar weapon, including a familiar ally, and knows the movements of an enemy, even if he can no longer see him, he can commit a surprise strike as the target comes into view. The timing is so precise that surprise is automatic as long as the target did not change course or speed unexpectedly. If the target has a supernatural protection from surprise they make a contested roll of (Intelligence + Science) against (Wits + Awareness).

## Temporal Analysis (Time ♦♦)

**Dice Pool:** Intelligence + Science

**Cost:** 1 Legend

The Scion can touch an object, organic or inorganic, and sense the flow of time of the target. The difficulty is based on the precision and distance through time.

The base difficulty is the target's Legend rating (or twice the Relic rating for Relics). Every threshold success grants one part of a date, in the following order: Era, Year, Month, Day, Hour, Minute, Second, Millisecond.

If the Scion chooses to look for the age of a significant change in the target, such as last major wound, visitation, or when the raw material was made into the object. Increase the difficulty by 2.

## Looping the Mind (Time ♦♦♦)

**Dice Pool:** Manipulation + Empathy

**Cost:** 1 Willpower

The Scion now has the power to cause a single subject to continuously repeat his own actions, without ever realizing he has been repeating himself. The subject gets so caught up that he pays no heed to events around him unless they are obvious and dangerous. For example, a subject may be walking along when the Scion uses this power on him. The subject may have been intending to go to the store, but gets so carried away that he finds he has been walking for an hour and is now far away from both his home and the store. If the subject had walked out in front of a car, he would have been less likely to notice it (roll Perception + Awareness), but if he did, the trance-like effects would have been broken.

The effect lasts for a number of actions equal to the success on the activation roll. If the victim has more dots of Legend than the user, the power doesn't work. If the victim has an equal Legend rating, the activation roll is contested against the victim's (Willpower + Integrity + Legend).

## Time is Subjective (Time ♦♦♦♦)

**Dice Pool:** Manipulation + Empathy

**Cost:** 1 Legend per target per time modification (see below)

Now the Scion can change how others perceive time, which is he has the power to make creatures react faster or slower to events.

The difficulty of the (Manipulation + Occult) roll equals to the highest of all targets' Legend, Time is Subjective lasts for a number of ticks equal to the number of threshold successes.

To make a creature react slower, the Scion, at a cost of 1 Legend per target, can impose a -1 die penalty and reduce the dash rate by 1 yard; additionally for every other Legend spent he can increase the die penalty by 1 and reduce the dash rate by 1 yard, up to a number of times equal to the Scion's Legend. Additionally, for every -2 dice penalty all the creatures' actions have their DV penalty increased by 1 and have their movement rate reduced by 1 yard.

To make a creature react faster, the Scion, at a cost of 1 Legend per target, can give a 1 bonus die and increase the dash rate by 1 yard; additionally for every other Legend spent he can increase the die bonus by 1 and increase the dash rate by 1 yard, up to a number of times equal to the Scion's Legend. Additionally, for every 2 bonus dice all the creatures' DVs increase by 1 and have their movement rate increased by 1 yard.

## Dictate Hours (Time ♦♦♦♦)

**Dice Pool:** Intelligence + Awareness

**Cost:** 1 Legend per passing hour

The Scion can dilate time in an area so that the hours pass in the blink of an eye or take forever to pass. This Boon may only be used in closed spaces and if anything enters or leaves this space the effect immediately ends. All those inside the area can interact at normal speed, but everything else goes at the modified speed. For example: Titanspawns weaker to light that enter an apartment will realize only too late that, though it should be 11 p.m., it is noon, thus suffering from the sunlight.

For every success an hour takes 1 minute more to pass or 1 minute less to pass.

## **Age Object (Time \*\*\*\*\* \*)**

**Dice Pool:** Manipulation + Science

**Cost:** 1 Willpower + (1 to 10) Legend

Now the Scion's power extends the more ageless targets, objects. The speed of the effect depends on the amount of Legend Points spent, and can go either direction through time.

### **Speed: Cost**

1 Week per Day: 1 Legend

1 Week per Hour: 2 Legend

1 Month per Hour: 3 Legend

1 Year per Hour: 4 Legend

1 Decade per Hour: 5 Legend

1 Century per Hour: 6 Legend

1 Century per 10 minutes: 7 Legend

1 Century per 5 minutes: 8 Legend

1 Century per Minute: 9 Legend

1 Century per Second: 10 Legend

This power lasts a number of days equal to the number of activation successes. During this time the object suffers from its environment as normal. If well maintained, aging will have little to no effect, while if it is the side of a ship at sea, a century passing without maintenance will result in large holes.

## **Pocket Out of the Flow (Time \*\*\*\*\* \*\*)**

**Dice Pool:** Manipulation + Awareness

**Cost:** 1 Legend per hour per 10 feet radius

The Demigod can now cause an entire area to leave the normal flow of time. This Boon functions just like Dictate Hours, except that the area doesn't need to be closed and the barrier cannot be destroyed or passed. The Pocket Out of the Flow creates a semi-sphere around the user with the specified radius, which nothing can leave until who created the Pocket will it closed or is destroyed. The barrier can only be seen by someone with the Internal Clock Boon, and looks like a bubble made of soap.

## **Open Time Gate (Time \*\*\*\*\* \*\*\*)**

**Dice Pool:** Strength + Academics

**Cost:** (5 to 100) Legend

Wherever the God uses this Boon, he opens a portal from the Present to the Past or the Future. This portal opens exactly in the same place where it is created, but in a different time. This portal can only be seen by someone with the Internal Clock Boon, and looks like an out of place window flouting in mid-air.

Unfortunately, using this Boon requires a lot of meditation to prevent opening a portal in an unintended time; at least one hour is required to create it. The God can lead with him a number of willing followers equal to the success his player achieved on the activation roll. The portal remains open for one action; long enough for the God and everyone the activation roll allows to follow him to step through if they do so immediately.

The time difference depends on the time factor, which affects the cost, if respecting that the God can go anytime.

### **Time Factor: Cost**

Days: 5 Legend

Weeks: 10 Legend

Months: 20 Legend

Seasons: 30 Legend

Years: 40 Legend

Decades: 50 Legend

Centuries: 60 Legend

Millenniums: 70 Legend

Ten Thousand Years: 80 Legend  
Hundred Thousand Years: 90 Legend  
Million Years: 100 Legend

Time has a great amount of inertia and so it's hard for it to change his natural course, but it's still possible for the gods to do so. If a change in the normal flow of Time occurs it will affect all timeline and so all events in the future. Additionally a Dahaka will be granted access to the world to try to correct the timeline to its former self, and it will be the more powerful as the relevant is the change for the timeline.

For example: Cronus plots to travel back in time to kill Zeus as a baby and thus preventing Zeus to defeat him, making impossible for the Olympians to defeat the Titans. When he tries so he is in some way and in some time prevented to do so, must likely a Dahaka as powerful as the most powerful God will appear to prevent him to do so.

On the other hand: a Scion travels back in time and plants one of his modified seeds on the garden near his childhood house in the middle of the night and goes back to the future to see how his plant grown on his now empty house only to find that everything was exactly as he remembers; one Dahaka had removed the seed, preventing it from growing.

These Dahakas serve for the Storyteller to preserve the timeline intact.

At the Storyteller's discretion, a change in the past that don't interfere with the known history might not cause the wrath of the Dahakas, it was the way it actually happened. A God could travel back in time in order to help the Gods win the first Titan War and the Gods that reached his present day remember that a God from the future help in that win. As such, objects and/or information that a God delivers to his past self must be encountered in the same way that the God originally found them and at the same time that he found them; although the Storyteller might still unleash the Dahakas on the player's Scion, for it wasn't that the way that he design things to happen.

## Preserve the Timeline (Time ♦♦♦♦ ♦♦♦)

**Dice Pool:** Intelligence + Investigation

**Cost:** (1 to 20) Legend

The God can now predict the consequences of his actions on the timeline. The player of the God rolls his (Intelligence + Investigation), without Epic Intelligence benefits, for each change he wants to impose on the timeline. If the roll succeeds, the Storyteller reveals some consequences of his actions that will play out in the future. These revelations should pertain to either significant plot points in the current story or large, overarching issues that affect the cycle as a whole. The more successes the activation roll garners, the more relevant and directly helpful the revelations should be. The Storyteller can give out a number of revelations equal to the number of successes on the roll, or he can simply reveal a more detailed revelation as the player gains more success.

The cost of this Boon varies on the time difference between when the action should be used and how far the God wishes to see its effects.

### **Time Factor: Cost**

Days: 1 Legend

Weeks: 2 Legend

Months: 4 Legend

Seasons: 6 Legend

Years: 8 Legend

Decades: 10 Legend

Centuries: 12 Legend

Millenniums: 14 Legend

Ten Thousand Years: 16 Legend

Hundred Thousand Years: 18 Legend

Million Years: 20 Legend

## Future Help (Time ♦♦♦♦ ♦♦♦♦)

**Dice Pool:** Wits + Survival

**Cost:** 1 Willpower + 15 Legend

The greatest power, for a God of Time, is the ability to help himself in times of need, by invoking he's future self. Using this Boon, the Scion from the future appears to the Scion of the present, using the Open Time Gate Boon or any other way of time travel, allowing the player of the God to control both of his versions.

This doesn't interfere with the timeline for it was design to proceed this way. Although this messes with the timeline if the God decides that he doesn't want to travel to the Past to save himself; thus creating a Dahaka with the sole purpose of killing him to fix the timeline.

Using this Boon is a reflexive action, for it must be a split-second decision, and because of it the Scion can only summon a version of himself from a number of hours in the future equal to the number of successes that the roll of (Wits + Survival) gathers. After the maximum number of hours passes the Scion of the present must had traveled back in time to save himself; if he didn't a Dahaka with a Legend score equal to the God's, with the sole purpose of killing him, will be created.

The God can summon more than one of his future self's but need to make another (Wits + Survival) roll and spend another 1 Willpower plus 15 Legend. At the end of each time limit a version of him must travel back in time to save himself; which means that in the end of the scene there will only remain the version of himself that came further from the future.

## Doctor of Time (The Inevitable)

**Cost:** 1 Willpower + 30 Legend

For the remained of the Scene, the God becomes The Inevitable, a creature of complete agelessness showing no signs of the passage of time, shrouded in flowing grey robes and brandishing an hourglass. No one can escape the Inevitable, no one can hide from the Inevitable, and no one can fight the Inevitable. Not even the Titans, and thus flee its presence. Should the Inevitable choose to pursue they will run as long as possible, but the Eternal always knows where they are going and thus they cannot escape. Should the Inevitable chose to punish, they suffer their Fate whatever that may be, nothing can avoid this short and another Avatar, which as a force of Nature, and eternal, can neither harm nor be harmed by the Inevitable.

## The Other Time Purviews

Since the power that a Time Purview would bring to the world of Scion, Storytellers might feel intimidated to play with it. It is encouraged to individual Storytellers to create a better version for their games or if one is simply worried about the gap of power that the Time Purview would create with the other Purviews, here is a possible solution.

The Time Purview presented here uses other Boons from different Purviews and gives them the feel that they can actually control time. Since these are already official Boons there shouldn't be any gap of power, specially most of them could only be accessed later then in their original Purview.

### The Timeless Eye (Time +)

This Boon can be used in a similar fashion to The Unlidded Eye spell (Scion: Hero, page 154). But instead of allowing the user to see magic, it allows him to see temporal effects. All time effects of this Purview are invisible except if one uses The Timeless Eye.

### Delay the Flow (Time ++)

This Boon can be used in a similar fashion to Delay Rot Boon (Scion: Companion, page 72). In addition it can also be used to stop the passage of time in other non-living objects, such as swords or clocks. These would not rust and would stop working until something touches them.

### Overflow the Body (Time +++)

This Boon can be used in a similar fashion to Sun-Giving Rays Boon (Scion: Companion, page 78), but the user doesn't glow, instead he accelerates time around his intended target for the same effect.

## Fast Versus Slow (Time \*\*\*\*)

This Boon can be used in a similar fashion to Warrior Ideal Boon (Scion: Hero, page 148), but the user doesn't adopt an aspect, he rather creates a slight difference in the flow of time between him and his target.

## Rewrite History (Time \*\*\*\*\*)

This Boon can be used in a similar fashion to Consequence Boon (Scion: Companion, page 69), but instead of gaining the knowledge of what would happen if something would be done, the user thinks in a change to the current timeline and gains the knowledge of what changes the modern world would suffer.

## Decelerate (Time \*\*\*\*\* \*)

This Boon can be used in a similar fashion to Chill The Blood Boon (Scion: Ragnarök, page 37), by slowing the passage of time of the user's target.

## Change Age (Time \*\*\*\*\* \*\*)

This Boon can be used in a similar fashion to Control Aging Boon (Scion: Demigod, page 80), by accelerating or reversing the passage of time in his intended target.

## Stopping the Flow (Time \*\*\*\*\* \*\*\*)

This Boon can be used in a similar fashion to Imprisoning Crystal Boon (Scion: Companion, page 73), but instead of creating a crystal around his target, he simply stops the passage of time for his target.

## A Portal Through Time (Time \*\*\*\*\* \*\*\*\*)

This Boon can be used in a similar fashion to Rainbow Bridge Boon (Scion: Demigod, page 86), that doesn't create any visible effect except for those who use The Timeless Eye. The travel can be explain with the unknown relationship between time and space or it was the other you on a different timeline, where the only difference is where your alter-you created the portal. (Individual Storytellers are free to create other explanations for the wondering player).

## Temporary Location (Time \*\*\*\*\* \*\*\*\*)

This Boon can be used in a similar fashion to Co-Location Boon (Scion: God, page 97), but the duplicates are not reflections of the user, but instead he form the future or from a different timeline. As above, the possible explanations can vary with different Storytellers.