

LEVIATHAN: THE TEMPEST

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1 Introduction

Leviathan: the Tempest is a fan-made game based on White Wolf's popular World of Darkness (TM) setting and rules. It has been written collaboratively by members of the RPG.net forum boards, and is not intended in any way as a copyright infringement. We love you, White Wolf, don't sue us!

In writing Leviathan: the Tempest, we had several objectives. First, we wanted to explore the thematic and narrative possibilities of writing a game about classic horror monsters such as the Creature from the Black Lagoon or H. P. Lovecraft's Deep Ones. Although at first this was a semi-serious attempt at brainstorming, it quickly became apparent that the field was so strong a real, albeit fan-made, game could come out of it. Second, we wanted to avoid overlap with the thematic cores of either the official World of Darkness games or the most well-known fan-games. Finally, we wanted to follow the guidelines that the other games followed: the game should be able to stand alone, but allow for cross-overs; characters should be a cross between humanity and something monstrous, with most of the game experience resting on the balance between the two; and finally, the game should be fun and rewarding. We hope to have succeeded.

In Leviathan: the Tempest, players take on the role of an individual whose bloodline is tainted by the essence of primordial monster-gods, causing strange transformations of both the body and the mind.

1.1 Theme

The main theme of Leviathan: the Tempest is that of monstrous puberty. Leviathans are constantly experiencing a deep, painful transformation into something that is utterly alien. Their body and mind change, they realise they can do things they would never have been able to do before, and they have to assume new responsibilities. They also experience new, often uncomfortable desires that they can't quite explain. This often makes the Leviathan experience a quest for meaning, striking out on their own or with a close group of friends to find their own path. All these elements mirror closely the events of adolescence, with a supernatural twist on it that makes Leviathans true monsters, albeit sometimes reluctant. This can provide the general framework of the story, as that in a bildungsroman, where the characters come out of the story, deeply changed by its events.

The second theme is that of isolation and responsibility. Leviathans exert a pull on the human psyche, which makes people want to worship and serve them, or at least get out of their way. The responsibility this brings on is immense, as are the potential abuses a Leviathan can get out of willing subservient humans. With a few specific people, called Atolls, the relationship is reversed: they fascinate Leviathans and could utterly subjugate them. Some Leviathans choose isolation to deal with this, but the monstrous part of their being actively wants worship and sacrifice, and will fight to get it. In any case, Leviathans can hardly have normal relationships with humans. That is a core conflict that drives the stories in the game.

1.2 Mood

The general mood of the game is that of Stagnation. Stagnation is an unusual mood to find alongside themes of puberty and change; the connection is that individual Leviathans are undergoing monstrous changes, the Tribe is stagnating. Though an individual Leviathan may make great accomplishments, older and wearier members of the tribe have seen it before. The same ideas, the same achievements, young Leviathans they knew from the cradle have become old and weary yet accomplished nothing truly new. There is constant change, but it's all going round in circles.

Sometimes a Leviathan will manage to escape this fate, but even then the Tribe's stagnation is absolute. If they're particularly lucky they will be able to mentor a student or nurture a tradition that lasts for a few generations but these are only temporary. As a people Leviathans seem incapable of standing upon shoulder of giants. Every generation must start from the beginning, retreading old ground again and again. Every year the world moves forward leaving the Tribe further behind.

2 Leviathan: the Tempest Lexicon

Ahab : A human whose will has been overpowered by the Wake but driven to hatred rather than servitude. Ahabs are a dark reflection of Beloved.

Atoll : A human being who is naturally immune to the Wake. Atolls exert a powerful fascination on Leviathans, as contact with them provides a momentary reprieve from many of their worries.

Bahamutans : A Leviathan of the Strain descending from the Progenitor Bahamut. The Bahamutans are portrayed as indestructible and tend towards great size and power. They most easily cultivate the resilient adaptations of the Tribe.

Beloved : A human whose will has been overpowered by the Wake. They are obsessed with the Leviathan that they fix on and are driven to worship and obey them. Beloved form the backbone of a Leviathan's Cult.

Birthright : A low-level power associated with a Vestige. Can be used in any form.

Channel : An expression of supernatural power that represents a portion of a greater Vestige. As a Leviathan transforms towards a greater Depth, the amount of power available increases. Channels can be Ancestral or Descendant, with understanding of the latter "growing out" of mastery of the former.

Cohort : A small, intimate social grouping of Leviathans, similar to a Vampire Coterie, et al.

Cult : A gathering of humans subverted by the Wake to serve and worship a Leviathan, whether the Leviathan wishes for this or not.

Dagonites : A Leviathan of the Strain descending from the Progenitor Dagon. The blood of Dagon is the most fertile of that in any Strain, and the Dagonites as a result have an easy time cultivating the generative powers of the Tribe.

Depth : A particular level of transformation which a Leviathan can attain. The greater the Depth, the most monstrous and least human the Leviathan is. There are seven forms available to the Tribe in all, ranging from a human form to a grotesque abomination.

Doldrums : Areas within the Rift that are somehow shielded from the Tempest.

Gatewaters: An area of the real world with an unusually close connection to the Rift, leading to disappearances, hallucinations, and mysterious events. Most Gatewaters are in areas with plenty of water.

Hetman: A local leader of the Tribe. Usually an informal role with no official power that emerges and vanishes naturally from reputation and social dynamics.

Hybrid : A half-human entity whose bloodline has been mixed with that of a Leviathan or similar entity. Hybrids exhibit typical sets of mutations in a given family but have no control of their forms. Each Strain can deliberately cultivate a specific breed of Hybrid - these "favored types" are called the Lahmasu and are often reared to provide aid or worship to a Leviathan.

Lahamin : A Leviathan of the Strain descending from the Progenitor Lahamu. The Lahamin are renowned for their limitless vision, they most easily cultivate the perceptive powers of the Tribe.

Marduk : Refers to both the mythical slayer of Tiamat and the Marduk Society, a Hunter conspiracy endowed with Super Science dedicated to hunting down the Tribe.

Nu : Either a Progenitor of the Wicked Tribe or a Leviathan from the Strain descending from it. The Nu strain is associated with a connection with the Primordial Waters and are said to have the gifts of introspection and utter mastery of the elements.

Oceanids : A Leviathan of the Strain descending from the Progenitor Oceanus. The Oceanids are associated with the control of mortal minds and with grandiose pursuits - they identify themselves with the great power and limitless appetites of the heroes of Greek legend.

Ophion : A Leviathan entirely devoid of Tranquility, who has returned permanently to a monstrous, divine state. Named for the primordial serpent of Greek mythology, the first ruler of Olympus who was cast down into the ocean stream.

Outburst : An involuntary and painful transformation into a greater Depth, brought on by psychological or supernatural stress.

Primordial Waters : The lost realm ruled over by Tiamat and the Progenitors, which was disrupted by the ascent of mankind and the creation of the Tempest. Now lost, it remains a goal for many Leviathans both as a physical place and as an unburdened and serene state of existence.

Progenitor : Mythical creatures of immense power, said to have given birth to modern Leviathans. Progenitors are said to have ruled over all living beings in the time before the Tempest rose. The Tribe recognizes seven major Progenitors:

Unchained Bahamut, legendary for its size, its usual tranquility, and its fury when roused. Progenitor of the Bahamutans.

Dagon the Hierarchy, also Dagon the Arch-heretic. Dagon could impose his will on whoever he wished and maintained control over vast swathes of the mortal population. The Progenitor of the Dagonites.

Elder Nu, also called Nunet. Nu was a primordial entity deeply connected to the fertile waters, which never kept a solid physical shape. Progenitor to the Strain of Leviathans of the same name.

Watchful Lahamu, or Lahamu the Celestial Eye. A sinuous being, a recluse that nevertheless was said to see and know all things. Progenitor of the Lahamin.

Oceanus, Father-of-Seas, known as a patriarchal figure of impossible allure, worshipped with unrestrained fervor. Progenitor of the Oceanids.

Sinner-Devouring Tanninim, also Tanninim the Unbending. An unhesitating and unfeeling predator that was said to devour whole nations that stood against the Tribe. Progenitor of the Tanninim.

Island-Breaking Thalassa, or Mighty-Armed Thalassa. Known for its impossible strength and grace, it was said to have pushed the continents up from the depths and to have shaped the faces of mountains. Progenitor of the Thalassans.

Rift (The) : A mental and metaphysical reality that Leviathans can access through various means. The Rift contains physical elements of the lost world but also (or perhaps only) reflects the collective unconscious of all living and dead Leviathans, growing progressively more alien and inhospitable the deeper one goes. The Primordial Waters supposedly lie beyond the uttermost depths of the Rift, beyond the Tempest. The Rift is contrasted with the Shore, a term for the real world.

School : An informal group of teachings, ideals, and approaches to life, which provide a Leviathan with a model for behavior. A Leviathan's School defines the approach he takes to the centres of interest of the Tribe: ancient history, relationship with mortals, moral behaviour, etc. The Schools are as follows:

The School of the Abyss encourages Leviathans to withdraw from the world and find answers in the Rift.

The School of Clay focuses on understanding of human culture, society and technology to integrate in the modern world.

The School of Fog tries to understand how Leviathans and their powers function, to recreate the world before the Tempest.

The School of the Reef holds that the mortals and leviathans alike require constant protection against dangers, and aggressively seek out threats to eliminate and knowledge of the Tribe's enemies.

The School of the Sun encourages Leviathans to build a religious relationship with the world and with mortals.

Shallows : The area of the Rift closest to the Shore.

Sheol : A measure of a Leviathan's connection to his bloodline, and how deep he has tapped into his antediluvian heritage. The higher one's Sheol, the more powerful and god-like, but also more bestial and impossible to ignore, one becomes

Shore (The) : A term used on occasion to refer to the real world, as opposed to the Rift. Most common among Leviathans that contend that both realities are equally "true" and who bristle at the idea of a "real" world.

Strains : Lineages of Leviathans descended from a common ancestor Progenitor. Strains share some characteristics, and a given family line with Leviathan blood usually belongs to one given Strain. There are seven major Strains, and a handful of smaller and less recognized offshoots or distant cousins.

Tanninim : A Leviathan of the Strain descending from the Progenitor Tannin. Particularly prone to develop the stalking and hunting mechanisms of the Tribe, the Tanninim are referred to as "judges" - perceiving and punishing the sins of mortals and of the enemies of the Tribe.

Thalassans : A Leviathan of the Strain descending from the Progenitor Thalassa. The Thalassans are characterised by impossible strength and grace. They have a natural grasp over the Tribe's physical potency.

Tiamat : The mythical ancestor for all Leviathans. Possibly a personification of a primordial life-force or even the primordial ooze from which all life sprung. Said to have been "slain" and dismembered; her place has been occupied by the Tempest.

Tempest : Both a physical and spiritual imbalance which is said to exist as a consequence of the creation of the current world. The Tempest was said to come into being when Marduk slew Tiamat and reordered the world, separating the Tribe from the Primordial Waters. The Tempest is also used as a model for the emotional difficulties faced by Leviathans due to their fallen state.

Tranquility : The state of calm, balance and connection with their inner nature that is regarded as a goal by most Leviathans.

Typhon : A Leviathan entirely devoid of Tranquility, who has returned permanently to a monstrous, primal state.

Vestige : A remnant of the impossible powers of the Progenitors, divided into various Channels that grasp fragments of a greater trait such as "inviolability" or "indestructibility."

Wake (The) : A psychic impression created by Leviathans which urges mortals to subconsciously submit or cower in the presence of a member of the Tribe. Some mortals are particularly vulnerable, with the pressure of the Wake turning them into Beloved, while others, known as Atolls, are immune.

Wicked Tribe (The) : Leviathans as a whole, differentiated from the tribes of mankind and other entities.

Chapter 1 : The World That Is (and Was)

"In the beginning God created the heavens and the earth. Now the earth was formless and empty, darkness was over the surface of the deep, and the spirit of God was hovering over the waters."

Genesis 1:1-2.

In a sense, the story of the Tribe begins here - at the origins of creation. But the formless world did not remain that way. Nothing emerges from nothing - the Tribe's legacy is encoded in the history of the Primordial Waters and the bloodlines of the Progenitors, realized in the Strains of the Tribe. A Leviathan is the inheritor of these bygone days - the points before definition, the world before the parting of the waters. The world before mankind and their mandate over the land and sky and seas. Before all this, the formless chaos of Tiamat and her offspring. After it, the Tempest.

Bereshit - The Tribe

A Leviathan is a man or woman born into a bloodline mixed with the blood of a Progenitor, who comes into that power and changes into an inhuman being, a divine essence limited and warped by the confines of flesh. Together, the Leviathans form the Tribe. United in blood and by circumstance, they are, for good or ill, the remnant of an aborted stage of creation. For the excesses of their ancestors and the riotous hunger encoded into their blood, Leviathans are immortalized in the myths and residual memory of mankind as the Wicked Tribe - the aboriginal Other, from whom all horrors descend.

Members of the Tribe do not have the luxury of dismissing this negative portrayal of their lineage. Their existence is unequivocally something horrific, something wrong - the world distorts around them. Their instincts guide them inevitably towards the pursuit of sin and excess, towards the abuse of others, the destruction and perversion of minds. The blood of the Progenitors cries out for the destruction of

this new, diluted creation cast in the image of mankind and not their own. A Leviathan cannot plead necessity or make excuses for themselves - they should not be. The expression of their Strain, as the point at which they become something entirely other than human, thrusts them solidly into an untenable position, a point from which they must become something else. The crucible of change is not kind to a Leviathan, instinctively cleaving to their human life while simultaneously urged to run rampant and indulge in the most unrestrained depths of sin and cruelty. Most never progress, endlessly recapitulating periods of growth, stability, and eventual collapse. Some simply stop, becoming the monstrosity that their lineage directs them to become. They become Typhons, creatures of pure appetite, whose outrages reproduce the worst horrors of the lost age of Progenitor supremacy.

Before

What little information that the Tribe has about the world of the Progenitors mirrors numerous creation myths. They envision a world of formless chaos called the Primordial Waters. At the heart of the Seas, the deepest depths, rested the source of all things : Tiamat, the Mother. All things emerged from Tiamat - land, sea, and stars, and among them the Progenitors, immeasurable beings who in turn gave birth to lesser beings, and from them still lesser beings. From the mingling of the blood of the Progenitors and mankind, the Tribe was born and ruled over nations as demigods and heroes. As time passed, a member of the Tribe would evolve and grow, maturing into something new or possibly even into a Progenitor. Mankind lived in rough harmony with the world, subservient to the lineage of Tiamat, and the world was whole and ripe with possibility.

Or maybe not. The fact is, the Tribe's creation myth is just that - a myth. They have no idea how much should be taken as metaphorical and which parts are pipe dreams amended to the structure of the tale by later generations. Tiamat could be an entity or an ideal or even just another term for the primordial ooze. Progenitors could be literal beings or lines of evolution. Foremost among these concerns is the concept of the Leviathan stage as one of transition onto something better, more whole and complete - a state that no Leviathan has achieved, at least according to what can be divined from unreliable records. A stage that might not even exist. The Tribe professes a great and majestic history that was lost because the alternative is that they are detritus, a monstrous hybrid of two forms of life that has no possibility of future development. The Tribe cannot accept that what they are is all that they will ever be. To do so would be to surrender to the fact that they are between states, that there is no exalted state to which they are returning. That there is nowhere to go but down.

Marduk

Myth or not, the world brought forth by Tiamat did not last. Mankind, not content to serve, began to harness the forces of nature. Humans built gods to supplant the idols of the Progenitors and formed communities that observed their own rules, resisting the edicts of the Tribe. Marduk - a man, perhaps, or group of men, or perhaps simply a movement - rose up in battle against the Tribe, and defeated them, casting down Tiamat and imposing a new order on creation. The Primordial Waters were parted and land and sky forged out of the bodies of the Progenitors. The Tribe, formerly deified, became reviled and hunted, their ancestral springs drying up and the Progenitors severed from their spawn. The towering spires and chapels of the Tribe were torn down or lost in the parting of the seas, and their history stricken from the record. The civilization of Man was built on the bones and guts of the Progenitors and the relics of the Tribe.

Or maybe not. Maybe Marduk was the first human to overthrow the tyranny of monsters and destroy their blasphemous idols. The Tribe refers to the Primordial Waters as a place of tranquility and

harmony, and while this may be true for the Tribe it's hardly a leap of logic to think that the progenitors of a bloodline that thrives in the exploitation and wholesale degradation of mankind might not have been the pillars of a sustainable community, much less a world that one might want to return to. In fact, there's no real reason beyond a profound sense of the Tribe not belonging to this world that one must accept that some greater, more suiting world ever existed. The sundering of the world might be another of the convenient, self-forgiving myths that the Tribe use to justify their behavior and the way they treat humanity.

Noach - The Fall

"And the whole earth was of one language, and of one speech. And it came to pass, as they journeyed from the east, that they found a plain in the land of Shinar; and they dwelt there. And they said one to another, Go to, let us make brick, and burn them thoroughly. And they had brick for stone, and slime had they for mortar. And they said, Go to, let us build us a city and a tower, whose top may reach unto heaven; and let us make us a name, lest we be scattered abroad upon the face of the whole earth."

Genesis 11:1-4.

With mankind dominant in the world, the Tribe fades out of the stage of history, but not entirely. The blood of the Progenitors is immeasurably strong - it can't be bred out or extinguished. The Tribe has, as far as they can tell, always existed somewhere - at some point at the fringes of society, where cousin meets cousin one too many times and the ratio of human to Other in their blood reaches a tipping point. Where the lines blur between man and beast. Where the world gets a little bit weirder. Here, there be dragons. The Tribe's got a place in humanity's past, but it's at the fringes. Reliable records are scarce. Part of the day-to-day life of modern members of the Tribe deals with this sort of cryptohistory: tracking down the footprints left by monsters in days past and unraveling references and images in religious texts and icons.

What is known or suspected is that, during the period of mankind's expansion, as the earliest civilizations were taking root, the Tribe was present and the enmity between them and humanity enduring. The Tribe's mythologists record tale after tale of horrors - sea monsters and miscegenated freaks straddling the line between mankind and beast - and sees in them the deleted history of the Tribe. Leviathans became the Other to mankind's growing sovereignty over the world. In this period, the last vestiges of the Tribe's pure blood were wiped out, and they came to thrive only at the edges and with a much-lessened connection to the Progenitors and their divine nature. The Strains of the Tribe become stratified at this point, as only the strongest ties of blood, descent from the foremost of the Progenitors, could be expressed at such a far reach. Family lines began to solidify in isolated regions, either by accident or design, and the Tribe faded into a memory, recalled only through fragmented myths or through their Hybrid cousins.

Severed from the Primordial Seas, the Tribe's control of itself and connection to its divine nature was greatly lessened. In place of Tiamat, the core of their world became what they call the Tempest - both a literal disruption at the core of the mystic waters that the Tribe has access to and a term for the emotional and social havoc that a Leviathan is subject to. The ascent of mankind has, in essence, robbed the Leviathans of their birthright and their self-control. In the "fallen" world, the Tribe has little control of the changes that take place in their bodies and even less control of the contents of their own mind. Little wonder, then, that mankind records them as horrors and predators.

Speciation

As the Tribe's "story" begins to overlap with the historical records of humanity, the various lineages and ancestries settle into a more distinct grouping. Those human bloodlines that were touched lightly, or host to the blood of lesser Progenitors, eventually began to produce fewer and fewer offspring who manifested that blood, until it was functionally absent. While the blood of the Tribe cannot ever be said to truly disappear, the vast majority of Leviathans born in the span of known history have descended from a handful of Progenitors. The greater part of these, in turn, can trace their ancestry to a group of seven Progenitors, with their bloodlines expressing themselves in distinct and identifiable patterns. Occasionally a freak birth occurs, a member of the Tribe that is not linked to a known Progenitor or from a line that was believed to no longer exist. Far more common are families of Hybrids that cannot be easily traced to a known Strain - the leftover fragments of a lost bloodline. On the other hand, the most commonly-seen Strains have collated information about their Progenitors and a mythology of the lost world has evolved over time.

Primordial Icons

"Mother Hubur, she who fashions all things,
Added matchless weapons, bore monster-serpents,
Sharp of tooth, unsparing of fang.
With venom for blood she has filled their bodies.
Roaring dragons she has clothed with terror,
Has crowned them with haloes, making them like gods,
Whoever beheld them, terror overcame him,
And that, with their bodies reared up, none might turn them back."

The Enuma Elish

All told, there are seven Progenitors whose blood survives in the modern world in appreciable quantities. The seven Strains descended from them represent a little under nine-tenths of the Tribe's numbers and has done so for thousands of years - while one group might grow or shrink, the proportions remain roughly the same. These Progenitors have received the lion's share of the scrutiny directed by the inquisitive minds of the Tribe, and therefore more information about them has survived to the present.

Bahamut is a being of immense size, called "Unchained." It was said to be tranquil at most times, with cities and temples erected across its broad back, but to rumble with rage when displeased, responding to rebellion or heresy with apocalyptic wrath. These rampages were said to rock the foundations of the world and shake the skies. Some Leviathan scholars - or "scholars" as the case may be - identify Bahamut's periodic purges with the shifting of ages in Mesoamerican myth, or the fabled Deluge of the cradle of civilization. From Bahamut descend the Bahamutans, a Strain who have a talent for emulating both their Progenitor's nurturing fecundity and incredible power and size.

Dagon, "the Hierarch" also called Dagon the "Arch-heretic," is a hotbed of life and sustenance - but not of ease or security. It is called "the Hierarch," and is said to give birth to countless creatures and serve as a source of "creation" in general. Religious edicts, practices, and rituals were its purview, and it rewarded compliance with full harvests and nourishment. It was the patron of faiths and fertility cults, and could call down rain when pleased or devastating storms when wrathful. It survives in the half-fish icons of Mesopotamia and in the cruel and bloody rites that mankind relied upon to call forth fertility or

a healthy crop. From Dagon descend the Dagonites, a Strain who maintains the deified stance of their Progenitor, creating life and directing mortal cults.

Lahamu, called "Watchful" or "The Celestial Eye," is the guide of the sun, described as one of its many ever-watchful eyes (along with the moon and the innumerable stars), yet itself never came to light. From reclusive secrecy it monitored all things and declared edicts and directed the Tribe and their mortal followers, gifted with prophecy and insight into the minds of others. Nothing escaped its gaze and those that attempted to deceive it would be dragged screaming towards its gaping maw. From Lahamu descend the Lahamin, a Strain gifted with their Progenitor's vision whose cults are ever monitored and whose eyes - and influence - can be found everywhere.

Nu, the "Elder," also called Naunet or Nun, is said to be the first of Tiamat's offspring, and to have the most profound connection to the Primordial Waters. It was the stirrer of the seas and the sky, having inherited their mastery from its creator, and its fluid form could go anywhere and take any shape. Nu was the most distant from humanity and yet was subject to great fear and reverence, for its control shaped the known world. Knowledge of Nu remains in fragmented tales of primordial ooze and original waters from which life emerges - as well as in the terror presented by storms and floods. Nu's descendants keep its name, and the Strain is known to retain the strong bloodline and elemental mastery of their Progenitor.

Oceanus, the "Father-of-Seas," is said to have been granted dominion over a greater portion of the human masses due to its incredible beauty and allure. As a deity of men, it was said to have created the rivers and lakes that sustained them, all in exchange for irrational fealty and servitude. If denied reverence, it would break the minds of the rebellious, or turn their families upon them in furious storms of zealous violence. Even among the Progenitors, it was a source of horror, for the wrath of Oceanus had faces and names; it would come as a loved one with a culling blade. From Oceanus descend the Oceanids, a Strain that claims itself a noble lineage, as displayed by that their unearthly beauty and might.

Tannin, called "the Unbending" and the "Sinner-Devouring," is hailed as the foremost predator. It was said to stalk the Primordial Waters, unseen but all-seeing, wreathed in gaping jaws and poisonous spines. Those that crossed its path, if found wanting, would be devoured without hesitation or remorse - Tannin's mouth was the gate of Hell. Whole nations of rebels were said to have disappeared between its razored teeth. It is immortalized in the stories of devouring beasts and the images of Hellmouths, as well as mankind's terror of the predators of the deep blue sea. From Tannin descend the Tanninim, a Strain who continue the work of their Progenitor, wielding the natural weapons of the Tribe and passing judgment on the Tribe's enemies.

"Island-Breaking" Thalassa or "Mighty-Armed" Thalassa, is a being of the deep, suited to the pressure of the seas. Its power and grace were legendary, both raising up landmasses with its strong arms and gracefully sculpting mountain ranges or delicate palaces and temples of coral - or destroying them with singular, devastating blows. It was a being of fluid form but impossible strength, as much appeared as revered. It survives as in legends of treasure guarded by mighty beasts and the mythology of crafted terrain - mountains said to be the bodies of immense beasts felled in bygone days, or collapsed piles marking a captured titan. From Thalassa descend the Thalassans, a Strain who use their power and influence to dominate humans and thrive in centers of wealth and power.

But these are not all. The legends of the Tribe record the names of dozens more, and from time to time a descendant of one of these lesser-known Progenitors emerges - or is discovered. Among the dire

names listed on the tablets of the Tribe are Sanna the Glacierhide, Cipactli the First Diviner, Nagaraja, king of snakes, Tangaroa of the Burning Blood, Isonade, Herald of Storms and World-Coiling Jormungandr. Some others exist, but it can never be certain if a name refers to an unknown Progenitor or merely indicates a familiar figure. Much of the history of the Progenitor's world has been subsumed into the myths and pantheons of mankind.

Legends of the Tribe

The Tribe has little in the way of formal history. In certain ways, the history of the human world is somewhat irrelevant. It is the world that the Leviathans inhabit, but it is not theirs. Still, the Tribe has existed for the whole of human history, and there are certain moments which are of some import to all Leviathans, if only for the lessons they contain. In the earliest recorded moments of human history, the Tribe operated more openly, attempting to reclaim some fragment of the dominance they once held. Legions carted off whole villages for sacrifice and cults grew to unprecedented size. It was these excesses that ensured them a lingering presence in the catalogue of mankind's fears, but the ascent to mythical status was accompanied with a bloody response. From temples in Kish and Uruk emerge the first records of what would be called the Marduk Society. The inheritors of the slayer of Tiamat, the Society were tireless enemies of the Tribe. They broke the backs of the Legions and put the cults of the Tribe to the sword. Yet whispers abound of bloody rites performed in secret temples, the flesh of Leviathans devoured to raise the mortal men of the Society to the height of the gods that they had cast down. Others speak of monstrous assistants and grim alliances, the Society rotten inside with the machinations of one or more of Tiamat's children. Whatever of these rumors were true, the Society exists in the modern day, harnessing the will and energy of man to cow and slaughter the Tribe. Some dispute their antique origin and claim that they have only usurped the legacy of a far purer and more upstanding organization, but few of the Tribe would argue the case of their ancient enemy.

Yet the stinging defeat that was handed down was not enough to suppress the Tribe forever. On the Indian subcontinent, nearly two thousand years before the common era, the progeny of Nagaraja began to mass, with powerful leaders deliberately cultivating dozens of children, seeking to produce heirs and allies that were full members of the Tribe. A great and sprawling empire was built on the backs of the swarming Hybrids and maddened cultists that the Vasuki commanded, and the human civilizations quaked in the shadow of a kingdom of demigods. Yet it was not to be. Other members of the Tribe began to resent the excesses - and successes - of the united Strain. More insidiously, factions began to grow, as cohorts began to scheme against one another and Legions concocted religious justifications to topple their rivals. The hunger of the ancient Vasuki grew only greater, and eventually the Tribe came to police its own. Wondrous Bhogavati, the great and horrible capital of the empire, was swamped in ferocious storms. Warbands of Hybrids stalked the streets and devoured the inhabitants. The dynasty of Nagaraja ended in flames. Spite and outrage ensured that its citadels were torn asunder and its treasured scattered across the face of the globe. It was not alone. The scholars of the Tribe record several such civilizations, some pure speculation, all eventually scourged from outside or rotting from the inside out. Records exist of a lost island in the Mediterranean, and a great kingdom of Thule, and of Lemuria's crystalline spires. If all existed, or none, is irrelevant - what is important is that those cities and kingdoms forged by the Tribe seemed inevitably fated to end in horror and blood. It seemed that the world itself conspired to extinguish the legacy of the Progenitors, scrubbing its inheritors and their works from its surface.

Here the record breaks for centuries. While stories exist of the blood of the Tribe flowing in the veins of the heroes of ancient Greece, and bloody rituals for their benefit in the shadows of Rome, these are mere speculation. The same impulse that drives mankind to fear the Tribe seems equally driven to

categorize the Leviathans with the other demons and bogeymen of their mythology. Modern Leviathans experience mankind's history like interpreters and cryptographers, divining from hints and suggestions those points at which the footprint of the Tribe left an impression on mankind. Such clues are scattered across the globe in countless sources, and at the very least a Leviathan can be sure that his ancestors were present across the face of the world. Writhing horrors lurked in the waters off of China and Japan. Cults worshipped serpentine abominations in the fragmented ruins of ancient Bhogavati. The Tribe persisted, even if it did not flourish. Humanity spread to every corner of the world and, with it, the blood of the Progenitors. New traditions arose, but the instinctual fear remained. As consciousness of the Tribe waned, the lives of Leviathans became simultaneously more easy and more difficult. Easier, for they were no longer so readily hunted. Harder, for a newly-Emerged Leviathan would be bereft of guidance and information.

One last cautionary tale circulates among the Tribe. While little evidence exists that strictly supports it, it has gained some traction either due to some degree of veracity or due to the virtue of being an ancient and well-loved fabrication. The Tribe's historians claim that, during the early half of the previous millennium, reports of rampaging dragons and ship-devouring serpents can be traced to the action of an influential and well-manned Legion. Called the World-Coiling Legion, the group was purportedly motivated by a prophecy specific to the Strain descended from the Progenitor called Jormungandr. This Legion's destructive ritual beliefs, paired with the relatively limited ability of mankind to counter the depredations of the Tribe during this period, led to widespread destruction. It seemed as though man would again be subject to the dominion of the Progenitors, or annihilated in the flames of the World-Coiling Legion's grand prophecy. Emboldened by the Legion's success, other groups of Leviathans came forth, staking claims on territory and lashing out at humanity. And then the reversal came. This time, the judgment came not from the Tribe's internal strife, but from mankind itself. This time, however, it was not - or at least was apparently not - the Marduk Society, or any such group, that struck back. Merely the backlash of many individual men (and women) standing forth against their tormentors. This era of "dragon-slaying" saw the World-Coiling Legion devastated and its membership slaughtered almost entirely, while also proclaiming quite simply that resistance to the "demigodhood" of the Tribe was not solely the province of the Tribe's sworn enemies.

Most modern Leviathans, as a result of these and other similar tales, keep themselves relatively well policed. Beyond the threat of the Tribe's most driven enemies, there is the simple fact that even the power of Progenitor blood has its limits, and the world of mankind is not as hospitable to the grand ambitions of would-be conquerors.

The Rift

In the absence of the Primordial Seas, the Rift is what remains. In place of permanently basking in the undiluted glory of Tiamat, the Tribe now wallows in a hollow echo, a stunted replica of what might once have been a very real physical entity which covered and contained the entirety of the world. The Rift is little comfort to the fevered mind of a Leviathan - it is dark and wracked with spasms, impossibly and terrifyingly vast while retaining an oppressive and claustrophobic atmosphere. Ultimately, the Rift represents the subconscious of the Tribe, the twisted minds of both Leviathans and their Lahmasu relatives, as well as scattered remnants of the Progenitors. In a sense, it is a museum - a place where neuroses, afflictions, and fears survive, long after their owners have died. The Rift teems with horrors both native and imported, and above all it resonates with a feeling of loss and impending violence - there is no comfort or security to be found in its depths. And yet it is the closest thing the Tribe has to an ancestral homeland.

A Leviathan may enter the Rift through the medium of water, although alternate methods exist. The more the water resembles the sea, the better - and a sea that is wracked with the fury of a storm is better still. In any form, water is a powerful conduit for the blood of the Progenitors, and any body of water sufficient to cover most of a Leviathan's body - and that of any potential passengers - will serve as a gateway. The trip is often one-way, and the passage of the Leviathan opens the conduit to the unrelenting fury of the Tempest, tossing water into the sky or causing it to breathe forth great clouds of fog or mist.

The Rift has layers, each one farther from the Shore (the physical world). Its increasingly inhospitable depths are host to numerous beasts both ancient and newly-forged, and in some dark corners lie lost structures, sunken in the parting of the waters, which a Leviathan might explore or take shelter in. Ultimately, though, a Leviathan reaches the core of the Rift - the gaping wound left in it by the death of Tiamat - and gazes upon the physical Tempest, a churning mass of such ferocity that no being has entered it and escaped. Rumors abound that the Tempest, should one pass through, might serve as a gateway to a deeper, purer reality - but none have returned and few would chance annihilation in that terrifying maw simply to test out a rumor. For the time being, the Tribe is cut off from the world that they lost, and might always be so.

Lech Lecha - Getting By

Time passes, and the Tribe, for all intents and purposes, disappears. As civilizations grow and spread and mankind makes strides in mastering the forces of nature and understanding natural history, reason replaces fear. The blank spaces in maps are filled in, and myths are debunked. The overall effect is that the Tribe has, for the vast majority of human history, possessed no real information about the lost world they ruled or the Progenitors they are descended from. A modern Leviathan is born into an era in which almost all of the relics of the Progenitor's world have been destroyed, and all of the lore buried in century after century of speculation and addition. They are changing - cannot help but change - but into what, they have no idea. The Tribe's society exists solely as an attempt made by desperate and terrified individuals to build a model of life that sustains them and offers hope and direction.

They need it. The blood of the Tribe is not something that can lie still. A Leviathan cannot be human again, not really, and if they should attempt it they will find the press of the Tribe's atavistic urges growing stronger and stronger if left unindulged. The Tribe are not human. This is the revelation that a Leviathan reaches during the period in which he or she comes to realize that there is something not quite right about them - the transition from normal person to Leviathan. There is no single factor that is known to begin the change, and no method is known which can discern a potential Leviathan from a normal human. In the absence of a trigger, however, there are a multiplicity of potential factors, each of which pushes the portion of a human's blood that contains traces of the Progenitors forward. Genetics are an issue - families that have produced Hybrids and Leviathans before will likely do so again. The placement of the stars upon a person's birth may also matter, or his blood type, or the number of siblings she has - or none of these. The fact of the matter is that the Tribe has attempted to isolate the necessary traits to produce another of their number and has simply failed. Failed for the whole duration of human history, despite grotesque breeding programs and mystical rites - all of which have left monstrous remnants across the globe, twisted hybrids and defiled stretches of land.

Emergence

As a result, most Leviathans come into their inheritance while ignorant of the history of the Progenitor's world and the existence of the Tribe. This lack of information adds another layer of

discomfort to a process that is already physically and emotionally agonizing. No two members of the Tribe experience an identical Emergence - the period during which the fledgling Leviathan begins to manifest the Wake and the ability to change shape. However, the Emergence is uniformly a period of anxiety and loss of control, during which the blood of the Progenitors runs rampant, causing emotional distress and Outbursts of uncontrolled transformation. A Leviathan might find her friends become uncomfortable in her presence, or a beloved pet becomes aggressive and refuses to be touched. He might dream of the ocean depths, or feel muscles - or creatures - squirming beneath his skin. Old impulses, the usual catalogue of basic instincts, become more pronounced, or begin to overlap. The scent of rotting fish might become, for a brief and stomach-turning moment, arousing. The touch of a lover might call up blinding rage alongside the usual warmth and comfort. Such incidents will begin to occur with increasing frequency. Some Leviathans seek medical or psychological aid, or council from family members. The most fortunate of these (for a given value of fortunate) will be in families that have some knowledge of ancestors whose bloodline also manifested, or even perhaps a living branch of the family composed of Hybrids. These will receive kernels of information, often misleading or misinterpreted, about their condition.

Most others are not so lucky. Those that seek medical help will likely be turned away by frightened mortal doctors - or themselves flee from the obsessive curiosity (and reverential awe) that the Wake conjures up in their would-be healers. Some are in no position to seek help, or too afraid of what they will discover. These may research on their own, or delve into family records. There is often little to nothing to find. Throughout this period, incidents will become more pronounced and more frequent, but some degree of control will develop. A change might be bitten down upon, or at least suppressed for a few crucial moments. The terror evoked by the fledgling's presence may weaken to a general sense of unease. Hardly optimal - but survivable. A Leviathan's Emergence can be said to be complete when he or she grasps enough self-control that getting by on a day-to-day basis without incident becomes merely uncertain rather than preposterous. This is the point at which the struggle can move from resisting one's nature to mastering it. A key element to coming to this point is a degree of acceptance. A Leviathan must be willing to accept that he or she is not purely human - or no longer purely human - in order to identify with and govern their divine nature. This acceptance doesn't have to be life-affirming or positive, and rarely is. Most Leviathans remain horrified with themselves well past their Emergence. It merely means drawing a line and saying, "I am something other." What follows is determining what that "other" is going to be.

Schools

[Picture, half page: The top half of the picture shows a walking man in work clothes and a hardhat. Rising up around him are half-completed buildings, mostly skeletal, and the sky is covered in smoke. He holds a box lunch in his right hand and a hammer in his left. He is walking through a large puddle which dominates the ground. In the puddle is a reflection depicting a similar-looking man wearing black robes with hieroglyphic figures sown in. He wears a steepled priest-like hat. rising around him are towering ziggurats, and the sky is stormy. He holds a human heart in his right hand and a cruel bronze dagger, stained with blood, in his left. Both men are smiling in an off-putting fashion.]

The primary activity of a Leviathan, beyond the day-to-day elements of normal life, is a search for definition and structure. The control that the Tribe can exercise over their powers is unreliable at best, and nothing can be done about the isolation imposed by the Wake. In the face of this instability, members of the Tribe adopt methods of coping and moving forward, attempting to create a sketch of the sort of being that they will become. These approaches are referred to as Schools. Despite the institutional tone that the name conjures up, a School is not an edifice. Instead, it should be seen as a

stance adopted by a Leviathan towards the reality of their nature and the lost history of the Progenitor's world. A School is a marker of how a Leviathan deals with the questions of who and what they are and what relationship they will have to humanity and the Tribe.

Those Leviathans that seek their place in the Rift and the study of the Primordial Waters make up the School of the Abyss. They are explorers and ascetics, looking to find their place in serene harmony with their surroundings. Part of this search involves accepting that, on some level, the Tribe are alien to the human world established by mankind, and most of the School's proponents eventually gravitate towards the margins of civilization, living in the deep woods or on remote islands. In isolation they continue their search for a Tranquility founded on self-awareness and self-acceptance.

Those that make up the School of the Sun are the priests and demagogues of the Tribe. Asserting the lost position of the Tribe as intermediaries between mankind and the Progenitors, they attempt to return to that position. The heart of the School's strategy is finding a place in something larger than themselves, exploring their spiritual life as part of guiding and participating in the growth of others. The School of the Sun are the Tribe's cult-leaders, politicians, and visionaries, looking for a Tranquility that comes from external inspiration, humility, and spiritual fulfillment.

The School of Clay searches for a place in the world of humanity, attempting to grasp the core of the human experience and integrate themselves appropriately into the human world. They are the socialites and psychologists of the Tribe, using analysis and observation as a basis for constructing a survivable social role for themselves. Understanding that life in the human world will not come to them "naturally," they seek it out, accomplishing with science and patience what instinct will not provide. Fearing (or, more charitably, acknowledging) the isolation that the Tribe suffers, the School of Clay constructs identities around itself. They manufacture the role that will offer their Tranquility.

Those Leviathans driven to defend themselves and others make up the School of the Reef. Realizing that the human world offers no sanctuary to the Tribe, they throw themselves into the fray, studying their enemies and honing their skills. The School's approach insulates them from the anxiety of their condition, burying metaphysical concerns beneath the more immediate problem of survival. The more far-sighted members of the School look forward to a battle to overthrow the result of Marduk's success, a victory that would return the Tribe to positions of safety and security. They found their Tranquility on having a purpose and a goal - defend my friends and cow my enemies, whoever they may be.

Some Leviathans find themselves devoting their time to considering their own condition and the nature of the Tribe itself. These make up the School of Fog, who seek to reforge the alliances that once bound the Tribe and rebuild lost traditions. The mysterious history of the Tribe becomes the focus of their study, seeking a place in relation to their peers. The final goal is a complete lineage and culture that would sustain and guide the Tribe for centuries to come, offering a place to stay and a person to be. The School seeks a Tranquility through the revelation of history and the hunt for a sense of belonging and purpose.

While a Leviathan is not indoctrinated into a School, a slight hierarchy might be present on a local level. More experienced and established members of the Tribe, should they find themselves sharing opinions with a "cousin," might take them under their wing. For the most part, guidance and assurance are the best that a mentor can offer. Confidence and security cannot be taught. These local icons might eventually be seen as a figure of import in Tribe politics, but this is more a factor of their person as their School. No member of the Tribe can outrank another except by the complicity of the "junior."

Sidebar: Other Schools?

It's certainly a possibility that Leviathans exist that don't fall into one of the specified Schools. What's far more unlikely is a Leviathan without any School whatsoever. Fundamentally, a Leviathan without a School is without a strategy for dealing with the stresses of his or her condition. Part of Emergence, and one of the key elements of being a Leviathan with tenuous control rather than a fledgling without any, is accepting one's inhuman nature and thinking actively about how to live with it. That's where Schools come in. The Schools are intended to be broad and to cover a multitude of strategies, but if a character isn't well-represented by any of them, it's certainly possible for a player and their Storyteller to design a School that makes sense. Schools should have a clear concept of what a Leviathan is and how they should act - that's what a School is. Mechanically, they offer a free Specialty in one skill from a choice of three (one from each category) and favor Adaptations from two Vestiges.

Leviathans occasionally change Schools during their lives, but it's rare for one to entirely abandon School altogether. Such a change would represent a rather dramatic shift in personal philosophy and would likely be the precursor to a catastrophic breakdown and loss of Tranquility - being without a School is akin to having no clear goals, self-image, or life philosophy.

Humanity

The largest barrier between a Leviathan and a normal human life isn't the risk of unwanted transformation. While such incidents are horrifying for onlookers, they are sporadic. Comparatively, the Wake is inevitable. The neatest explanation of the Wake is that it is a region surrounding all Leviathans which triggers instinctual responses of fear, servitude, and awe in normal humans. While its effects don't quite reach the level of mind control, it nonetheless presents a near-insurmountable hurdle to having normal social interactions. Humans in the presence of a Leviathan feel uncomfortable and anxious. Their teeth are on edge, and the hair on the back of their neck stands up. They lower their voices unconsciously. More importantly, from a moral standpoint, they give way to the Leviathan, both physically and socially. In a face-to-face conversation, a Leviathan is essentially constantly bullying his audience.

Imagine what it would be like to never receive a contrary viewpoint or unexpected refusal. More than that, imagine what it would be like to speak to people who were, you knew, certain (on some subconscious level) that they must appease your whims. Members of the Tribe make people uncomfortable, and there's not much they can do to prevent it. As a Leviathan grows more powerful, the Wake becomes more oppressive and widespread - permeating first his home and then his neighborhood. Children no longer play on the street. People lock their doors and neglect their yards. The cops don't come around. Families move away. Worse are those for whom the Wake becomes an irresistible lure, breaking their will and causing them to respond with slavish devotion to the Leviathan. Called Beloved, these unfortunates have their personal world rewired to revolve around their new obsession - either with fanatical worship or, far more often, confusion and terror. The Beloved retain their presence of mind and just enough of their will to know that they are experiencing some sort of traumatic breakdown, but they have no idea what it is that draws them to the Leviathan. Some become stalkers. Others are far more pitiful, lingering around the subject of their obsession, equal parts frightened and captivated.

On occasion, a human whose will is snared by the Wake will resist being broken. Perhaps instinctual hatred and terror overwhelm the impulse to worship and obey, or perhaps a strong mind responds to pressure with outraged resistance. Regardless, devotion is replaced with obsessive hatred of the Leviathan whose Wake touched them, as well as animosity for the Tribe as a whole. No less fanatical

than the most devoted Beloved, these strong souls dedicate themselves to the annihilation of the Tribe. In ancient days, the Tribe called them Nebrodids, but the more common label in the modern world is more evocative of their drive - Ahab. An Ahab is a dangerous enemy of all Leviathans; their will insulates them against the Wake, while their fanatical drive makes them relentless and unpredictable. Most will be satisfied with nothing less than the complete and total extinction of the Tribe.

While much could be said of the sins committed by members of the Tribe making use of their miraculous powers, the Vestiges, the fact is that the average Leviathan is far more likely to abuse the Wake. In place of a storm that devastates a city, a Leviathan can begin to simply take what he or she wants from others, never having to feel the sting of denial. The ensnared hearts of the Beloved are even more susceptible to an immoral Leviathan, who can compel them to give up their comfort, lifestyle, even their very lives, to please the focus of their obsession. These little betrayals are less obviously evil than some wrathful outburst of divine power, but more likely to slowly push a wedge between a Leviathan and humanity. It is more common for a member of the Tribe to descend into depravity with numerous small concessions to necessity.

Strangely, some humans are completely unaffected by the Wake. Called Atolls, they seem to be entirely untouched by the pressure created by a Leviathan's presence, and contact with them can serve as a momentary respite from the Tempest. The allure that they have to members of the Tribe cannot be overstated. The sound of an Atoll's voice, or a touch of their hand, offers a momentary relief from an otherwise inescapable sense of anxiety and tension. Leviathans have likened contact with an Atoll to a massage or a long bath - something that seems to allow them to step outside of the hardships of their life and relax, if only for a moment. Members of the Tribe will often go to any length to secure this contact, and the result can become horrific. An unscrupulous Atoll can manipulate a needy Leviathan, while a desperate Leviathan might kidnap and imprison their "soulmate" to retain access to the addictive comfort of respite. The Atoll's immunity to the Wake only exacerbates the problem - they are one of the few people that can simply deny a Leviathan. The Wake is a powerful tool, yes, but its power often means that a Leviathan is desperately underprepared for socializing on an even keel.

Cults

Those humans that become the Beloved of a given Leviathan have a tendency to congregate. After all, their whole lives have begun to revolve around a shared experience of a particular person. They'll spend time around the Leviathan, and that often means spending time around one another. The trend of this association is the formation of a Cult. The "echo chamber" of ideas and sensations that a group of Beloved experiences leads them to greater and greater reverence and focus on the Leviathan whose Wake ensnared them. They've encountered other people who are ready and willing to spend hours discussing what they feel, and can compete with one another for the Leviathan's attention or regard. Eventually you get a group whose devotion to the Leviathan is absolute and whose viewpoints are reinforced (and policed) by their fellow Beloved. This is a Cult. As long as the Leviathan spends time addressing the Cult, making them feel like part of a unified group, their devotion and focus become powerful tools. Receiving prayers and devotion provides the Leviathan with mystic power, while the mundane resources of a group of devoted individuals can lighten the burden of everyday necessities and desires.

Cults are not limited to the merely everyday, however. A Leviathan that wishes to do so can shape his or her Cult, like any other society, imposing sanctions and requesting service. As long as the progression is gradual and the Leviathan remains "in touch" with the Cult, his or her followers can be forged into a more dangerous tool. Simple devotion can be replaced with elaborate rituals and sacrifices,

while obsession can be turned outwards into violence. As a Cult grows, it can insinuate itself into positions of authority, or even overtake a small community - many "quaint little towns" in the world's remote corners are ultimately ruled by an insular Cult at the center, all working for the benefit of their "god." Even in a large city, the Cult's influence can become pervasive - policemen can be turned, and lawyers, and businessmen. A careful Leviathan can end up with "agents" operating at many levels of society, robbing his enemies of any hope of safety.

The greatest limitation of a Cult is that, no matter the intent of the Leviathan at its core, the structure is predicated on the intimidation and negative pressure created by the Wake, reinforced by harsh internal strife. Even the mildest and most fulfilling Cults are imposing on the wills of the participants, and most powerful Cults are ruthlessly violent in the pursuit of the will of the Leviathan. It is the nature of the Wake, and perhaps of the Tribe, that they do not have positive and self-affirming social relations. This effect infuses the Cult. The violent obsession that drives a cultist differs greatly from a mild and psychologically satisfying religious conviction. The Cult becomes a tool by which the Leviathan may indulge his or her vices, and its members begin to revel in the transgressions they commit. While the traditional model of the cult is the hidden religious conspiracy, a more apt modern parallel is a terrorist organization - indoctrination, manipulation, and violent fanaticism. Unsurprisingly, when Leviathans come into conflict, it is usually their cultists that become casualties of the conflict. Their utter devotion and apparent willingness to do whatever is asked of them offers an easy way past the horror of violence and acknowledging moral responsibilities. A cruel Leviathan might spend the lives of his cultists indulging his most grotesque and brutal impulses while claiming no personal stake in their actions.

Family

It is a source of mixed feelings for most Leviathans to know that they are linked by blood not only to their immediate mortal family but to each and every member of the Tribe and, beyond even that, to all of the spawn of Tiamat. At the first level, a Leviathan can find some allies in his parents and siblings. A family that is deeply touched with the blood of the Tribe is often subtly different from its neighbors. The family remembers. If a Leviathan has emerged from the family in the past, there will be traces. A Leviathan that interacts with their family - or raises one of their own - will change them. Siblings and cousins become cultists. Children are twisted hybrids, warped by the presence of a Progenitor's blood. Elements of the Leviathan's search for meaning and position will be imposed on family tradition and practices. Rituals will emerge. As time passes, the more direct influence might fade, but elements will remain as family folklore and superstition. In the most drastic cases, a whole branch of the family might be composed of Hybrids, lurking at the fringes, just awaiting the re-emergence of the blood of the Progenitors. For some Leviathans, a lot of the little quirks of their family begin to make a hell of a lot more sense after their Emergence.

Family connections can be a blessing, but most are tainted with the same disparity of power that isolates a Leviathan from other humans. Relatives are not proof against the Wake, and the acknowledged divinity of a member of the Tribe means that the tendency towards worship will only be more pronounced in those that are "in the know." A Leviathan who returns to his family will find that his role has shifted completely. Those that once offered consolation and advice will now come asking for blessings, and former close siblings will be deferential and timid. The role of deity is incompatible with the role of a child or sibling. It is for this reason that most members of the Tribe find that their only peers are, well, their peers. Fellow Leviathans are immune to the Wake. They share many of the same concerns and are undergoing the same changes. The solution isn't perfect. Just because members of the Tribe have something in common doesn't mean that they enjoy one another's presence. Beyond the usual hurdles of incompatible personalities and annoying quirks, the instincts encoded in the blood

of the Progenitors are deeply rooted in the urges of a beast. Being close to a fellow Leviathan can trigger numerous and conflicting instincts - inappropriate desires combined with a violent and territorial outrage. Members of the Tribe are simultaneously experiencing one another as human individuals and as potential rivals or mates (or both).

When a group of Leviathans meets, whether for a given reason or because they all share a given trait, such as living in the same region, it is called a taxon. These serve as the most relevant social unit for the Tribe, but they are entirely ephemeral, and can vary widely in size. If every member of the Tribe in a city meets, that's a taxon, and it's the same deal if it's only the three Leviathans that share a county. Many taxon are composed of Leviathans who share a School, as some event relative to their shared interest comes up that they wish to consult on. These events aren't built with a guest list in mind, however, and no one with an interest is going to be denied entrance to the meeting - they're there because they're interested, not because they're part of some secret club. A taxon might involve an exchange of information, especially contact information, in order to build a support group, but many Leviathan are reluctant to be "in touch" with other members of the Tribe - there is an understood degree of emergency that is necessary before contact will be made.

Regional taxa might meet on repeated occasions and evolve an informal leadership structure, in which the most dangerous or experienced Leviathan that bothers to show is given precedence and can make requests of those present. The position is mostly organizational, however, and Leviathans will effectively be offering aid on their own discretion. The regional "leader" will be the one that members of the Tribe look to for advice and guidance when a local cousin goes rogue (or Typhon), often right before each individual does what he or she intended to do in the first place. A regional taxon is also where Leviathans that will later form a Cohort might meet, and where members of a School can trade information and talk shop with one another. Informal taxa leaders are traditionally called Hetmen. The most influential of these might "lead" for years and impose a certain regularity to taxon meetings, but this is rare. Far more often, a given region with a significant Leviathan population will instead have several Hetmen that lead taxa on different areas of interest. A truly driven and well-respected Hetman can serve as the founder of a Legion, forging his taxon into a ritual event with far-reaching consequences.

Many newly Emerged Leviathans have enough trouble dealing with the news that they're scions of long-lost primordial gods. Learning that you and your "cousins" are monstrous shapeshifters is quite a shock. Then there are the more distant relatives. The family tree of the Tribe is more of a thistle bush, and there are a vast number of beings that share at least some fraction of their ancestry with the Progenitors.

Hybrids are the foremost of these, with a mixture of strong Progenitor and human blood producing a being whose form echoes the Progenitor, without many of the mystic gifts of the Tribe. Hybrids can vary from nearly-human to complete abominations, and many are cursed with animalistic minds to match their bestial bodies. The primary Strains of the Tribe are fortunate to produce relatively stable Hybrids who share roughly the same set of traits. These serve as their servants and acolytes, the defenders of the line, and are differentiated from others by the title of Lahmasu. Other lines of Hybrids are produced by accident or through exposure to the blood of Tiamat from sources other than the Tribe. These can vary wildly in appearance and mentality, and most lurk in forgotten places as predators and scavengers. Hybrids can be allies, but most that are not Lahmasu are unreliable and often have their minds warped by the hardships of their twisted existence. They combine the predatory instincts and natural weapons of a beast with the cruelty and cunning of a human predator, making them extremely dangerous. Taxa are occasionally formed simply to wipe out a band of Hybrids that has grown too

brazen in its excesses, but, as Hybrids can recreate themselves reliably through reproduction, it is hard to tell if a given clan has been truly exterminated.

More dangerous than Hybrids are those offspring which shoot from Tiamat's other spawn. While the Progenitors were apparently the most numerous, the Tribe has discovered that they were not alone. Little is certain about these distant cousins, and theories abound of a Progenitor or group of Progenitors which were spawned for sovereignty over the sky and earth as well as the seas. Some Leviathans point to the story of Echidna, another mother of monsters, as a potential offshoot of Tiamat. The Tribe refer to these disparate terrestrial cousins as the Cryptids. Some Cryptids manifest supernatural abilities, including a sort of Wake, while others do not - suggesting perhaps that the "lesser" cousins are in fact Hybrids spawned from a hidden and parallel Tribe of the land and sky, which has survived in pockets to the modern nights. When members of the Tribe meet these distant cousins, the results are usually not pretty. Thus far, there is no known record of contact and cooperation with the "other Tribe," should it truly exist.

Cohort

Leviathans that share a taxon and who come to be particularly close (or at least maintain an unusual level of contact) form into a unit called a cohort. Equal parts support group, political unit, and family reunion, cohorts are the favored social organization for younger and fresher Leviathans. While the tension of contact with fellow Leviathans means that cohorts rarely share living space, most are close enough to come when called, and the local scale of the unit permits them to come to one another's aid when necessary. Such aid can be as straightforward as a spare arm in case of violence or as complex as counsel and emotional support. The disturbing mixture of attraction and loathing that members of the Tribe share means that cohorts exist in a particular form of stress. "Love-hate" relationships are the norm, and often are experienced with an intensity that would shock and distress outside observers. For a member of the Tribe, though, such tempestuous connections are better than the isolation and discomfort that they experience in the company of normal humans.

Leadership in a cohort is usually a difficult subject. It's rare that a Hetman emerges in a cohort, as they are usually founded by relative equals operating on similar scales and dealing with the same problem. In such a scenario, a grab for power will usually be seen as insulting at best and as an outright threat at worst. Some cohorts grow to have an informal organizer, usually a level head who helps mediate between members, but even these would be startled by the suggestion that their arbitrator is in a leadership position. It's far more likely that each member of the cohort has a given region of focus, in which they are given some credit for their authority. If a member needs help rooting out a dangerous clan of Hybrids, he or she will go to the most militantly-minded member. If they need something translated, the most scholarly, and so forth.

Most cohorts are relatively short-lived, lasting for a year or two until members move away or succumb to the dangers of their condition. Some implode, often viciously, as members come into conflict and lash out emotionally and physically. Those cohorts that survive for longer periods are usually at some point in between, being close enough to remain cohesive without becoming so close as to invite disastrous clashes. As with most things, it's a balancing act. Those cohorts that do manage to survive can become incredibly influential, as cults support one another and individual members develop. A number of Legions have formed from a core group of a Cohort that comes to share ideas about the Tribe and their shared destiny.

Sidebar: Tiers and Leviathan

As a basic model, when applying the "tier" structure to the Leviathans, the following guidelines are the most accurate fit:

Tier One - The Cohort (3-10 members, limited geographical scope, limited power and resources)

Tier Two - The Legion (10-150 members, each with his or her own Cult, regional power, considerable resources and power)

Tier Three - The Tribe itself (More than 5,000 members, no unified goals, global scope, immeasurable resources if they worked in tandem)

"Culture"

The most important thing to realize about the Tribe is that each member is engaging in the creation of a culture. While the tendency is to dress the practices of a Legion or cohort up as remembered elements of a lost society, there's very little actual authority to be found. Most Leviathans are constructing the orthodoxy they claim to uphold. The consciousness of this varies from Leviathan to Leviathan, but it's never entirely absent. The "primordial kingdom" that the Tribe discusses is a mishmash of images and myths collected haphazardly from a dozen or more cultures and asserted alongside a claim of veracity and accuracy. It's ridiculous, perhaps, but it's also important. The "big lie" is what stands between the Tribe and complete and total uncertainty. If they were purists about only embracing what they can prove to be true, they would have nothing at all.

The upshot of this is that the Tribe's "culture" is pretty fluid. Thoughts about the nature of the Progenitors and the significance of a given myth or relic are going to vary from Leviathan to Leviathan, and from Cohort to Cohort. Within a given taxa, it might be the case that a charismatic or domineering figure might champion a viewpoint, causing a resultant shift in the beliefs of those in the area, but these are the exception. It also means that the inevitable shifts aren't accompanied with the same sort of difficulty and reluctance that typifies a major shift in political or religious ideologies - there's a certain "attraction" that a new "truth" offers. Change is compelling. Change camouflages the fact that the Tribe hasn't really made meaningful progress towards a reliable idea of what they are and what they should do throughout the whole of history.

Cohorts tend to share an aesthetic or narrative of history, but it's not always the case. Many are formed out of necessity, after all, and discontent and disagreements are hardly unusual. Legions tend to have a far more stable set of beliefs, which they impose upon entrants, but even a Legion isn't a stable entity. There's politics and personal interest at every level, and the inheritors of a Legion, or those "reviving" a "lost" Legion, tend to have their own views that are imposed with the assertion of authority and orthodoxy. Even fanatics are still people.

Fitting In

While a Leviathan's School emphasizes the ways in which the Leviathan seeks to formulate his identity, they do little to necessarily highlight what a member of the Tribe does on a day-to-day basis. Most Schools at least hint at some career path that might suit the Leviathan's self-image and desires, but these are hardly binding. Furthermore, the uncontained nature of the Leviathan's supernatural ancestry is such that most normal, mortal jobs are difficult to hold down. Outbursts of rage (or, more problematically, transformation) tend to keep most Leviathans from positions that require a great deal of human contact. Even a disciplined Leviathan won't be comfortable in a heavily social setting. Those that do undertake highly social roles tend to provide themselves a buffer zone, either physical or social. A Leviathan that's involved in politics, for instance, might have a private retreat to which he absconds

every couple of weeks. A social buffer can be formed of like-minded individuals or, better yet, the Leviathan's Beloved. Having an aide or two "in the know" can relieve a lot of pressure. The nature of the Wake is such that, regardless of position, a Leviathan will be known by his co-workers and customers. He'll likely have a small group that is either enthralled or terrified by his presence, and his workplace will eventually come to have some sort of reputation. Due to this, most Leviathans tend to end up in smaller, privately-owned businesses, either ones they own themselves or those that have employers that are sympathetic or apathetic to the Leviathan's plight. Unsurprisingly, most Leviathans aren't rolling in cash - they lose jobs and miss work often, and the businesses that will keep them tend to be smaller and in rougher neighborhoods. Even in a major city, the Tribe tends towards the margins.

On a more global scale, the Tribe tends to gravitate towards regions with large bodies of water accessible (for obvious metaphysical and practical reasons.) Furthermore, the ways in which Leviathans have an easier time existing when not under major scrutiny, and establishing power bases in regions that are already chaotic, leads many to congregate in places torn by warfare and strife. It's quite easy for a Leviathan to co-opt a small local militia or similar insular group, and the chaos that accompanies warfare and bloodshed serves to screen them from scrutiny and interference. It's important to note that the Tribe is not responsible for most conflicts, but they fit in quite readily amidst the atrocities and superstitions of pitched warfare. A squad, separated from its fellows and terrified out of its wits, is ripe for recruitment by a confident and convincing Leviathan. For many older Leviathans (or the inheritors of a grandparent's legacy), the major wars and ethnic conflicts of the 20th century served as a smokescreen in which a remarkable petty kingdom could flourish. World War II in particular is remembered as a high point of the Tribe's influence, as the hundreds of remote and unexplored islands that dotted the Pacific Theatre became host to numerous Leviathans. As a result, many of these little "former kingdoms" are now host to isolated clans of Hybrids, some still caught up in a conflict that has long since ended.

Some Leviathans strive to find places of refuge, separate from the chaos and discomfort of contact with humanity. This is a risky prospect. Isolation is psychologically dangerous even for normal humans, and doubly so for a distressed member of the Tribe. A lack of human contact can erode the barriers that separate the Leviathan's mind from its bestial urges, and many members of the Tribe have gone utterly mad in their retreats, having been foolishly confident that they could undergo apotheosis if only they could "escape" their human lives.

The result is that most Leviathans have to cope with a balancing act. When possible, they avoid the stress and anxiety that would lead to a loss of control. They ration their time spent with other people. They try and build a safe area to which they can retreat. If they get a chance, they'll spend time thinking about their condition - but that's long term planning. Most Leviathans aren't in the social, financial, or psychological position to just forget about work for six months to explore some ancient Sumerian ruin. The day-to-day takes precedence, and much of that involves finding ways to work around the problem of one's ancestry. The Leviathans that are really on the ball find ways to make their everyday lives more fulfilling in terms of their desire to forge a role and achieve a sense of belonging. This is where School takes precedence in the Leviathan's actions, guiding them towards certain ways of interacting with humans, other members of the Tribe, and their cults. Every once in a while, a major problem comes up - either something that the Leviathan did to himself or some outside threat. These are the really dangerous moments. The Leviathan's cozy little world comes under pressure, and the order of the day is "How can I solve this problem without sacrificing aspects of the person that I've become and the stability I've struggled to achieve?"

Leviathan Tempest: Chapter Two

«Oh but we're all right

We're all right

You can't be forever blessed

Still tomorrow's going to be another working day

And I'm trying to get some rest

That's all I'm trying to get some rest.»

You and me both, pal.

I've been driving for three days now. Late-night radio is a surprisingly pleasant companion once you keep to music-only stations. Human voices don't grate at me so much when they sing. That's how they should sound all the time.

Five times, my phone has rung from its place on the passenger seat before going to voice mail. That's twenty-five rings, each making me want to pick up more than the last. I'm afraid to pick up. I know it'll make things worse, not only for Eileen, but for everyone else too.

But with every single ring, I feel my hand going for the phone before I can stop myself.

I listen to the messages afterwards, when I take a break. (I don't really listen to the words, just the voice. It's good to hear.) I have to take breaks more often, now. There are times when the constant, humming noise of the truck engine makes me want to just smash it into pieces. So I pull over and I run away before... before things go bad. Sometimes it takes me a couple of hours before I'm in good enough shape to get back on the road.

I'm running away, driving across the country on the basis of a single line in an Internet forum post. These days, I heavily ration my time on the web, because the inane chatter and repetitive tantrums on forums make me want to throw the monitor away. I can't afford new computers that often, so I go into cyber cafés and use search engines. But then I'm always drawn to the noise in the chat rooms and the blog comments and the forums, and it's usually the pre-set limit on my connection time that saves me.

This week, I found something worthwhile in time. The image of a piece of carved jasper, part of a Native American exhibition in a small museum on the Pacific coast. It's not Native, the anonymous poster said. It's something else, and it's older. It's a good enough reason, and a good enough time, to get out of dodge.

I am many things. I'm a part-time mechanic, currently unemployed. I'm a pretty good surfer – good enough for the Gulf Coast scene, anyway. I'm quite the scholar on pre-Colombian art. I'm an accomplished cook. And I'm a killer.

I know I should feel disturbed by that last part. But I'm only disturbed because as the man said, frankly, my dear, I don't give a damn. It's not that I think those two guys I dumped in the ocean with their bones

mangled and their windpipes crushed deserved it – although they did. They were drug-dealing scumbags. But I just don't. Care. That. Much. And the kids at the garage, who already practically worshiped me before, thought it was so cool. Well, that disturbed me for real. Time to go away for a while.

I offer myself the luxury of a genuine break before I cross the state line. It's getting closer to the ocean now. My skin feels tighter, harder. It does that, I've learned. When it gets so I can smell the salt, my vision will get sharper, and I'll feel my bones get heavier. I've learned that too.

But it turns out I like the desert. A smoke under the stars is a pretty cool way to unwind and let yourself sink.

Until the phone rings, and this time I can't stop myself in time.

No rest for me tonight, pal.

[[PICTURE: Full page. A young man sits in the bed of a parked pickup truck. He is surrounded by a half-dozen jugs of water, office water-cooler size. The young man is tan and shirtless, with black patches of skin – stripes - crossing his chest, forearms, and shoulders. His head is bowed, hair, obscuring his eyes, but a plume of fog or smoke rises from his mouth. His hands are curled into fists. Black blood leaks from one, in which is visible what appear to be shards of a crushed cellular phone. In the background, the road descends towards the coast, where a city is half-visible through the fog. The license plate of the truck is visible – Louisiana, 007-981.]]

Chapter 2 : Character Creation

It seemed to be a sort of monster, or symbol representing a monster, of a form which only a diseased fancy could conceive. If I say that my somewhat extravagant imagination yielded simultaneous pictures of an octopus, a dragon, and a human caricature, I shall not be unfaithful to the spirit of the thing. A pulpy, tentacled head surmounted a grotesque and scaly body with rudimentary wings; but it was the general outline of the whole which made it most shockingly frightful.

H.P. Lovecraft, "The Call of Cthulhu"

Character Creation

Creating a member of the Tribe is, in certain ways, relatively straightforward, and in other ways somewhat difficult. The primary thing that differentiates creating a Leviathan from most of the World of Darkness' other supernatural entities is the nature of entering into the Tribe's unusual world. There's no "Ah-ha!" moment, no changeover, that marks the transition between human and Leviathan, and no great social system into which the fledgling Leviathan is entered. In certain ways, this is the point – the Tribe doesn't really belong anywhere. This means that, in terms of concept, Leviathans are mostly defined by what they intend to do about this – even the guidelines of a chosen School's focus are left purposefully broad, as each Leviathan opts for a personal interpretation of the search for self-acceptance.

The difficulty of not having a "moment of change" as a stepping-off point is contrasted to the relatively simplicity of Leviathan "society," such as it is – a Leviathan does not really need to concern him or herself with his kinfolk in a structured fashion. They may approach their family as they see fit, and this approach is one of the ways in which a member of the Tribe determines his School. As such, every Trait that you select during creation can be seen as a way of defining what sort of person the character is or wishes to be – every skill that a Leviathan focuses on is, in certain ways, a part of the self-definitional process. Learning and changing and adapting are all coping mechanisms for a Leviathan, and the consideration of traits in this light may well enhance your character's concept – even mundane things, like career choices, take on considerable significance for a member of the Tribe.

A starting Leviathan isn't yet a walking deity, as much as the Tribe might take on the air of neglected demigods. The limitations of their powers, as well as their relative inexperience, mean that they simply haven't "grown into" their power yet. Hopefully, this won't be too frustrating – especially considering that even the eldest and most established Leviathans are secretly still at sea about their place in life. That's the nature of the game for the Tribe – no matter how much they develop and solidify their place around them, they can't return to the world that spawned them. The lack of a solid foundation is a thematic element of the hardships of change and uncertainty – hopefully a starting Leviathan's weak points will serve as fodder for his story, rather than a hardship for his player.

It's advisable to consider your character alongside those being made by your fellow players, both to prevent a frustrating scenario in which the concepts of multiple characters overlap in such a way as to vex their players, and to consider your Leviathan in light of his Cohort. Members of the Tribe, subject to two sets of instinctual impulses and considerable psychological hardships, tend to have tempestuous relationships to one another, and this possibility can open up a good deal of opportunities for players that want to collaborate. A convoluted and conflict-ridden "familial" relationship is, after all, in-theme.

Step One: Concept

Your concept can serve as a framework onto which Traits can be hung – or merely as an easy shorthand to explain your character to fellow players and your Storyteller. In general, it should not be so binding as to serve as a straightjacket – like every other choice, it's meant to open doors, not close them. A concept can be as brief as a pair of words or as long as a complex statement, but at the very least some of its utility is as a brief, defining statement – an idea of what sort of person the Leviathan is and what things he finds important.

At the start of a chronicle, most Leviathans are young and new to their lineage – generally, hints begin to pop up between the ages of sixteen and one's early twenties, and a starting Leviathan has had two years or less to make sense of the realities of his unnatural bloodline. This means that the Leviathan will have made many of his or her early life choices with at least some understanding of the situation – possibly serving as a guide for these choices, or restricting their options.

Strain may be a factor in one's concept – a bloodline that has hosted Leviathans previously might well be, wittingly or not, warped by the hand of your character's predecessors. Families that are aware of their lineage might well have their own notions of what the newly-arisen Leviathan ought to do – ideas that could clash with the fledgling's own desires. The Leviathan's School is generally a decision shaped by his actions after becoming aware, but these choices may be directed by what the Leviathan valued or believed before they changed. The inclusion of Strain or School shouldn't be considered a necessity, however – a Leviathan's nature and personality aren't defined by his bloodline.

Step Two: Select Attributes

Your Leviathan's Attributes reflect his raw abilities – his natural inclinations and talents, supplemented by the skills he learns and practices. These talents may well influence his personality – his Attributes suggest how, in a vacuum, he's likeliest to solve problems. All Attributes begin with one dot, and you assign an additional five dots to one category, four to a second, and three to the remaining group. The fifth dot of an Attribute requires two dots to purchase.

The rigors of Leviathan life and the nature of their lack of control mean that they often have a great need for the Resistance attributes – Resolve, Stamina, and Composure. It is a marker of the problems of the Tribe that most Leviathans actually don't notably excel in these vital arenas, however – their unbalanced lives simply don't lend themselves to the development of Resolve and the Wake often means that a member of the Tribe doesn't face the conflicts and challenges that would lead to improving his Composure.

Power attributes are common for Leviathans that operate more openly – they permit an insecure Leviathan to impose their will on others (an aggressive stance can often serve as a replacement for actual self-mastery.) Those that actively oppose the enemies of the Tribe often cultivate the Intelligence for tactics, and most prefer Strength, using it alongside their natural weapons to attack in a way that uniquely displays their divine heritage.

Leviathans that attempt more introspective methods of control will generally cultivate their Resolve – they focus out the distracting difficulties of the day-to-day and aim themselves, like rockets, at the achievement of Tranquility. Most fail, but a high Resolve insulates the Leviathan against many of the problems of their imperfect control of their own bodies. It is also common among Leviathans that try desperately to “blend in” with mortals, as it is a factor in resisting Outbursts.

Step Three: Select Skills

Prioritize the three categories of skill – Mental, Physical, and Social. Divide eleven points between skills in the primary category, seven in the secondary, and four in the tertiary. Leviathans on the front lines of the day-to-day struggles of the Tribe tend to favor Physical skills, especially Brawl, making the most of their innate advantages. Those that are more concerned with exploring the legacy of their ancestors tend towards the Mental, especially Occult and Academics. Social skills are somewhat rarer – the Wake can often counteract social awkwardness with brute force. Intimidation is by far the most common of the Social skills. These categorical tendencies aren't binding, however, and those Leviathans that cultivate followers often do begin to seriously consider the manipulation of others.

School can influence skill selection, and vice versa – the tactics of a given School in exploring the nature of the Leviathan's ancestry will general privilege certain approaches. A Leviathan from a military background is likely to end up seriously considering the viewpoint of the School of the Reef, for instance.

Step Four: Select Skill Specialties

Narrow areas of study are something of an obsession among the Tribe – most settle into comfortable routines or get set into tried-and-true methods of addressing their problems. As such, specialties are quite common. An area of focus is often comforting and familiar.

A starting Leviathan selects three skill specialties. They will gain an additional specialty when selecting their School, but this “bonus” will be limited to one of three Skills, whereas these first three are unrestricted.

Step Five: Assign the Leviathan Template

Until this point, the traits that have been assigned have been primarily the markers of the natural responses and tendencies of the Leviathan. While the distinction between “before” and “after” transformation is unreliable for the Tribe, the line between the markers of their normal and monstrous lives is a touch more distinct. The Leviathan template provides those elements of the character that are unique to his experiences as a member of the Tribe.

Templates cannot overlap, and the inherent nature of the blood of the Tribe is such that most supernatural templates won't even take hold of a Leviathan that has begun undergoing his transformation. A Leviathan is considered to have the template as soon as the change begins – additional supernatural influence on his life at this point will not change the course of his life, and may prove fatal, even for the intercessor. Especially if a protective family of Lahmasu are grooming their new demigod for his ascension.

Strain

Of all the traits of a starting Leviathan, his Strain is the factor that is most out of his control. A Leviathan's Strain is a function of his bloodline, and a given family line of humans is likely to only produce a single Strain of Leviathans (Fringe cases exist in which closely-related Strains may arise in

the same family tree, however). A Leviathan's Strain determines which of the primary Progenitor bloodlines expresses itself in his being, and which of the traits of the Tribe that he is most naturally inclined to exhibit. A family that is aware of its Tribe blood will likely have been shaped by the interference of previous generations of Leviathan – its structure and beliefs might well be reinforced with hazy understandings of the Primordial Seas, and family members might be marked with the taint of Leviathan blood, potentially even Lahmasu. Some Leviathans are born in lines that are far removed from the original exposure to the blood of the Tribe, however, and must find their own way into the world of the Tribe.

Strain determines which Vestiges a character favors. The focus on specific Vestiges is a function of genetics, and it is possible to trace the “relationship” between Strains by marking the closeness of their preferred Vestiges. The ability to favor certain Vestiges does have a slight effect on how the Tribe views a given Strain – each group is stereotyped as the users of their preferred Vestige, as most Leviathans take a “I have a hammer” approach to problem-solving.

School

Schools are the modes of thought that direct a Leviathan's exploration of their inhuman lineage. With their history lost, and their lack of control over their own divine bloodlines, members of the Tribe are faced with a hostile world and an inability to conduct a normal human life. The focus on some method of making sense of their changing world, and of defining a place for themselves, determines a Leviathan's School. They are not formal associations, but modes of thought – not unlike “critical methods” in academic discourse. A Leviathan's choice of School is perhaps the most meaningful decision he will make regarding how his life will be conducted from that point forward. A Leviathan's choice of School provides him with a free Specialty in one of three Skills linked to that School, and provides him with a discount when investing in Adaptations of certain Vestiges.

The process of induction to a school is simple: the character must learn its tenets and attempt to apply them to her own life. There are no ritual initiations, hazings, or pledges of loyalty; Schools are philosophical viewpoints, not religions or political organizations. How the character was exposed to the School can be a character-defining moment. Did she receive instruction at the scaly foot of an elder Leviathan? Was she simply handed a heavy, crudely printed book, its pages stained with sea salt? Or did she receive a terse email and a .pdf file summarizing the viewpoints of the known Schools? As Leviathan society has few stable institutions, all of these are possible. It's also more than likely that a young Leviathan will enter Tribal society with some serious misunderstandings about Schools not her own.

Some Leviathans, especially those most new to their lineage, are without a School. Most do not maintain this position for long – while they do not suffer socially for this choice, the lack of at least a flimsy pretense of a life plan is extremely dangerous to the fragile psyches of a rootless member of the Tribe, and isolation and doubt are quick routes to the descent into madness. A School-less Leviathan may take a free Specialty in either Brawl, Stealth, or Survival – their focus is on the day-to-day struggle, not a long term plan. They do not favor any Vestige. A School-less Leviathan can move into a School later – this, and the possibility of changing one's School, is discussed later.

Sheol

Your character's refining of his Progenitor's bloodline, the degree to which he has delved into his ancestry, is measured by his Sheol. It represents the crackling potential of his immortal lineage, and his ability to manage and direct that blood – the divine Ichor. As Sheol grows more pronounced, the Leviathan's Wake becomes stronger – he casts a shadow of greater magnitude on the psychic landscape. High-Sheol Leviathans border on the status of god-kings that the Tribe once were, but find it impossible to live in the world of men – they distort the minds around them far too much to simply exist, and are inevitably going to be the subject of much unwanted attention from the Tribe's enemies. A low-Sheol character is fresh to the blood or simply uninterested in (or frightened of) pursuing a refinement of the lineage's power.

All Leviathans begin play with a single dot of Sheol. This rating may be increased at a cost of three merit points per dot, to a maximum of three dots.

Vestiges

Vestiges are just that – the lingering traces of the power of the Tribe's bloodline, markers of their demigod nature and the dominion they once held over the sea and perhaps all of creation. By exploring facets of this power, Leviathans exhibit powers as they change into more monstrous shapes. Each Vestige is accompanied by a Birthright, a small exercise of the Vestige's power that can be invoked without transformation – the markers of the divine mandate of the Tribe over their form and the power of their Ichor. Vestiges are divided into channels that represent certain elements of that breed of power – these channels may be Ancestor channels, which are passive expressions of power and refined biology, or Descending channels, which use Ichor to create more pronounced and amazing effects.

A Leviathan favors two Vestiges. One of these is set by his Strain, and the other is selected from a set that his Strain contains a predilection for. Once chosen, this selection is set in stone. A starting Leviathan then may select three channels to have knowledge of, at least one of which must be from a the Vestige set by his Strain, the second comes from either of his favoured Vestiges and the third channel may come from any Vestige. They must first grasp an Ancestor channel of a given Vestige before they can explore its Descending channels, but mastery of any Ancestor channel also grants access to that Vestige's Birthright.

Swimming

Leviathans are aquatic creatures, and even in their human form they have a natural affinity for water. All Leviathans have a free Athletics speciality in swimming.

Step Six: Select Merits

A starting character has seven dots of Merits which can be distributed as you see fit. Leviathans may also expend merit dots to purchase Adaptations, which elaborate on the powers offered by a selected Channel of a Vestige or buy one single dot of Eldritch Lore, and with it a free one dot Ritual, for two Merit dots. Leviathans have access to certain unique Merits, such as Cult, which are discussed later in this chapter – these additional Merits should be considered, as a Cult especially is an important part of many Leviathan's lives. Remember that Merit dots can also be spent to increase Sheol, as noted above.

Step Seven: Determine Advantages

Leviathans, like most characters, have a number of Advantages, such as Sheol. Some of these Traits are derived from the values of others, while others are modified versions of normal mortal Advantages. The full details of these traits can be found in the next chapter.

Willpower

Leviathans determine their Willpower scores as usual, and make use of it in the typical fashions. They may expend a point of Willpower alongside the use of Ichor, and might have considerable occasion to do so if their injudicious use of their powers triggers an Outburst.

Tranquility

Members of the Tribe are placed in an unenviable position of transition without a clear output – there is no “correct path” for a Leviathan to take. Even if one does exist, it was lost with the sundering of the Tribe's lost civilization, and the best a Leviathan can do is aim for some approximation of a state of being and mind that reconciles their threefold nature. The struggle against the violent instincts and disruptive nature of the bloodline of the Tribe is codified by the search for Tranquility – self-acceptance and stillness of mind. Tranquility is the measure of a Leviathan's hard-fought control and certainty, and as such it is constantly besieged by the struggles of the supernatural world and the more insidious pressures of the everyday. The concept of Morality as it applies to normal humans is replaced with Tranquility, as the quest for meaning and stability supplants the drive to consider one's actions in the context of their effects on others. Mortal ethical codes offer only imperfect insulation against the hardships of life as a member of the Tribe. A starting Leviathan has a Tranquility of 7. As an optional rule, the Storyteller may permit starting characters to begin with a deliberately-lowered Tranquility score, representing some previous exposure to madness or an instinctual and futile attempt to avoid the issue of one's own ancestry. Each dot of Tranquility sacrificed in this way provides the Leviathan with 5 experience points, representing some lesson learned or hardship weathered during the descent. Should the character lower his Tranquility in this fashion, however, each step will include the affliction of both a mild derangement and a linked mild affliction. A character with Tranquility 5 may instead opt for one severe derangement and a linked severe affliction. This is more punitive than the Morality-reducing options for other lines, but intentionally so – it's considerably rarer for a Leviathan to descend down the Tranquility scale with his mind and body intact.

Ichor

The Tribe has codified the energy that powers its access to occult power as Ichor, the expression of divine blood. Ichor allows a Leviathan to change shape, invoke Birthrights, and otherwise manipulate their lineage's powers, permitting a variety of impossible or miraculous feats. All Leviathans begin play with half of their Ichor pool maximum (as determined by their Sheol score, see the next chapter), though they may refill it as quickly as circumstances permit. Ichor is not tied to a flat score or dot rating – it is a pool of points that is expended, with its maximum value determined by the Leviathan's Sheol. Spending Ichor too quickly may result in an Outburst, so most Leviathans are careful to monitor their exercises in power.

Virtues and Vices

A Leviathan has the same Virtues and Vices as a normal human, albeit often amplified in their execution by the use of divine power. While each of the primary Strains of the Tribe is identified in old texts as being the champions of a given Vice, these definitions are not binding – there's no mechanical distinction made. Leviathans tend to experience their Vices more acutely than normal, due to their lack of self-control – the ramifications of this are explored in the Storytelling Chapter, but in general indulging in Vices against the character's own best interests is pretty much par for the course for the Tribe, and should be seen as contributing to, rather than disrupting, the flow of a chronicle.

Sidebar: A Larger Boat may be in Order

Storytellers may wish to begin their game with players taking control of older or more experienced Leviathans, who have had longer to come into their own as members of the Tribe and solidify a power base from which they can explore their divine nature. This option is recommended for veteran players more accustomed to the game, especially as the distinction between the characterization of a rootless, uncertain Leviathan and one with some backing and “street cred” can be very noticeable. Given the small size of the Tribe's social circles, any group at the “Famed Cohort” level is going to be, at the very least, known of by every other member of the Tribe that hasn't gone completely off the grid.

Newly Spawned: 0 experience points

Seasoned Explorers: 35 experience points

Famed Cohort: 75 experience points

Old Ones: 120+ experience points.

Step Eight: Footprints, Leaving the Sea

By now, much of the work of creating a character has been done – areas of competence highlighted and social contacts codified. This step is primarily for reflection and refining – what do these traits, taken together, suggest? What sort of person is the character, and how does he react to obstacles? Consider the Leviathan's physical appearance, especially as he transforms, and how he comports himself in public. What does the Wake do for the character? Is it a hindrance or a boon?

On top of important thematic concerns, little elements of characterization can be a blessing, or an unexpected source of memorability for a character. Does the Leviathan have any unusual habits or tendencies? Quirks of character? Leviathans aren't particularly stable individuals – they tend to gravitate towards routines or nervous responses to the world around them, which may be codified into an unconscious routine. These small elements can serve as low-key suggestions of the anxieties that a character is subject to, or as ways of making a character more “alive” in the shared narrative. Above all, think about how you're going to have fun “being” the character during play – it's all well and good to make a character that's interesting, but if that interest is purely academic then at least some of the fun of getting together at a table with friends to pretend to be the Gill-Man is lost.

Sidebar: Looks can Kill

So what exactly do Leviathans look like? Do they have facial tentacles like Cthulhu or are they more of a classic sea serpent? Every Leviathan is unique, but they build their appearance from the same four blocks: Strain, School, Tranquillity and Channels.

For a freshly spawned Leviathan the Strain defines the appearance. Each Strain possesses an infinite verity in its appearances but broad themes are present. A Bahamutan will have an appearance of size and durability while an Oceanid is defined by grace and beauty. A Leviathan's Strain is in part genetic and its contribution to his appearance can be inherited though the usual ways. It must be said that in a

species where giant turtles can interbreed with jellyfish swarm-bodies the rules of inheritance are unpredictable.

As a Leviathan age's her self image, shaped by her School, comes to dominate her appearance. In some sense this is reassuring, a Leviathan can visibly see her transition from the monster fate made her into the monster she hopes to be. From another point of view, this is a horrific curse. Not because a Leviathan can visibly see her flaws, no it's far worse than that. The Tribe has no "true" or "correct" form. The tribe have so little to guide them, to say what a Leviathan should be. They can't even know if their own bodies are a hint at their true nature, or if they've taken themselves down some wrong path. Should a Leviathan acquire an Evolution it replaces the School's effects on the Leviathan's appearance, and it is even stronger.

Tranquillity does not promote a single appearance. Tranquil Leviathans don't have one head, and unTranquil have three that keep fighting each other. Rather a Tranquil Leviathan looks like something, anything really. A Leviathan who's falling into the Tempest looks more like a Frankenstein of different parts.

Finally Channels are quite simply visible. It's not universal, plenty are internal changes, but on the whole you can get some idea of a Leviathan's capabilities by looking at it. A Channel like Mortal-Devouring Armory is not a mystical effect that makes the Leviathan's punches more dangerous. Those claws are physical and quite distinctive. Other Leviathans may manifest the Channel as spines or teeth, they may secrete venom or grow jellyfish like stingers but there will be something. The same is true for Adaptations. If it seems like it would change a Leviathan's physical body then it probably will.

Character Creation Quick Reference

For most of the steps of creation, see the World of Darkness core book, starting at page 34. The following section summarizes those changes relevant to the character's awakening into the Tribe's bloodline.

Strain

Choose a Strain, representing the Progenitor whose bloodline is most prevalent in your character's ancestry and which determines which aspects of the Leviathan's legacy of power come most naturally to him.

Bahamutan: The bloodline of Bahamut, this lineage is known for prodigious size and resilience; its innate mastery is over the Vestige of Vitality. Secondary Vestiges: Awareness, Fecundity, Might

Dagonite: The bloodline of Dagon, this strain is famed for its generative power and for giving birth to abominations – its mastery is over the Vestige of Fecundity. Secondary Vestiges: Elements, Predation, Sanctity

Lahamin: The bloodline of Lahamu, this lineage is known for their ever watchful eyes and secretive demeanor – they master the Vestige of Awareness. Secondary Vestiges: Fecundity, Predation, Sanctity

Nu: The bloodline of Nunet, this strain is considered to be the most “in touch” with the liquid matter of the Primordial Seas – they are the masters of the Vestige of Elements. Secondary Vestiges: Awareness, Sanctity, Vitality

Oceanid: The bloodline of Oceanus, graceful and dangerous this lineage is said to master the wills of others – they master the Vestige of Sanctity. Secondary Vestiges: Elements, Might, Predation

Tanninim: The bloodline of Tannin, this strain is hailed as the judges of man and of the Tribe's enemies – they master the Vestige of Predation. Secondary Vestiges: Awareness, Might, Vitality
Thalassans: The bloodline of Thalassa, this lineage is reputed for immeasurable strength and to thrive on both land and sea – its mastery is over the Vestige of Might. Secondary Vestiges: Elements, Fecundity, Vitality

School

Choose a School, representing the approach your character takes while attempting to understand his Leviathan ancestry. Each School offers a choice of a bonus Specialty and provides a discount when purchasing Adaptations from a pair of Vestiges.

The School of the Abyss, Tehom Devotion, the Mystic Outlook.
The School of the Sun, Emunah Devotion, the Religious Outlook
The School of Clay, Malkut Devotion, the Scientific Outlook
The School of the Reef, Natsar Devotion, the Militant Outlook
The School of Fog, Bet'em Devotion, the Social Outlook

Vestiges

A character favours two Vestiges, one is set by his Strain and one is chosen from a set offered by his Strain. Characters begin play with a grasp of three channels from the Vestiges he has considered. He must first invest in an Ancestor channel of a given Vestige before he can explore a Descending channel. At least one of these channels must come from the Vestige set by the character's Strain and another must be taken from either favoured Vestige.

The Vestige of Awareness
The Vestige of Elements
The Vestige of Fecundity
The Vestige of Might
The Vestige of Predation
The Vestige of Sanctity
The Vestige of Vitality

Sheol

A character begins play with a Sheol of 1 which may be increased with the spending of Merit points. The rate is three merit points per extra dot of Sheol.

Ichor

A character begins play with his Ichor pool at half of its maximum value, as determined by the character's Sheol score.

Merits

In addition to buying Merits players may spend Merit dots on Adaptations or trade two Merit dots for a dot of Eldrich Lore and a free Ritual. The following special merits for a Leviathan character:

Beloved Retainer (O - OOOOO)
Breath of the Lungfish (O)
Cult
Numbers (O to OOOOO)
Zeal (O to OOOOO)
Fervor (O to OOOOO)
Indoctrination (O)
Offerings (O)
Home Turf (O or OO)
Conspirators (O to OOOOO)
Resolute (OO)
Old Hands (OOO)
Recognition (OOO)
Deep Wake (OO)
Divine Prerogative (OO)
Fluid Form (O)
Heirloom (O to OOOOO)
Lahmasu Retainer (O - OOOOO)
Mandate of Babel (O)
Muted Wake (OO)
Temple
Size (O to OOOOO)
Security (O to OOOOO)
Amenities (O to OOOOO)
Vicious Heritage (O or OOO)

Experience Point Costs

Trait Experience Point Cost
Attribute New Dots x 5
Skill New Dots x 3
Skill Specialty 3
Channel, Favored Vestige 15
Channel, un-Favored Vestige 18
New Adaptation New Dots x 2 (-2 if Favored, minimum of 1)
Eldrich Lore New Dots x 5
Rituals Dots x 2
Merit New Dots x 2
Sheol New Dots x 8 (Requires a breakthrough or revelation)
Tranquility New Dots x 3 (Requires a significant change in circumstances or point of view)
Willpower 8 (Only to restore lost dots)

The Strains

Bahamutans

[Picture: The Symbol of Bahamut: An oval, fish-like scale with iridescent rays. It is inlaid with intricate filigree-work in some precious metal. Over this has been crudely painted an open eye, with no iris but a wide black pupil. Fingerprints are still visible in the paint.]

[Picture: Central. A fisherman is standing under a streetlight. He is a young man, with a general Latino appearance. His legs are in oilskin pants but he is barefoot. He wears a wifebeater, under which bumpy, scaly ridges are visible that delineate his muscles. He has no hair and his scalp is glistening. His arms are tattooed, and one of his hands is holding the rostrum of a sawfish like a macahuitl. His jaw is gaping wide open, much larger than a human jaw could, and displays several rows of teeth along with a flat, wide tongue.]

Morphology

Even in a family of titans, Bahamutans are known for their size. Even when not expressing their Leviathan natures, members of this Lineage tend towards broad shoulders and considerable height. This size has led to the Lineage being branded as gentle, slow, or dull, but this is only a half truth - the blood of Bahamut is as forceful and energetic as any of its kin, and when roused the Strain often expresses this as explosive strength or drive. On a practical level at the very least, many Bahamutans are hyper-aware of the realities of power and force - they have to cope with such things in their daily lives, dealing with a world that is, to them, crushingly small and oppressively restricted. The Bahamutan tendency towards power expresses itself in something not unlike heroic stature - the Lineage is certain of its capabilities, faced as they are with a world in which nothing seems too big to tackle.

Progenitor

The Bahamutans trace their descent back to a Progenitor labelled Bahamat or Behemoth. Reputedly a fish or whale of immense size, it was said to support whole cities on its back. Martial Bahamutans cite the biblical image of Behemoth's power as proof of a lost warrior tradition, while more spiritual members note Behemoth as a nurturer of life and progenitor of species.

Genetics

There seems to be some sort of mechanism at work in bloodlines touched by Bahamut. Some subconscious system that prevents a Leviathan being born until there is space for a new arrival. Of course this isn't to say it's polite enough to wait for parents who genuinely want a Leviathan, yet as a general rule Bahamutans are rarely born to parents struggling to get by, and most commonly emerge in times of prosperity and expansion. This trait is amplified when there are living Bahamutans present: A Bahamutan finding herself pressed for resources will rarely discover that a nephew is the latest addition to their worries.

Bahamutans normally arrive in a group of between two and three at a time. These individuals often show some remarkable similarities even before coming into their Heritage: Appearance, mannerisms, an odd trait like shared allergies. This isn't that surprising in long running Bahamutan families but for Bahamutans with a culturally normal background it can be quite the shock meeting your nearly identical third cousin for the first time at a family reunion. Bahamutan families with a more Tribe oriented culture and no access to prophecies often look for odd similarities as portents of an future

Leviathan. Identical twins (either actual identical twins or fraternal twins who happen to look identical, that happens a lot) are considered an especially auspicious sign. When born to a bloodline touched by Bahamut if one identical twin is a Leviathan the other certainly is too.

Puberty

It begins with distance. As master of the natural armours and Vitality of the tribe a Bahamutan's inheritance first manifests by a feelings of inner security. What once seemed like enormous problems seem small, easily solvable but also unimportant. In these early days the hardest and most important thing is for the Leviathan to maintain a sense of proportion. Some describe it as an almost dreamlike state where the world seems formed of mist, where force and reaction seem unrelated. What feels like a simple push topples trees, an attempt to rescue a drowning man churns the beach into muck. The first step taken by many Bahamatuans is to relearn their own strength.

Bahamutan families, even those unaware of their own heritage, have a moderate tendency to be surprisingly calm when a new Bahamutan emerges. Sometimes this is stoicism, sometimes shock, but it always gives a little breathing room that gives the family time to get to grips, or succumb to the wake, before making any rash decisions.

A curious fact is that Bahamatuans who emerged as a set, even if they had never met before, lack the territorial instincts that most Leviathans feel against each other. They may also include any other Bahamutan who was a family figure in their upbringing in their instinctual trust though this is unreliable. A Cohort formed of related Bahamatuans can be among the most stable and thus the most successful in the Tribe, however instincts to cooperate can repress disagreement leading to stagnation. Even worse, repressed feelings can escape in other self destructive ways or build up until they explode in a fashion that can be called apocalyptic, both figuratively and sometimes literally.

Evolution

The True Form of a Bahamutan is traditionally expected to be much larger than that of his fellows, and their stereotypical tranquility leads to depictions of them using their great bulk to shelter others from the hazards of the Depths. Their tendency to express themselves through the Vestiges of Vitality and Fecundicity makes this image somewhat reliable - a powerful Bahamutan will indeed be huge and relatively solid, albeit with a form teeming with lifeforms both strange and, on occasion, voracious. A Bahamutan's resilience makes it a likely candidate for a long voyage, and their immense shapes can seem to drift, untouchable and listless, through the Depths.

Ecology

Family

The Bahamutan line is typically cited for its fertility and productive capability. Allegedly, at least, the Lineage combines the fecundicity of the Dagonites with the ability to weather the rigors of reproduction. Bahamutan-touched mortal bloodlines tend to be directed by their patri- or matriarchs towards a tight-knit, self-sustaining structure that protects and nurtures without the fevered internal politics of a Dagonite's brood, but this atmosphere conceals a more stifling tendency to self-replicate - the drive for competition is excised in favor of cooperation.

Lahmasu

The line of Lahmasu that Bahamut's lineage produces are the Gugal or "great bulls." The strain is distinguished by characteristically large builds and often a distinctly aquatic appearance, especially later in life. Uniquely among Lahmasu the Gugal tend towards genetically stable populations - often taken to extremes, a Gugal community eventually ends up populated with genetically identical inhabitants. Many prefer the company of their own, where their distinctive appearances are accepted.

Cults

Bahamutans are generally involved in their Cults on a personal level, seeing a need to protect their followers and their territory. This is sustained by the comfortable strength that most of the Lineage possesses - Cult members are likelier to come to the Leviathan with mundane problems, seeking protection from their own weakness in that reassuring power.

Vestiges

Vitality, Awareness, Fecundity, Might

Symbols and Associations

The Sea of Salahit, the Caspian Sea, the vice of Sloth.

Concepts

Awkward young linebacker, high-stakes fisherman, neighborhood protector, surprisingly burly kindergarten teacher, professional wrestler, church camp counselor

Quote

"This is a good place. I like it here, and I spent years making sure it remains the sort of place I like. Usually this involves making sure punks like you don't bother the good people of this town. Then it becomes the sort of place they don't like. You still sure you want to set up shop here?"

Dagonites

[Picture: The Symbol of Dagon: A wooden carved statue representing a bust of a man with his hands cut off. His cheeks are hollow and his eyes are bulging like a fish's, but he has a full Sumerian-style beard. His hair is replaced by scales. The statuette has claw marks imprinted on it.]

[Picture: Central. A young woman with shoulder-length black hair. She wears a light gray business suit with a white baby-tee underneath. Her shoes are stylish and heeled, but not ostentatious. She has an attractive full, rounded figure without being really fat. From the collar of her tee-shirt, you can see patterned patches of colour like the skin of an octopus reaching up to her ear. She is leaning against the edge of a desk, nearby a window. In her left hand is a pair of glasses, half-folded. In her extended right hand, she is holding a practical butcher's knife, handle first as if she was offering it to someone.]

Morphology

The line of Dagon is traditionally considered as the meeting point between primordial muck and cold functionality. Members are expected to be assertive and aggressive, both in their physical and social

lives, and to ceaselessly move towards perfection through experimentation. This obsession with progress and refinement has led to the whole Strain being branded as calculating and manipulative, but, as these are not terms of weakness, most Dagonites embrace the stereotype gladly. Their tendency towards power-playing makes them natural candidates for leadership positions both inside and outside of Tribe society. The average Dagonite is expected to cull weakness without hesitation - meaning that, despite lacking the physical presence of some of their brethren, they are given a fair berth by their wary kin.

Progenitor

Dagonites claim their ancestry in the Progenitor Dagon, who they identify both as a patron of trade, the weather, and the harvest but also a force of power and fertility. Dagonites of a religious bent tend to replicate some of these facets in their directions to their Cult, adding another level of deific veneration to their relationship with their Beloved.

Genetics

In it's way Dagon's blood is the one that makes the most sense to modern understandings of genetics. While Leviathans of any Strains are most commonly born to bloodlines that have given birth to Leviathans before this tendency is most pronounced in the Dagonites. The more Dagonites in your ancestry, the more Lahmasu in your immediate family, the more likely you are to be a Leviathan yourself.

Because the blood of Dagon weighs genetics heavily, if one Leviathan begins his transition it's likely that others will soon follow. As many as five or six may appear, typically among siblings and first cousins over two or three generations. While this period can be extended even further it stereotypically ends when the young Leviathans yearn for control and power and leave their birthplace to forge their own petty kingdoms. The family splits, new converts are brought into the fold and the bloodline thins for a time.

Puberty

It begins with the flesh. The first a Dagonite notices of his heritage is some physical affliction. These are impermanent and fluid markers, attempting to peel away a patch of scales will cause them to melt into flesh. Just as it seems like the fledgeling may come to terms with their condition the effects spread outwards. Attempting to remove an affliction causes it to burst in blood and small sea life. Small animals bearing outlandish mutations follow the Leviathan in slavish loyalty, the Wake begins during this time. Many Dagonites have to question where they end and other creatures begin. Who is an individual with their own thoughts and desires and who is merely a part of them to be used as one uses their own arm? The creatures in her blood? The loyal animals who follow them around? Her Beloved? Everyone?

Due to the insular and cultic nature of many established Dagonite families, the arrival of a new Leviathan is typically responded too with well rehearsed rituals. This can provide a sense of stability both to the young Leviathan and her mortal family, however depending on the nature of these rituals some Dagonites honestly would have preferred naked panic. Outside of social influences Dagon's blood seems to lead towards no particular reaction.

As his puberty progresses a Dagonite feels a growing instinct to emigrate, and for good reason. The stereotype says they tire of family and seek unclaimed lands to conquer, and while there is some truth in this they are in fact instinctively fleeing their own blood. Should the Dagonites remain, whether out of familial loyalty, a deliberate (and usually successful) attempt to breed more Leviathans or some other reason, then the touch of Dagon's blood continues to strengthen. Whether mystical effect of Dagon's blood or just the result of so many Leviathans possessing the powers of Fecundity in the gene pool, the family homeland is soon plagued with feral Lahmasu and mass graves filled with the young victims of horrible diseases.

Evolution

The True Form of a Dagonite is expected to resemble a unity of the portrayals of the line's fish-like Progenitor and the amalgamation of mammalian and piscine forms. Dagonite eyes in particular tend towards the size and intensity of a deep-sea fish, and in many ways their forms embrace all of the most unsettling parts of a fish's form - bulging and unblinking eyes, slimy (or worse, transparent) scales, and gaping mouths.

Ecology

Family

The Dagonite Strain is cited as the most fruitful but least nurturing of the bloodlines - the fertility of Dagon's lineage does not make room for errors, and while Dagonite-touched families are often numerous they are rarely healthy. The cultic leanings of the Strain have led to many of their modern incarnations finding themselves in isolated and forgotten corners of the globe, in the midst of cult-like families steeped in centuries of fevered and violently slavish tradition.

Lahmasu

The Dagonites lay claim to the Lahmasu Abuu, or "fathers" (singular Abum, often read "Patriarchs"). The bloodline is distinguished by both grotesque fertility and the appearance of overlarge eyes, scales, and similar piscine features as the blood of Dagon becomes more pronounced - visual markers that betray the "purity" of a bloodline and signify, in the minds of the Lahmasu, greater connection to the revered Tribe.

Cults

Dagonites and the stereotypical model of the Cult are deeply intertwined - the Dagonite assuming the role of father and god to a large and isolated group that has violent internal competition for preferential treatment. The severity and willpower that the line traditionally projects makes this position as a living deity all the more relevant - the Dagonite can easily dominate all aspects of his or her follower's lives.

Vestiges

Fecundity, Elements, Predation, Sanctity

Symbols and Associations

The Sea of Harkand, the Cilician Sea, the vice of Pride.

Concepts

Contract lawyer, backwoods patriarch, small-town mayor, preacher, head cheerleader, militia leader

Quote

"When you put your trust in me, that makes me responsible for what you do. I know you did it out of love, and I know you regret it now. But what happened is still inexcusable. And I'm sorry, I really am, but I can't trust that it won't happen again. For what it's worth, I will miss you."

Lahamin

[The Symbol of Lahamu: Half a Nautilus shell. There have been holes cut out inside the separation between each chamber, and a dark liquid is flowing from one chamber to the next, until it leaks out of the shell in a small pool below.]

[Picture: Central. A woman is entering a wooden cabin. She is young, around 16 and pretty. She wears a brown waterproof coat over torn jeans with sturdy rubber boots. All her clothes are muddy and show the signs of an outdoor life. She carries two large fish over her shoulder, the fish are dripping water down her back. The woman is blond with roughly cut short hair and has unnaturally large brown eyes that are too far apart. You can see patches of mud coloured skin on her arms, they are irregular and look smooth.]

Morphology

The descendants of Lahmu are expected to be subtle and secretive as was their ancestor. Direct action is often thought of as crude or unrefined by the Lahamin, instead the Strain favours networks of Cultists placed within centres of wealth and power and vast hordes of stolen secrets. Rarely seen, the eyes and influence of the Lahamin can be felt everywhere. This does serve to prejudice the Tribe against them with assumptions that the Lahamin avoid personal involvement or are outright cowards. Nothing could be further from the truth. The Tribe's natural weaponry comes easily to the Lahamin; not suspecting direct confrontation, their enemies fall to bristling spines and deadly venoms.

Progenitor

The Lahamin claim ancestry of the Progenitor Lahamu, a being of boundless wisdom and unchallenged sight whose gift of prophecy guided the tribe and their mortal followers from the darkest depths of the primordial ocean.

Genetics

The Lahamin are the most dependent on the mystical facet of the mystical, environmental and genetic trinity that governs the birth of a new Leviathan, which does rather annoy them since as it means the Lahamin are behind the other Strains in knowing how to predict the birth of a new cousin. What can be known, the genetic side of the equation, is unusual by the standards of the tribe. The Lahamin can appear from any direct child of another Lahamin but usually only appear as direct descendants of several different Lahamin. Certainly it's not that rare for several Leviathans to exist within a closed gene pool, and if you go far back enough everyone is related to everyone, but neither of those are particularly relevant to the Lahamin. Rather a Lahamin is actually likely to have more than one unrelated Leviathan in the near family tree. The odds of this are staggering and the Tribe generally

agrees it's a mystical function of their bloodline, a far more subtle but perhaps a more powerful effect than those seen in the other Strains.

Of all the Strains the Lahamin are the least likely to have established families. Lahamin Bloodlines still exist but they rarely remain as a cohesive unit, nor do they remain distinct from other families. This makes it hard to determine the pattern in which Lahamin might emerge; when three Lahamin appear is this evidence that the Lahamin appear in large numbers? Is it actually that three different Lahamin families have recently intermarried and only have one Leviathan each? Has anyone double checked that none of them were adopted? None of this has prevented the masters of Awareness from learning that there doesn't seem to be any limit to the number of Leviathans who can be born in a given time or place, yet the mystical requirements are often personalised and so it's rare that more than one Leviathan will appear at the same time and place. When many Lahamin begin their transition at once be warned, something big is about to happen.

Puberty

The first two steps are constant. The Wake comes first, then the eyes open to see into the hearts of men. This is a disastrous combination because what she will see in the hearts of men are echoes of the Wake. Unaware of any supernatural explanation a young Lahamin can quickly be led to believe that all her past friendships were a lie. Some fight back with logic, especially when they have reason to believe that their friends changed their opinions recently or doubt their new senses. Others retreat into solitude, only those with guidance from an early point are likely to escape with their faith in humanity intact. This faith can provide a solid anchor in the search for Tranquillity.

Lahamin typically become Leviathans alone, they are alone because only one from any immediate family tends to become a Leviathan at a time, and because they tend to be born far from the influence of the Tribe. However while the situation of the Tribe tends to be unremarkable – because there usually is no Tribal presence to remark upon – the situation with humanity tends to become remarkable quite fast. One is still in school when she starts changing and she spots that one of the teachers is a child molester even though he always kept his depravities to another country. In the panic and media frenzy chaos reigns. Another was responsible for negotiating an important contract, when the changes begin he takes sick leave. Without him negotiations fail, hundreds lose their jobs and a community spirals into poverty.

The Lahamin often talk about being part of an infinitely complex plan their precognitive Progenitor set in motion in prehistory. It's a point of pride and some even use the presence of Lahamu's long dead hand (or equivalent) as a surrogate parental figure. The other Strains rarely agree with these beliefs. If they believe there even is a mystical effect behind the chaos, they tend to assume it's impersonal and random. Those who believe each event was designed chosen by Lahamu tend to assign the Progenitor similar motives that they see in it's descendent. Rather than an ancient world changing plan it's simply one final act of spite against the species that slew the Progenitors, a Fuck You of truly biblical proportions echoing down the ages.

Evolution

From the sea floor came the Lahamin and too the sea floor they return. The true form of the the Lahamu bloodline is one of contrasts, encompassing soft worms and the exoskeletons of trilobites,

snails, and shellfish. Alternatively squamous or rigid, their forms are camouflaged against the seabed. They tend towards prominent unblinking eyes or antenna that seek knowledge in the murky depths.

Ecology

Family

The descendants of Lahamu are reputed to give birth in numbers. Their numerous healthy offspring stand upon a legacy of stillbirths and early graves. Though the bloodline is nurturing to those it spares, the Lahamin are not. At best they make indifferent and neglectful parents, the others never see their children at all. They walk out on their families or abandon eggs to the mercy of nature. All too often the Lahamu must start their search into their family history by finding their genetic parents.

Lahmasu

Their Lemashu are the Mahhu. A Strain gifted with prophecy but who wear their blood openly. Often abandoned by their parents and shunned by humanity, Mahhu with neither the fortune or skill to better themselves sell their visions from hidden lairs in remote swamps or camouflaged amongst lawless inner city wastelands.

Cults

The Lahamin tend to have the smallest Cults of the Tribe, each member tends to be carefully chosen for what they can offer with a bias towards formal power and status. A Lahamin's Cult is often not a formal organisation, many exist as an informal web of contacts with the Leviathan invisible but ever watchful at the centre.

Vestiges

Awareness, Fecundity, Predation, Sanctity

Symbols and Associations

The sea of Larwi, the Persian Gulf, the vice of Envy

Concepts

Shadowy information broker, deep sea treasure hunter, neighbourhood gossip, determined reporter, deep cover agent, internet addict, sewer-dwelling alligator.

Quote

"You heard that I pay well for juicy gossip. So you've decided to come here, find out what you can take from me. But as it turns out, there is nothing you know I'm interested in, because I've been watching you, honey, and everything you know, I already know. So the question now becomes, what are you willing to pay to get out of here in one piece?"

Nu

[Picture: The Symbol of Nu: An Egyptian-style stone cartouche, lying left-to-right horizontally. The following Gardiner hieroglyphs are carved on the cartouche: a leaping fish (K4), then a heart (F34), bleeding into a bowl (V31), and finally a stalk of grain (M23). Above them, a line of five stars (N14). All around them, the inner border is made of sinuous wave-carvings.]

[Picture: Central. A man or woman, entirely covered in clothes. This includes a baggy hoodie, sweater pants and sports shoes. The figure is misshapen, with one shoulder higher than the other and a folded knee. The posture is jumpy, as if he/she was ready to bolt at any time. All the clothes are soaked and dripping. The hood is pulled over his/her head, and you only see steam rising from the location of the mouth. The figure is wearing a golden, heavy medallion on a chain over his jumper. Three small tentacles with sucker cups are sliding out from each of the sleeves.]

Morphology

The Nu are believed to be the lineage with the most direct connection to water – not as a place to live, but as an essential component of life. Their Tribal forms tend towards the gelatinous and sinuous, and their bloodline tends towards further exploration of this body-morphing fluidity. Embracing this, the Nu are seen as naturally connected to the ancient life that the Tribe seeks to reclaim, and are expected to live a deep and introspective existence. This may or may not be the case for any given Nu. Their malleability and the expectation of introversion does serve to unfairly prejudice other Tribe members against them, however - they are expected to give way in the face of pressure.

Progenitor

The Nu claim to be descended from the Progenitor Nu, sometimes called Naunet or Nun. According to them, their progenitor is the first of Tiamat's Children, and the most akin to the primordial waters, and their natural grasp of the control of primal forces is meant to serve as evidence of this unusually "blue" blood.

Genetics

They say if a Nu wants to trace his ancestry he should start by looking at his great uncle's second cousins. Like ripples spreading, the touch of the divine bloodline moves outwards from a Nu to his surrounding family, often manifesting in ways that cause dead ends on the family tree. Yet a few branches will be spared. Like runner shoots these often are, or soon will be, the most distant to the original Leviathan, genetically, culturally, or even geographically. It is these distant and healthy relations which are most likely to give birth to the next full blooded Leviathan while the more direct descendants are often destined to die out or leave their heritage behind entirely.

Nu are most commonly born out the blue, as it were. The healthy branches tend to be free of Lemashu and other markers of the Tribe. Even culturally, most tend to be distant from the unusual side of their heritage. It is rare for the same branch of the family tree to produce more than one Leviathan before the cycle repeats itself but several escaping branches may exist in parallel. As far as anyone can tell in regards to when and if they produce another Leviathan, each branch is entirely independent of the others.

Puberty

The Elements themselves react when a Nu begins to claim his birthright. Water may twist and flow in unnatural patterns as she walks by. As she steps into the shower every drop of water boils in a flash burning everything but herself. Most terrifying of all is when they lose the ability to tell themselves apart from the water; lying in the bath she feels not the water on her flesh but the porcelain touching the water. There are patterns in this, but they are patterns unrelated to the Nu herself and obscure enough to thwart any but the most dedicated meteorologist.

While they possess the same Tribal instincts as their cousins, the Nu's instincts only appear after they have claimed their full birthright. The only force that pushes a Nu onwards is natural human curiosity: She cannot outrun herself and so sooner or later she must attempt to experiment. As she begins to master the elements she drains the mystical pressure that surrounds her. Though things can never return to normal she now has enough control to seek some measure of stability. A Nu who never attempts to master her power may remain stuck in this transitional phase forever. For all the drawbacks of the Tribe's condition this is arguably worse worse, or at least more likely to lead to an early grave. She is spared none of the Tribe's curses, the Wake exists in full. In essence she has traded control over her abilities for nothing at all.

Evolution

The True Form of the Nu is a return to the water that spawned it - fluid and water-logged forms that echo tadpoles, octopuses, squid and spineless ocean life. Their large and awkward-seeming forms bely surprising grace, and many Nu are nearly invisible in deep water - their bodies are akin to natural extensions of the Depths.

Ecology

Family

The Nu reproduce with difficulty - while pure Tribe members are no less numerous than their vanishingly-rare cousins, the line tends to either deeply mark its mortal kin (often in ways that render them incapable of furthering the bloodline) or leave little trace at all. A bloodline that's given rise to a Nu tends to manifest this instability either as a social dynamic - a family tree with a lot of dead ends - or physically, with complications and hardships.

Lahmasu

The Nu claim as their own the Heqen, a Lahmasu lineage marked with amphibious features. Most Heqen are frog-like in appearance, but as the bloodline becomes rarified their skin becomes transparent and liquid, like that of a jellyfish. The Heqen share the Nu's connection to the Primordial Sea, and members of the lineage often cultivates complex symbolic systems of worshipping the Tribe.

Cults

The cult of a Nu generally centers less on the Nu him or herself and more on the truths suggested by the Nu's existence - the reverence for a lost primordial lifestyle, tinged with elements of horrified subservience and doubt. The Nu often profit from the anxiety that they present to their followers - their

alien appearance and power is such that their requests are rarely denied, no matter how extreme or unusual.

Vestiges

Elements, Awareness, Sanctity, Vitality

Symbols and Associations

The Sea of Kardanj, the Mediterranean, the vice of Gluttony.

Concepts

Martial arts instructor, inscrutable guru, conspiracy theorist icon, underground artist

Quote

"You're so beautiful. I saw you yesterday night, but I didn't dare approach you. No, you didn't see me. I was in the rain, outside. I saw you cry, in the dark. And I saw what you did to that poor man. Don't cry! I wouldn't do anything to hurt you. But would you please, just... look at me?"

Oceanids

[Picture: The Symbol of Oceanus: A round plate in black and white, decorated like a Grecian pottery. Black circle on the outside, then a thin white circle, then the picture in white on black: an old, bearded man, from the chest up. In his right hand he holds a trident with a snake nestled between the tines. His left hand is submerged in the water that surrounds his lower body. Scales cover his stomach.]

[Picture: Central. An Indian woman is sitting on a concrete post, which is pitted and eroded by salt. She is wearing a patterned bikini, with a thin piece of cloth wrapped around her waist and legs. The legs are kept together under the wrap and of a somewhat unnatural shape, suggesting a fish-tail. She wears sunglasses, complex earrings and a nose stud. The sunglasses still show some light shining from her eyes. Her hair is tied at the back, revealing gills on her neck. Her right hand is sitting in her lap, dialling on a cell phone. Her left hand, dangling at her side, holds a child's beach bucket, covered with traces of blood, like a fisherman's bucket.]

Morphology

The Oceanids assert that they are marked with the grace of the Tribe's deified lineage. Even those that are not blessed with physical beauty command the strain's much-storied presence. The Oceanids are expected by their fellows to be true predators, using their advantages to the fullest to achieve their agendas. This naturally makes many members of the tribe leery of getting too close to the spawn of Oceanus - they are always assumed to be manipulative.

Progenitor

The Oceanids' mythical Progenitor is Oceanus, who they claim is the orderer of seas and rivers, and the natural leader of the children of Tiamat. Some Oceanids see this predilection for order as a suggestion of a connection to humanity, while others claim that humanity has infringed on their mandate of control over the seas.

Genetics

Chronologically the lasting Oceanid bloodlines are among the most reliable for the tribe. Within a family the number of generations between Leviathans remains constant to within a few generations. The Strain as a whole, however, does not have a set timetable and even within a family the period may slowly change over time, increasing or decreasing by a few generations every cycle.

While the Oceanids can reliably tell when their inheritance will next be bestowed knowing where it will appear is a lot harder. A new Oceanid can be born to almost any direct descendent of a previous Oceanid. The only noticeable pattern is that all the Oceanids from a single cycle, typically just one or two, are roughly the same age. It's even possible for the inheritance to permanently move away from the family through the line of an illegitimate child or a single family member who cuts his ties; often this causes either celebration or a frenzy of family reunions as the family tries to find and reforge ties with the newborn Leviathan before their inheritance is forever lost to another.

Puberty

It starts with a feeling, one day a new Oceanid wakes up to the sound of her heart pounding in her chest. Her palms are sweaty, adrenaline is pumping and she feels like queen of the world. At this early stage her goals are unchanged, merely pursued with greater confidence and, with a small measure of her inheritance, fulfilled to satisfaction. If she is not scared by hints of the supernatural behind her successes she may even enjoy it for a while. This cannot last, a young Oceanid's powers grow to meet each challenge. As her abilities becomes increasingly uncontrolled, she must confront her greatest challenge: mastering her own abilities and the quest for Tranquillity.

Oceanids are unique in that their transition affects not just them but their close (both genealogically and geographically) family as well. These changes are permanent and the results are among the most healthy, and often physically human, Pelopsids to be found. Unsurprisingly this can be a time of great expansion, metaphorically as members rise in wealth and status, but also literally with successful courtships and newborn babies.

Evolution

An Oceanid's True Form hints at the shallows - the graceful lines and light coloration of a marine mammal. The bright imagery of a tropical fish. Some display vibrant coloration and designs, and almost all are seen as strikingly contrasted to the stark conditions of the marine Depths.

Ecology

Family

The Oceanids are said to foster discord between their children - they begin with large, dynastic families which are pared down by internal conflict until very few remain. Oceanid-touched lineages are among the most likely to preserve their family history, however, hinting at the strain's aristocratic self-image. These histories can often prove an unexpected boon to an Oceanid that begins to delve into his lineage.

Lahmasu

The Oceanids call their Lahmasu the Pelopsids. A Pelopsid tends to preserve the physical grace of their lineage but none of the tact, often Pelopsids simply rely on their strength or beauty to get what they want. Many are predators in the most literal sense.

Cults

An Oceanid's cult tends to revolve around the glorification of the Leviathan above all else. Some are simply social clubs, providing fawning admiration to its glorified deity in exchange for consideration, favors, or even simply attention. The Cults of most Oceanids are slanted towards a higher social rung than most of their fellows - they are often well at home in the houses of mortal power.

Vestiges

Sanctity, Elements, Might, Predation

Symbols and Associations

The Sea of Fars, the Ionian Sea, the vice of Lust.

Concepts

Club diva, big man on campus, queen of the suburbs, reclusive CEO, bright young son of a political dynasty

Quote

"People love beaches, perhaps now more than ever. You know why? Because there's no roof. You're totally exposed – the more you're naked, the more you're at ease. It's the place in the world where you're the most defenseless. Don't you think it's interesting that everyone rushes there?"

Tanninim

[Picture: The Symbol of Tannin: A hanging piece of cloth, coarsely woven. The edges fray and resemble used fishing nets. The centre piece of the cloth depicts four snakes in a circle, each eating the body of the next one.]

[Picture: Central. A young man in dress Navy uniform. He is currently pulling off his dress jacket, revealing a t-shirt on which several weapons have been strapped with medical sticking tape. All of the weapons are variations on harpoons and pointy metallic sticks, including a piece of sharpened rebar. The man is blonde, with a crew-cut and thin-rimmed glasses. His left hand has a crustacean-like look, with each knuckle articulated with the next like the segments on a lobster's body. He is smiling, looking down towards the ground.]

Morphology

The Tanninim have taken upon themselves the mantle of judges - they cultivate an air of aggressive purity of purpose and clarity of thought. Blessed with the mastery of the Tribe's natural weapons, the Tanninim have drifted into positions of violent control and dominion, and this is the viewpoint through which most of the rest of the Tribe sees them. Some work against this, attempting to stress the non-intrusive benefits of the strain's vision, but the natural distrust that Leviathans harbor for one another does not make recuperating from a negative image easy.

Progenitor

The Tanninim claim a beast called Tannin as their Progenitor, a figure who they claim is echoed in the Leviathan of the bible and in medieval images of the mouth of Hell. Tannin is proclaimed in Tribal myth as the devourer of sinners and of the foes of the Tribe, whose watchful, glowing eyes see through deceit and treachery.

Genetics

The heritage of Tannin favours direct descent. Father to son, mother to daughter. The Tanninim do not favour the sometimes bizarre leaps through cousins or nephews sometimes seen in other Strains. Age seems to play a part, with the first-born being the most likely to inherit, the second-born being second most likely and continuing down the chain. Gender also plays a part, with the current carrier more likely to pass the birthright to a child of his or her own gender. Even parental favouritism plays a part. Since who exactly is carrying the heritage in the many generations without a Leviathan is essentially unknowable the Tanninim are only rarely aware of their tendency towards direct descent.

When a Tanninim claims his birthright he usually does so alone. In the rare case that two or more Tanninim are born they will be immediate relatives: Two brothers, a mother and daughter or something along those lines. What's more, there will be a clear chain of authority between the two. It might be that one was older, or that one one was the parental favourite and the other was the least liked, or just that one is more popular in school. Even when it doesn't make sense they both know instinctively who is in charge and why. Whether they accept these instincts is another question, but in these early days when genetics and not choice govern which aspects of the Tribe's powers they hold, the lesser of the two would be strongly advised to avoid direct confrontation. Tanninim have one other unique trait, up to several months before they begin to develop their powers a Tanninim develops one minor trait such as eye colour or a small verbal tic that is identical to their most recent Leviathan ancestor. Any who knew that ancestor personally might recognise this trait as an early warning of a new Leviathan to be, other Tanninim, Gibborim – or the ancestor himself if he still lives – find this especially easy. To them it's instinct.

Puberty

One moment he's fine, the next he feels his skin begin to itch. Within moments he's on fire and he knows he needs water. The first time even a drink can restore him and for a few days normality returns. From this point the attacks become more frequent and the cures more demanding until nothing short of immersion in natural running water will do. With time or tutoring he will learn that to prevent these attacks with control, both over his surroundings and over himself. Some favour rigid rules and routines that they enforce on all around them, or at least try to; the Wake helps. Others choose to seek authority but refrain from using it, and some find control in isolation. Regardless, the young Tanninim eventually applies this doctrine to him or herself, mastering the body through iron self discipline and beginning the quest for Tranquillity.

The ascension of a Tanninim can be a disaster for his human family. No one likes to suddenly find another claiming dominion over them. Among families unaware of the Tribe, some feign acceptance, they play along simply because they see it as a medical necessity. In most other cases the sheer desperation the fledgeling can feel around preventing their painful episodes can escalate to violence. While the Strain is usually late to their physical powers, nothing accelerates a Tanninim's development like combat. The family either has to call the police and hope their clawed son won't be shot on sight (plenty do make the call) or surrender to a more dangerous foe. When the family knows what's coming the usual response is the frenzied clean ups seen in organisations awaiting an important inspection, or for the entire family to run for the hills.

Evolution

The average Tanninim's True Form betrays no weakness, combining broad, unblinking eyes with rows of dangerous natural weapons, hundreds of teeth or dozens of poisonous spurs. They cut an impressive and intimidating figure as they traverse the Depths, and their fearsome reputation hardly seems unwarranted in the face of these displays.

Ecology

Family

The Tanninim's focus on analysis and correction leads them to impose similar pickiness on families they lead - many such families are remarkably small, either as a result of actual interference from the family's mystical bloodline or simply as a function of tradition, but healthy. Those families that preserve these traditions are likely to strike outsiders as backwards or puritanical, and most do keep a heavy rein on their members - for their protection, they might claim, though few of the touched families recall what it is they are truly protecting themselves against. Being raised in such an environment does little to aid many Tanninim in avoiding the stereotype of inquisitorial zeal that they are painted with.

Lahmasu

The Tanninim proudly call their Lahmasu brethren the Gibborim, or "mighty." The natural armament of the Tribe comes to the fore in this lineage, which have often been set to defend long-lost ruins or police unwitting families. Most Gibborim are fierce in combat and armed to - or with - the teeth. Those

that find sponsorship in a Cult are often drilled into even more dangerous precision, serving as the cult's martial arm.

Cults

The Tanninim are often taught by their fellows to routinely drill their cults for weakness and excise any such problems unhesitatingly. As a result, and as a byproduct of the strain's ability to judge and terrify, their Cults tend to be small but remarkably disciplined. Most function with remarkable precision to fulfill the wishes of their deity, unflinchingly placing themselves in the line of fire.

Vestiges

Predation, Awareness, Might, Vitality

Symbols and Associations

The Sea of Kalah, the Red Sea, the vice of Wrath.

Concepts

Internal affairs officer, editor, televangelist, deep-woods survivalist, professional fisherman

Quote

"You think you've been pretty much invisible, don't you? Well I've been keeping tabs on you since you showed up, and guess what: I am not amused. Now I'm not an unreasonable man. We can find a suitable arrangement, and we'll stay here until we do. No, don't get up. You'll be more comfortable here on the floor."

Thalassans

[The Symbol of Thalassa: A Mycenaean-style funerary mask made of gold, with very simple shapes for eyes (basically one slit for the top of the eye, one for the bottom and a third in the middle for the closed eyelid). The edge of the mask is frayed or ripped apart. The bottom represents chelicera like a crab's where the mouth should be.]

[Picture: Central. A man sits in an office doing paperwork. He is old, and wearing a field gray suit over a white shirt and chequered neck-tie. All his clothing is frayed and looks lived in. The man is bald with liver spots, he is exceptionally thin with hollow cheeks and sunken eyes but has broad shoulders. His right arm is in a plaster cast. The shape of a crab like claw is visible through the cast. The room around him is cramped with peeling walls. The furniture is trying to look expensive but is cheap and battered.]

Morphology

The Thalassans are said to be the Strain most touched by their Vice, cursed with an unholy appetite for wealth and material pleasures, tempered by a mercantile instinct and a habit of playing within the system. After all, an ancient demigod leading a cult of violent zealots to conquer the city usually ends up dead; an ancient demigod leading a cult of high priced lawyers ends up rich. Even among the Tribe

money carries a loud voice. Those Thalassans who thrive dominate the perception of their Strain while their less successful kin, facing the same problems as any other Leviathan, find the expectations placed upon them just mean their failures hurt all the more and receive less sympathy from their cousins.

Progenitor

The Thalassans claim to be the descendants of the Progenitor Thalassa, the mother of fishes. A being of immense power who forged islands with mighty claws or shattered them with one blow of her many arms. She was feared and revered by merchants and sailors who would pay tribute in return for safe passage.

Genetics

Unlike the other Strains Thalassan genetics are pretty simple. Everyone who has more than a trace of Thalassan genetics is a potential Leviathan. Genetics simply aren't relevant past a certain minimum. While it's not the only factor, the most important prerequisite to becoming a Thalassan is, in fact, the opinion of your fellows. When a someone with Thalassan heritage is thought off highly – the definition of “highly” depends on the Beholder; one might respect power, another might pass his mark of confidence through love – by her peers her blood takes notice, the tribe grows within her DNA. Not all Thalassans are measured equally. The stronger the Tribe is within you, the more your “vote” counts. This leads to Thalassa's heritage growing stronger over the generations. Once critical mass is reached, and other environmental and mystical factors are in place a new Leviathan is born.

Sometimes only one Thalassan appears at a time, sometimes it's two, or even three. The biggest factor is how many with Thalassan heritage are present. When a Thalassan begins Transforming she drains the mystical potency from everyone nearby with dormant Thalassan genetics to fuel her transformation. It simply takes more people to fuel two new Leviathans than one new Leviathan. The birth of a Lahmasu has a similar effect, but several orders of magnitude smaller. It can be safely ignored.

Puberty

It begins with dreams of the Rift. In his dreams the Thalassan stands at the forefront of the Tempest. Call it the weight of history, the expectations of the ancestors or just the weight of billions of tons of water. It pushes him ever onwards with no regards to his wishes or direction. As his powers begin to grow dreams become hallucinations. He sees the Shallows in every drop of water. A glass teems with bizarre life, a tap flows with the fury of the Tempest. If it wasn't for milk and fruit juices dehydration would be a big, and rather ironic, threat. Finally the weight escapes from his dreams. This effect is entirely unsubtle, he simply feels as though he weighs several times more, it requires mental fortitude and physical strength to do anything but collapse onto the floor. To free himself a Thalassan must fight back. With each step against the tide his body begins to adapt, claiming the Vestige of Might. In time he will have the strength to swim against the tide, to find his own path, he must do this for the currents of the Rift lead nowhere you'd want to go.

What separate the Thalassans from the other Strains is that one can actually fail to become a Leviathan. To stop the processes of changing permanently. It's not perfect, you might end up as a Hemitheos rather than a human and you're certain to have some sever mental damage, yet the option to deny goodhood and instead live a full and fulfilled mortal life exists. If you swim against the tides and have the strength you'll become a Leviathan. If you get swept away by the tides you'll probably become a Ophion. But if you cling to a rock until you're raw and bloody – that is cling to another person or some other source of

direction external to yourself – the waters will eventually recede. Unsurprisingly many Thalassans teach their children to be strong and self reliant encase they get the chance to become a Leviathan, equally unsurprisingly many Thalassans try to encourage their children to be dependent on others so they won't become a Leviathan.

Evolution

When manifesting their divine natures the Thalassans thrive where the sea meets the land, they are most at home in beaches or rocky pools and living far from the safety of the depth grow strong shells or exoskeletons with mighty claws or grasping tentacles.

Ecology

Family

The Children of Thalassa are reputed to demonstrate abundant fecundity or possess the ability to weather the rigours of reproduction but rarely do they combine both traits in a single being. Mortal bloodlines touched the Thalassans may have a large family tree marked with dead ends and weaknesses or they will be small and if not lightly touched by the Tribe then they will carry the toughness needed to bear their heritage. However deeply touched by their family's mystical bloodline the Thalassans expect greatness from their offspring and drill them relentlessly to achieve it.

Lahmasu

The union of Thalassan blood with mankind produces Hemitheos. The Hemitheos are characterized by both prodigal strength and the drive of their forefathers but not the instinct for more subtle skills, many are simply brutes. Proud Thalassan parents boast that their children are demigods in the truest sense, likening them to heroic dynasties laid out in Greek fable and history.

Cults

Thalassans are known to drill their cult towards unity and cooperation, not for moral or aesthetic reasons but because they respect that a unified Cult is that much more effective than constant infighting over status and favour. This is aided by the wealth that successful members of the Strain possess, when times are good rewards flow freely in a Thalassan's Cult but this unity is founded on fundamentally selfish values. When times are bad order breaks down as Cultists turn on each-other seeking to escape with what they can carry and their lords favour.

Vestiges

Might, Elements, Fecundity, Vitality

Symbols and Associations

The sea of Sanji, the Aegean Sea, the Vice of Greed.

Character Concepts

Fishing or shipping magnate, legbreaker, profiteering televangelist, merchant captain, star athlete, get-rich-quick enthusiast.

Quote

"Can I put a value on godhood? Can I estimate the worship of men and the adoration of children? Can I put a price on the heritage of the heavens? Hell yes I can. Everything I have, everything my heritage gives me, has been taken from another. I am a tick, sucking at the blood of society. The only redeeming feature, the only one, is that all of it was given freely."

The Schools

The School of the Abyss

(Tehom's Devotion, The Sunken School)

[Picture: The Symbol of Tehom's Devotion: An Anglerfish underwater. The light from the anglerfish illuminates hazy shapes of ziggurats and spiraling towers, just at the edge of vision. This serves as a watermark]

[Picture: Central. A young and pale woman, blonde and distressingly thin, sits cross-legged on the floor in a simple white shift. Her eyes are closed and cosmetically blackened, and her hands are in a meditative position in her lap. Eight tentacles extend from her back and shoulders, each holding an old-style oil lantern, but deliberately coiled around it to cut off most of the light. A coiling shape of black water rises unnaturally from a bowl in front of her.]

Leviathans don't belong in this world. Those members of the Tribe that ascribe to the School of the Abyss understand this on a level that their fellows do not. So they seek answers elsewhere – they return to the waters that spawned them. The foremost scholars of the Deep, they are explorers and mystics, seeking out Tranquility in the vast and silent vistas of the remnants of the Primordial ocean.

The Devotees of the School of the Abyss focus their energies towards exploring their history and place in the world in terms of the Deep, which they understand as the closest specimen to pre-disruption life that is still accessible. They concern themselves with understanding the Deep both as a physical location – they spend a lot of time there, compared to other Devotees – and as a state of mind. Some practice meditation or turn to earthly spiritualism as a stepping-stone to perfecting a system that can place the mind of the Devotee in touch with their past.

The School claims its philosophical underpinning in the recognition that the Leviathan are, for all intents and purposes, alien to the human world. For all that they can maintain a strained connection and stave off corruption with great effort, they are ultimately unsuited for the world in which they are placed. The average Devotee of the Abyss comes to the conclusion, then, that they need to find a space in which they are not alien – even if that "space" is a state of mind. Exploration of the Deep allows a fuller understanding of the self and the ability to come to terms with one's true lineage; from this flows Tranquility.

Membership

Most Tribe members that find themselves in Tehom's Devotion were inquisitive and introverted even before they became aware of their true nature. Others were almost the complete opposite. The only key factor in following the Sunken School is a feeling of alienation and isolation, one that drives the Tribe member to look for a place where they do belong. While other Devotees might locate that place in an action or a role, the School of the Abyss seeks to return to what they were.

Poets and philosophers are remarkably common among the School, as are former nature enthusiasts and artists. The School of the Abyss privileges an understanding of historical relics as clues to peace of mind, and so Devotees tend to be among those that look at an object and see it for its emotional or symbolic effect, rather than hard data.

There is a prejudiced assumption that Tananim, seen as an aggressive “martial” lineage, are under-represented in the introverted School of the Abyss. There is no proof of this claim, however, but those making the claim are generally uninterested in that in any case.

Transformation

The School of the Abyss is a school of stillness, patience, and receptivity. This manifests as dark forms and soft lines, as well as large, aware eyes. As scholars of the Depths and seekers in quiet places, they tend towards forms that suggest the spineless life that exists in the ocean’s farthest reaches – markers of the squid, the octopus, and startling deep-sea fish are common. However, their final goal is the illumination of these depths – like most deep-sea life, patches of bioluminescence are also common, or pools of light shining out from great, staring eyes.

Character Creation

The nature of the explorations undertaken by members of Tehom’s Devotion leans them primarily in the direction of Resistance Attributes. They delve deeply into both their own minds and the reaches of the Deep, and this takes patience and resolve. Composure is usually staggering.

The primary focus, as much as any develops, leans towards Social Skills. While the average, reserved member of the Sunken School is not themselves a social dynamo, they are perceptive, self-aware, and in touch with emotions – most have a high level of Empathy and are capable at Subterfuge. Mental Skills such as Investigation and Occult are a close second, and most have, by necessity, developed some competence at Survival – those that travel rarely do so with companions, and often have to fend for themselves.

Most Devotees of the Abyss maintain small, quiet Cults, with little focus on blood-rites and reverential fanaticism and more direction towards quiet reserve and meditation on small, key facts. Their Cults are often Resolute, as their master must often disappear for months at a time, following some obscure clue or impulse. Their Social Merits are similarly reserved – enough to get by, but not much beyond it. This is both effect and cause – most members of the Sunken School feel that they simply “don’t fit” in the mortal world. It’s why they joined the Sunken School to begin with.

Role

In any given Cohort, the role of the Devotee of the Abyss is usually that of the world traveler and authority on the Deep. While every Leviathan travels into the Deep from time to time, Tehom’s Devotion is made up of those that truly live there. They know the shortcuts and the hazards. Their other function is as watchdogs. The degree to which they perceive the state of their own and others’ minds means that, if any member of a local community is starting to spiral out of control, the School of the Abyss will know first. If the problem case is the Devotee of the Abyss, it usually goes unknown until it’s far too late.

What the Devotee of the Abyss gets, in return for her advice, is somewhat less concrete. For all that they claim to be escaping the world, the School of the Abyss is mostly about fleeing from something that makes them uncomfortable. Socialization is necessary even for the Wicked Tribe, and an isolated member of the Sunken School usually loses all connection to themselves well before they find "inner peace."

Vestige

The School of the Abyss has a focus on the pursuit of exploration and introspection. As such, they develop gifts that permit them to swim farther and deeper, see with more precision, and perceive inner truths.

The School of the Abyss grants a discount on purchasing Adaptations of the Vestiges of Vitality and Awareness.

Traditions

Members of the School of the Abyss may select a free specialization for one of the following Skills: Investigation, Survival, or Empathy.

Concepts

Frustrated artist, park ranger, antiques dealer, isolated biologist, adventurous anthropologist, surfing guru, modern primitive

Quote

"We don't fit in this world. Nothing's our size, nothing's strong enough, nothing can give us the truth. If you want to figure things out, you've got to shut your eyes and listen to the small traces of wisdom that still linger, out where no-one's trod them over yet."

Stereotypes

School of the Sun: "Talking about how great Mom and Dad are isn't going to make them come visit."

School of Clay: "Did you know that some whales beach themselves – repeatedly? I don't know why I just thought of that."

School of the Reef: "You're wasting your strength fighting on the wrong battlefield."

School of Fog: "You wait here. I can swim farther by myself."

Typhons: "A tragic reminder of the sort of fight we have to avoid having."

Hybrids: "Abominations – but pitiable. They exist in a world that doesn't suit them. Not unlike us."

Other Creatures: "I have seen them, but they haven't seen me. Let's keep it that way. I don't plan on staying long."

Mortals: "Let them have their world, as long as they stay out of mine."

The School of the Sun

(Emanah's Devotion, The Celestial School)

[Picture: The Symbol of Emanah's Devotion: The image of an ornate chapel with a high tower. A line of waves marks the water's surface, from which only the very top of the tower emerges. The sun sits in the sky, directly above the tower. This serves as a watermark]

[Picture: Central. An older man with stern features and a strong, flat nose, wearing priestly vestments marked with cuneiform. He is up to his knees in water. In front of him, head bowed, is another man in a white robe. The older man is clearly speaking, and has one hand on his own chest, while the other pours a handful of water onto the supplicant's head. The preacher's hands are webbed, and there is the suggestion of a dorsal fin rising from his back beneath the robes.]

The Tribe have always been intermediaries, straddling the boundaries between two worlds - the divine realm of the Primordials, and the inferior world of dirt and flesh. The School of the Sun alone remembers this charge, and sees in the recreation of their ancient relationship with the progenitors the way towards reclaiming their birthright. The only beings capable of correcting the imbalance and disorder of the Deep, the Celestial School reasons, are the primordial entities that first created the Tribe.

The Devotees of the School of the Sun turn their attentions heavenward, in a sense. They seek out the lost truths of old modes of prayer and supplication, and attempt to reforge a fulfilling model of life that incorporates their lineage and the progenitors. The Celestial School is primarily interested in sanctified relics and lost temples; these places offer the greatest connection to what was lost. Some practice in solace, while others attempt to codify their beliefs and lead mortal cults (or groups of like-minded Leviathans) towards religious devotion.

Emunah's Devotion claims vehemently that their interest in religious life is meant not only to provide solace and direction in an uncomfortable world, but also to reconnect with the beings of the Primordial world. The degree to which each member hopes for some sort of revelatory event differs, but many hold out hope for a return to the old world in their own lifetimes. The average Devotee, however, focuses on following formal doctrine, making those beliefs and history a part of his or her daily life, and uncovering more elements and relics of the Tribe's lost faith. These, the Celestial School argues, will provide direction towards attaining Tranquility.

Membership

The stereotype of the membership of Emunah's Devotion is that it is composed of those that were devout well before they discovered the truth of their bloodline. For all that this is often framed in terms of judgment on the "subservience" and "fanaticism" of the School, the case has some merit. Many Devotees were people of deep religious conviction, or from a home that was, in their lives before. Still others led unsatisfying, unprincipled lives, only "finding religion" after they have discovered themselves as members of the Tribe.

The primary factor in membership, however, is a distrust of chaos and a desire for some sort of role. This need for sense and direction is what draws the average Devotee to the Celestial School - the ability to place oneself in a role and fulfill it. Still others are lured by the powerful drive to venerate their awesome monstrous ancestry - these members of the School tend towards more private expressions of their faith.

Transformation

The School of the Sun is a school of expression, devotion, and the display of faith. This manifests as forms with remarkable symmetry and regularity - expressions that hint at a greater, purer form. Lighter colors are common, as the Devotee's form suits itself for a life near the surface. Soaring, elegant back fins or spines are common, and the greatest of these forms might well be mistaken for a steepled church

resting on the horizon. The tendency towards regularity leads to a trend towards the more recognized of the ocean's greater dwellers - there is generally more of the whale, the shark, or the sea serpent in a Devotee of the Sun's form than there are markers of more complex forms.

Character Creation

There is a notable division in the membership of Emunah's Devotion between those that present themselves as supplicants and those that attempt to spread their faith to others. The quiet, devotional type keeps to themselves, and tend towards high Composure. The proselytizing sort favors Presence. Regardless of the divide, however, high Intelligence and Resolve are common features of both - it takes strong faith and a keen intellect to comprehend the secrets of a sundered faith.

The Celestial School favors Mental and Social Skills in roughly equal proportion, but few members are lacking some amount of knowledge of Academics and Occult - the discipline of researching and interpreting the fragmented texts that they have access to straddles the boundary between those skills. Expression and Persuasion are common Social Skills. Additional Languages are also common - usually those ancient tongues most conducive to illuminating the mysteries of dead civilizations, but not always. The Celestial School's members are among the likeliest Leviathans to have Resources and Status stemming from a role in a community - especially if they've already converted much of the populace.

On average, the followers of Emunah's Devotion have larger Cults than their fellows. Their direct interest in the veneration of their progenitors, and the history of structures of worship, make them naturals at initiating others. These Cults often fluctuate in size - a younger Devotee, fresh in his new faith, tends to end up with a larger Cult than they can comfortably manage, which eventually dwindles to a strong core of devout followers only to grow again with their abilities. The School of the Sun is the most involved with their Cults on a day to day level, devotees take their role as divine beings seriously. If the Tribe cannot be equals with humanity then they must find a sense of belonging and satisfaction through the Wake, so sayath The School of the Sun.

Role

The Devotees of the Sun see themselves as the religious conscience and inspiration of their Cohorts. The sense of security that faith lends them can be offered to others as a place of shelter, or directed to scourge transgressions. When corruption is aired, the Celestial School is usually the best suited to levy appropriate punishment - or at least, the first to offer options. Members of Emunah's Devotion also concern themselves with the facts of lost and ancient religions - if a relic is to be identified, they are the ones their fellows turn to.

The Cohort in turn offers a place of expression for the Devotee of the Sun. Even among their Cults, the Leviathans that follow this School cannot truly relax and simply consider their faith. Unlike a Cultist, fellow Leviathans don't expect the Devotee to be a paragon of religious action, allowing them to make missteps or have doubts without affecting others. The Tribe is also unlikely to be frightened by a Devotee's beliefs - they may find proselytizing tedious, but they won't lynch or ostracize someone for it. Few communities could be said to be as accepting.

Vestiges

The School of the Celestial turns itself to contemplation of the veneration of the Primordials and revelation of strictures of the Tribe's lost religious role. They develop gifts that emulate the power and glory of their former positions.

The School of the Sun grants a discount on purchasing Evolutions to Vestiges of Vitality and Sanctity.

Traditions

Members of the School of the Sun may select a free specialization for one of the following Skills: Academics, Weaponry, or Persuasion.

Concepts

Small town preacher, televangelist, fringe historian, gang leader, assistant district attorney, street prophet, reformed convict

Quote

"Maybe there are some people who can live without faith. Good for them. But we've always been the representatives of physical gods, incontrovertible proof that there is something greater out there. If you find yourself in doubt, look to your kin. Their faith will lift you up."

Stereotypes

School of the Abyss: "You admit that we're lost, but you expect to find yourself."

School of Clay: "The shepherd rarely finds answers among the flock."

School of the Reef: "While we search for our God, you run yourself ragged pursuing our demons."

School of Fog: "Who we are is less important than what we're meant to do."

Typhons: "Without duty, only the monster remains."

Hybrids: "Tools and acolytes, turned from their purpose. Convert them or cleanse them, each according to merit."

Other Creatures: "Wolves among our flock."

Mortals: "Our charge and our distraction. Teach them what they ought to know, but pursue your own understanding first and foremost."

The School of Clay

(Malkut's Devotion, The Coastal School)

[Picture: The Symbol of Malkut's Devotion: The shape of a gear with an ouroboros on its face. A bald humanoid form, curled in the fetal position, is in the center of both figures. Gills mark its neck. This serves as a watermark]

[Picture: Central. A man in his mid-20s sits in a dark room, at a table. He dresses like someone's accountant - white shirt with the sleeves rolled up to the elbow, tie, and glasses. His hair is short but slightly wild. With his right hand he is writing on a piece of paper on the table, which is covered in open books, bundles of paper, and clay tablets. His other arm, resting on the table, is chitinous and terminates in a crab's claw. The wall behind him is covered with posterboard depicting a colossal and convoluted family tree. The uppermost branches are average names in English, but the lower branches

are in cuneiform. The lowest visible branches are merely marked by pictures of sinuous shapes. Certain names or symbols are circled, with no apparent pattern.]

The Tribe finds itself in the unenviable position of existing in the world of humanity without, for all intents and purposes, being human themselves. Where others despise this apparent imprisonment, the School of Clay attacks this assumption. Studying human culture and the place of Leviathans in it, they attempt to create a mode of living in this new world.

This study turns many of the Coastal School towards studies of their personal history, following family genealogies or the legacies of communities that have produced Leviathans. They cultivate contacts in the world at large both to discern the place of the Tribe in human history and to stave off the dangers of isolation. Their historical interests come to rest in human history, then, trying to find the hidden clues to their own backgrounds inside relics of lost civilizations and yellowing photo albums.

Malkut's Devotion believes that the only way to exist in the modern world is to adapt, and that humanity, for all of its faults, is the model to follow. They overcame the progenitors, after all, and it's not like they're going to disappear. The ability to sustain a life in human society, and easier access to Atolls, is a source of calm and security in the otherwise trying life of a Leviathan. Adaptation and integration are methods towards Tranquility.

Membership

The members of the School of Clay are primarily those that are accustomed to think about others, especially in terms of scientific survey. Many are historians or psychologists, or at least individuals that studied those subjects. While they are occasionally stereotyped as extroverts and socialites, the Coastal School has its share of scientific observers - those that deeply desire human contact, but will not or can not fully participate in it. The wallflower is as present at the party as the host.

The only unifying factor in membership of the School of Clay is an interest in humanity and human history. Most members are, if not on the cutting edge themselves, at least not too put out by technology, and few concern themselves with the modes of life or strictures of the lost Leviathan society. They are the sort of people that live in the now and experience their history through people, not places, ideas, or objects. Most feel uncomfortable if isolated against their wishes - contact with others gives them a place to be.

Transformation

The School of Clay is about observation, exploration, and adaptation. Their transformed shapes tend to be suited to both land and sea, armored against attackers but also with prevalent methods of communicating - sweeping antennae or boisterous, shifting hides. Their forms resemble crabs, lobsters, or swarming reef fish - the aquatic tenants of the beaches and reefs, teeming with life. Eyes are often prevalent and unblinking, while some develop forms that can adapt, chameleon-like, to suit any background.

Character Creation

Social Attributes are the primary focus of most members of the Coastal School, with Presence and Manipulation having equal showings. Composure and Stamina are favored over Resolve - it's less

about persistence and more about remaining functional. Those members that observe others or delve into their own histories tend towards above-average Intelligence.

Socialize and Politics are the favored Skills of Malkut's Devotion, allowing them to participate in and direct human life. Academics, especially the study of history or psychology, is also common, but Computer knowledge is rapidly becoming more widespread - the ability to operate in the modern world. While most of Malkut's Devotion would rather run than fight, their participation in human life means that they tend to fight like humans, when necessary - they've adopted the gun as their chosen weapon, scoffing at questions of "honor" or "tradition." Natural observers, they share the Sunken School's affinity for Investigation and Empathy.

The School of Clay places a great emphasis on Social Merits; they are the likeliest Devotees to have Contacts and Allies. Their Cults are, surprisingly, usually modest affairs - the level of intimacy that surrounds a Cult compromises the School's perspective of themselves as infiltrating or observing human society. A Cult is likely to be composed of relatives, either close or distant, that have been uncovered as "in the know" by the Devotee. (Malkut's Devotion is deeply interested in Atolls, and they are the most likely to be in peaceful contact with one for a sustained period of time.)

Role

The Devotees of Clay serve an important function as a bridge between their less social fellows and the human world. While they feel the same sense of alienation and isolation when moving through social circles, their perspective permits them some degree of isolation from this discomfort - they're ambassadors or researchers, they'll argue, operating on foreign soil. They're also the most likely to have access to money and resources that come as the perks of this social life - and the ability to get your hands on a gun on short notice has some considerable allure for most of the Tribe.

The Cohort in turn offers a place where the researcher can loosen his tie and take off his glasses - he doesn't have to act around them. With the rigors of social contact causing as much discomfort and irritation as they do, this safety valve is extremely important to most of Malkut's Devotion, even if they're not aware of it. Without contact with the Tribe, most of the Devotees of Clay would be heading for a disastrous meltdown.

Vestiges

The School of Clay is interested in integrating itself into groups and considering the nature of bloodlines and birthrights. They master those gifts that let them work with these tools - bending wills, blending in, and expressing their lineage.

The School of Clay grants a discount on purchasing Evolutions to the Vestiges of Sanctity and Fecundity.

Traditions

Members of the School of Clay may select a free specialization for one of the following Skills: Politics, Firearms, and Socialize.

Concepts

Drug dealer, "urban" anthropologist, psychotherapist, market researcher, club regular, fraternity or sorority leader, chairman of the Homeowner's Association

Quote

"We've always looked down on humans. It's easy, when you see them looking at you with those big moony eyes. But they've built this world, while anything our people did is long buried in silt and rotting algae. If I was you, I'd shut up and listen to them more often."

Stereotypes

School of the Abyss: "Who would leave a world teeming with life to skulk around a dead one?"

School of the Sun: "Chanting and preaching - way to keep a low profile, buddy."

School of the Reef: "You ever notice how Rambo just can't seem to get a break? Stop looking for trouble, and you'll stop finding it."

School of Fog: "Dredging up our history will only tell you that we lost. I'm sitting at the winner's table, and I'm taking notes."

Typhons: "If you can't go with the flow, you're doomed to obsolescence. Like these guys."

Hybrids: "There are better ways to coexist with humanity than trying to make them more like us."

Other Creatures: "If they keep their hands off, let 'em be - otherwise, well, it's always good to let off some steam."

Mortals: "We came from here, and we've never left."

The School of the Reef

(Natsar's Devotion, The Blazing School)

[Picture: The Symbol of Natsar's Devotion: A rock rises from tempestuous seas. Broken chains hang off of it. Three tablets are chained to its face. The skies are black. This serves as a watermark]

[Picture: Central. A muscular Caribbean woman in a white tank top, camo pants, and boots, back half-turned from the viewer. A bandana holds her hair out of her face. She is standing in front of a stone pillar like a totem pole, depicting the faces of monstrous beings with wide maws, protruding tongues, and bulging eyes. She is looking at one of the faces. Held up as a comparison in her left hand is a severed head, matching the one she is looking at. Her hand and forearm are coated in gore. Her right hand rests at her hip, where a long obsidian dagger is shoved through her belt. Both arms are covered in sharkskin, with the hint of fins at the elbow. Her exposed back is parted by a shark's maw, which rests between her shoulderblades. At her feet is a blood-covered empty sack.]

The Leviathans have always been beset by enemies, and the severing of the world from its primordial state has done nothing to prevent that. The School of the Reef embraces the role of the Tribe as the soldiers and tacticians of the struggles that led to the Tempest, ever-vigilant in the destruction and observation of the Tribe's enemies. Knowing their enemies and protecting their Cohorts, Natsar's Devotion finds purpose in conflict and an outlet for their simmering rage.

The primary interest that the Blazing School has in the relics of their past, as a result, are the catalogues of their military triumphs and the identities of their enemies. They see knowledge as a valuable currency in an ongoing war, and ruthlessly pursue the edge that it gives them, reclaiming their predecessor's warrior legacy.

Natsar's Devotion places survival and self-preservation foremost among their concerns, but they also have a philosophy. They have experienced the barely submerged fury that their bloodline instills in them, fueled by the restraints and annoyances of everyday existence, and have found an outlet for that energy - the annihilation of their foes. Through triumph and activity, they seek Tranquility.

Membership

The School of the Reef is, unsurprisingly perhaps, composed of those individuals for whom self-defense, war, or violence were parts of everyday life. Gang members, former soldiers, or career criminals are all common - but they do not form the whole of the Devotion. The beliefs of the Devotion extend to the defense and protection of their fellows, after all - you are as likely to find an ambulance technician or fireman in the Devotion's ranks as you are a mob legbreaker.

What the School of the Reef does share is a certain degree of personal energy. This is the Devotion of people that can't sit still or hold back - adrenaline junkies or the deeply principled. The Blazing School is about doing things, standing up, striking back. Even the sagest and most reserved tactician won't hesitate to throw herself into the fray if that's what's necessary.

Transformation

Natsar's Devotion is interested in strength, protection, and victory. Their transformations lead them towards forms that emphasize these traits - great rows of ivory teeth, thick, armored hides, and rippling muscles. They take on predator's forms, and have the aesthetic of a bunker or fighter jet - there's no mistaking their purpose and power. Some of the Blazing School actually blaze - their eyes burn with inner light, or scales ripple with stark, strong colors.

Character Creation

Even if it is not their primary focus, the members of Natsar's Devotion do not neglect their Physical Attributes. In particular, their interests across all groups lie with Power Attributes - they measure virtue by effect. The average Devotee of the Reef has a sharp analytic mind in an athletic body. They're not afraid to give orders, and shun restraint - Presence is usually higher than Composure.

Each member of the Devotion develops at least some of the Physical Skills necessary for combat. By tradition, they favor the natural weapons provided to them by their lineage, and practice Brawl to make best use of them. Tacticians and the biologists that plan against the Tribe's enemies develop Academics, Occult, and Science. Naturally disposed towards command, the Blazing School tends to favor Intimidate over other Social Skills.

Physical Merits are obviously prevalent, but Mental Merits aren't shunned, either - the Devotion is about knowing your fight as much as it is about winning. Devotees of the Reef tend to have small Cults with devout members, especially those with some sort of military background - soldiers in the war. Social Merits provide assets, but Devotees rarely stay in one place for long - they're always trying to stay one step ahead of a counterattack.

Role

Natsar's Devotion finds its service to a Cohort in its strength and preparedness. Driven to survive and to defend the Tribe, the Devotees of the Reef devastate threats, plan for eventualities, and keep escape

routes in mind - they are the soldiers and bodyguards of their kin. This has given them a bit of a reputation for aggression and bossiness, but they know it's all for their Cohort's own good. The war never takes a break, after all.

The Cohort, in turn, checks the rage and paranoia of the Devotee. There are fights that don't need to be fought, and only an outside perspective can check that impulse in a Devotee of the Rock. He might grumble about the Cohort's cowardice, but living in a constant state of predatory excellence isn't sustainable, even for the most stalwart of Natsar's Devotion. Countless Typhons mark the eventual fate of Leviathans that lost themselves to an endless lust for destruction.

Vestiges

The Blazing School is made up of warriors, first and foremost. They manifest the gifts that give them an edge in a fight, expressing the natural weapons of the Tribe and pushing themselves to the edges of power to defend themselves.

The School of the Reef grants a discount on purchasing Evolutions to the Vestiges of Might and Predation.

Traditions

Members of the School of the Reef may select a free specialization for one of the following Skills: Science, Brawl, and Intimidation.

Concepts

Beat cop, former mafia heavy, survivalist icon, marine biologist, military historian, gun dealer, bouncer, heavyweight boxer, disgraced soldier, veteran guerilla

Quote

"If you believe we know better because we're bigger and tougher than mortals, then you've got to figure the Primordials knew best of all. Now those were big, f*ck-off critters, and so clever no human can wrap their heads around them. Don't tell me they didn't see this world coming, and don't tell me they left no clues for us."

Stereotypes

School of the Abyss: "They'd be better off if they spent less time gazing at their navels and more time listening to their gut."

School of the Sun: "I know the progenitors gave us a purpose - it's to win."

School of Clay: "Watchers rarely know when they're being watched."

School of Fog: "Cooperation's a great idea, as long as you all do what you're told."

Typhons: "Casualties are inevitable given the stress of our condition. Give 'em a quick death and an honorable sendoff."

Hybrids: "Those we can control are able soldiers. The rest of the lot are obstacles to be knocked down."

Other Creatures: "Anything that's a threat is going to find out the hard way how much we know about 'em."

Mortals: "We're not like these guys anymore, and that's just as well. I'd rather die on my feet with my eyes open."

The School of Fog

(Bet'em's Devotion, The Questioning School)

[Picture: The Symbol of Bet'em's Devotion: A swirling sea, from which emerges numerous sea-serpent like forms, as if on an old map. This serves as a watermark]

[Picture: Central. View from behind and to the left - A black man with a shaved head stands in front of a high metallic table, wearing a t-shirt and jean shorts, no shoes. He rests his left arm on the table, palm up. A segment of flesh on the underside of the forearm is flayed open and held in place by surgical clamps. Blood stains the table around the arm, with crawling and writhing shapes, suggesting primitive, half-formed life, emerging from it. His other arm holds a scalpel, hovering over the flayed limb. The man's face is impassive. On either side of his head there is a curved line of white, shark-like eyes above the tips of his ears. The eyes glow slightly. A magnifying glass, pen, notebook, and camera all sit on the table, to the man's right side.]

The bloodline of the Tribe is heavy with mysteries and hidden lore that, if revealed, would alter much of mankind's conception of history and reality. The School of Fog is composed of those Leviathans that, knowing this, seek answers and truth within the Tribe itself. Probing their lineage and observing their fellows, they attempt to recreate the Tribe's society and birthrights from the hints provided by its current incarnation.

This interest in the Tribe leads the Questioning School to do just that - question. Their primary historical interest is with cultural relics of the Tribe itself, but also records - codes of morality, edicts, and legends. They seek, by analyzing these, to find the essence of the Tribe itself - some central truth that shapes a society that fulfills them and expresses their origins. More than this, the School actively places itself in contention with the other Schools, pushing members to codify their beliefs or defend their theories - the Devotees of Fog consider themselves the lens that turns on the Tribe.

The goal of all these questions and considerations is a sense of personal history and placement - the creation of a "divine lineage" that terminates in the Tribe, whose statutes can guide actions and whose exploits can be emulated. In a sense, the project is the creation of a true Tribe, one united in thought and deed as well as by blood. In the stability of an expressed and fulfilling history, the Devotee seeks Tranquility.

Membership

The School of Fog is often branded as a "scholarly" pursuit, and that charge bears some weight. Many of the minds that turn towards cataloguing of the Tribe's own culture are those that would have pursued similar lines in human life - anthropologists, cultural scholars, and psychologists. The study of the Tribe's blood and the secrets it contains, however, also lures the interest of minds involved in the natural sciences. Beyond this label, though, the Questioning School is also host to those whose perspectives perhaps naturally placed them as outsiders from society - the destitute and disenfranchised.

The driving force behind the School of Fog is an interest in origins and hidden drives - an urge to know the how and why of things. The Questioning School is made up of those that push, and seek, and pick at scabs - they're the sort of people that fling themselves at every question until they have an answer.

Transformation

The School of Fog's interest lies in the Tribe's origins and traits. As such, their transformations tend to echo the fertility and oddity of the line itself - growing additional limbs, eyes, or even whole heads, or taking on constantly-shifting, flexible forms. In particular the acknowledged trait of the School is additional, unblinking eyes and the adoption of shapes that conjure up the image of confusing and alien creatures, long-dead or never-were. The greatest mysteries of the fossil record and the darkest speculations of marine biologists take shape in the manifestations of Bet'em's Devoted.

Character Creation

Unusual in relationship to the other Devotions, Bet'em's Devotion focuses primarily on Finesse Attributes - they approach problems with dexterity and ingenuity rather than pure force. Social Attributes are the most favored, as the School of Fog is also the primary organizing body of the Tribe.

Fringe knowledge is the bastion of the Questioning School, and their ratings in Occult and Streetwise tend to be quite high - they are the quiet monitors of hidden corners and lost facts. Most have a strong set of Social Skills, however, in order to better deal with their fellows - different methods being needed for dealing with different Leviathans. Physical Skills, when taken, tend to focus on evasion and obfuscation.

Mental and Social Merits are quite prevalent, and Devotees of Fog are the most likely to have allies and contacts among their fellow Tribe members. Their Cults tend to be extensive but constantly fluctuating as old doctrines are considered, refuted, and revised - it takes a certain sort of mind to put faith in something that is ever changing, even if it claims to be ever improving.

Role

Questions are the strength of the Questioning School. They take contrary positions to their Cohort and push them to explain themselves - trying to cause them to think about themselves and what they do. Beyond this, they are also lynchpins in Tribe society. Their knowledge of the bloodline provides them a certain encyclopedic awareness of facts about Leviathans, but by far their greatest contribution is the ability to guide and unite their fellows. A Devotee of Fog's dedication is the element necessary to try and prod the otherwise solitary Tribe into a functioning social unit.

The School of Fog could not, in some meaningful fashion, exist without Cohorts. The School's justification and primary grounds of exploration lie with the Tribe - it is only with them that the Devotee's searches are not grounded in his own thought, and it is only his fellows that can push him to truly question his own observations.

Vestiges

The Questioning School includes those that are at the forefront of the study of the nature and place of the Tribe in the universe. They push to unlock the divine nature of their bloodline and exhibit the role that they believe they are meant to hold.

The School of Fog grants a discount on purchasing Evolutions to Vestiges of Elements and Fecundity.

Traditions

Members of the School of Fog may select a free specialization for one of the following Skills: Occult, Stealth, and Streetwise.

Concepts

Avant garde poet or musician, poststructuralist lecturer, performance artist, information warfare specialist, human resources consultant, busker, genealogy buff

Quote

"There are things more clever and stronger things than us out there, but there's nobody who can take care of business like we can. In a week, I can gather ten people like you, as hard and as dedicated. Now tell me: who can stand against that?."

Stereotypes

School of the Abyss: "What are you hiding from?"

School of the Sun: "Haven't you heard? Buddha is not the Way!"

School of Clay "Take your time. We'll always be here for you."

School of the Reef: "You've got the strength, I have the vision."

Typhons: "How lonely they must have been!"

Hybrids: "What distant horrors do their bloodlines hint at?"

Other Creatures: "Really? Tell me more."

Mortals: "We're going to have to stand together to survive in their world."

The Prelude

Not unlike the final step of character creation, a detailed prelude serves to push a player to consider their character in unusual circumstances or in scenarios that the player had not previously thought of – it involves roleplaying a series of moments or answering a series of questions in-character. The idea is to highlight points of interest in a character's distant and recent past that illustrate elements of their personality and interests, as well as suggest issues that might prove useful for integrating the character into the chronicle, or which might be plot hooks down the line. The Prelude is meant to shift the abstract question of “what sort of person is my character” into a series of scenes that provide similar information. It can also serve as a “warm-up” for getting into a character, or as a way of presenting a situation that the player might not have thought of – especially a point at which two aspects of a character's personality and tendencies become opposed to one another – which do they value more?

At the Storyteller's discretion, the Prelude can also serve as an opportunity to shuffle points on the character sheet. It's before the beginning of play, after all, and the whole idea is to offer new avenues of thinking about the character – if the character-as-envisioned and the character-as-mechanics aren't in synch, there's no better time to make adjustments as the rules and the ST permit. It can also help prioritize avenues for advancement and plots that interest the character – if you and your Storyteller get very involved in one portion of the prelude, that's a big hint that there's material there that should make its way into play.

Preludes can also serve as a method for a Storyteller to work some background detail about the sort of chronicle he has in mind into the player's minds without having to resort to an expository barrage in the first session (or, my particular weakness, a lengthy handout of information). It can also serve to make things more “personal” to a character – Marduk's hunt is a very different issue for a character that has only experienced it in the abstract, rather than having an episode in their Prelude that brings them up against the organization.

Storytelling the Prelude

The door was worth pretty much what you paid for it, bursting inwards in a small storm of splinters as a hastily-moved minifridge and bookcase tumble out of the way. Still, it bought a couple of seconds before your company arrived – and from the shouts in the hallway and the sound of footsteps coming up the hall, it sounds like quite a bit of company. Not to mention the sirens. You figure you've got, what, ten seconds before they're in the room with you.

Which is why you're perched half-in your shattered window, glass shards on the ground below, trying to figure out whether you can make the pool if you jump from here. Or whether it might be easier to just aim for the concrete, given the way your day's been going.

How did you end up here?

The Prelude should serve primarily as a method of getting players and their characters on the same page. While it's not such high art that people have to treat it like a chore, a big part of a game of Leviathan involves dealing with the mixture of the wondrous and the unfortunate, and that balance is most easily struck if everyone has a feel for the cast. Determine whether you want to run Preludes individually or as a group. Individual Preludes are sort of the expected norm for Leviathans, as their relative rarity means that members of a Cohort likely didn't meet until later in life, but this shouldn't be binding – after all, people in the same situation often end up in the same place. A group Prelude has the advantage of being a bit like a game session, and gets everyone used to working around a table together – it can be played either as shared scenes or alternating stages, with each character being presented with similar scenarios. The latter method in particular offers a way for other players to get a feel for someone's character – it places their reactions to various events in relationship with the rest of the cast.

A strong Prelude ought to balance elements of the fantastic and the relatively mundane. Members of the Tribe are often rootless and jobless, but they still have to eat, and it's the everyday that trips them up the most – if all problems could be solved by turning into an eldritch abomination, they'd have an easier time of it. It doesn't hurt for scenes to appear somewhat disjointed – a Leviathan's life is unstable by definition, and the comfort of a familiar situation is something that they have to actively cultivate.

Developing – Early Life

It had been buried deep in a corner of the attic, but you'd eventually improvised a makeshift series of support columns with other boxes, some of which you expected contained valued family heirlooms, which made their periodic creaks a source of some worry – but you had it. The dark metal chest at the back of the attic, which your cousins had assured you was “totally grandpa's porn stash,” or “full of old guns,” or whatever. You didn't lend their theories much credence. You were just curious about the rusty old thing, and your other relatives claimed not to know – and that you shouldn't play in the attic, which would be, if their state of worry was to scale with the actual danger, wall-to-wall exposed rusty nails.

There was an oversized padlock on the chest once, you realized, but it had rusted off somewhere down the line, and parts of it rubbed off on your hands as you moved away the remains. It smells a bit like the sea.

What's in it?

It's not exactly accurate to say that a Leviathan was ever an ordinary person- the bloodline is present in them since birth, after all, and has presumably had some influence on their family. It's rare, but not unheard-of, for one to arise "out of the blue," but most members of the Tribe are born with families that have, to some degree, been touched by the blood of the Progenitors. Some more than others – Lahmasu have to come from somewhere – but in general, those odd little secrets that every normal family has take on much greater significance in the life of a Leviathan. One of the central themes of the line is a loss of foundation, and the revelation that one's family contains something other can come well before the Leviathan discovers that the alien presence is contained within his own body. Even for a Leviathan with an apparently-normal family, the time before can serve as a jumping-off point – it's the place of security and apparent normalcy that is lost when the blood of the Tribe begins to manifest.

If rolls become necessary, recall that the character hasn't come into their power yet – they have no access to transformation or the Wake, and have to solve their problems as "mere mortals."

Facial Hair, Deeper Voice, Gills, the Usual – Changing

If anyone had asked you to prepare a list of difficult-to-eat foods, "sandwich" would not have been on it, but there it is – right there in the bread, one of your teeth, all white and clearly yours because you would have recalled making a tooth sandwich. Your friends haven't noticed, they're still talking and laughing and stealing fries and so on, but you're looking into your sandwich. Tentatively, you reach into your mouth and check – nothing missing. A quick tug on a tooth, just to be sure -

And now you're looking at another tooth, in your palm. No pain, not really, but the grind as another slips into its place in your head – you felt it, this time. And now your friends are looking at your confused expression, asking what's wrong.

What do you do?

Leviathans don't undergo a single moment of traumatic change – though many might wish that they'd been so lucky. The development into a fully-fledged member of the Tribe occurs over weeks or even months, as the body changes and the Wake is established. During this transitional period, the Leviathan has absolutely no control over his condition and Ichor, and his shape can change at random in mysterious and horrifying fashions. As such, instances such as the above should form the backbone of this section of the Prelude, points at which the character has to confront that things aren't right. Some Leviathans seek help during these changes, but modern medicine is of little comfort. Most characters will be in their late teens and early twenties during this stage, adding another aspect to scenes – they're under an amazing amount of stress during the formation of an adult identity, and have had even more trouble heaped upon them.

The use or abuse of the Wake is an important part of a Leviathan's social life, and it might be worth it to work in a scene in which the character is clearly benefiting from an unnatural presence and stands to have something they want because of it. This is particularly important for considering the character's

eventual stance towards his Cult and normal mortals – it's all too easy for a Leviathan to just take what they desire.

At this point, a Leviathan might have access to one or two of their powers or the lesser Mutations available to Hybrids, as the Storyteller permits – but not their full suite, and generally not their full complement of Vestiges. Their ancestry is unreliable and can't be trusted to manifest itself in helpful ways.

My Life with Monster - Moving Forward

Well, you have it. Now it's just a matter of getting away with it. The bag's thrown in the back seat of your car as you try desperately to control your breathing, trying to remember what those meditation tapes instructed you to do – you can't remember if you lost them back when you ditched the other car, or if you left them deliberately. In any case, you think you can spare a second to center yourself before you cut town – things have been going pretty smoothly, and you know what stop's next. There'll be others there, and that sounds pretty noxious, but at least you'll start getting some answers.

The bag's in the back – you double-check just to be sure – and you're so thrilled about its contents that you're finding it hard to blame yourself for what you did to get it.

What did you do to get it?

By the end of the previous section, you should have a grasp of the nature of your character's transformation and what he's decided to do about it. This section solidifies those decisions – it should be composed of a scene that emphasizes just what sort of person your Leviathan has decided to be, what School of thought he occupies and where he sets himself in relationship to others. A good finalizing scene gives a sense of the character as having a goal in sight – but also suggest the ways in which these decisions are made in isolation. There's no “right answer,” and many Leviathans are deluding themselves when they formulate a scheme of reality that suggests some endgame. It's good if tensions between what the Leviathan is and wants to be arise – that's the sort of problem they have during their self-definition.

This point of the Prelude's also good to start establishing the character's Cohort, the other player characters, as well as any other Leviathans that share a Taxa with him. The difficulty that Leviathans have socializing can serve as a model for inter-party interaction in the future, and can also provide some context for decisions made later in the chronicle – who do you trust? Who do you resent? That sort of thing.

A Few Questions

If a character's finished but you still want to flesh them out a bit farther, or are looking to consider them outside the bounds of the questions asked during character creation or which arose during your prelude, the following might be of use:

What do you look like?

Where are you from? Can people tell? What do the various stages of your transformation look like? What does the person you think of as “you” look like? Are they fully human? A hybrid shape? Do you

try to blend in, or are their markers of your delving into the Tribe on your person? Strange markings? Ritual scars? Do you have any obvious Afflictions? What do people remember about you?

What were the worst parts of your transition?

Did you freak out, or keep to yourself? Did you look for help? From people? From books? Did those you reached out to help, or were they as scared as you were? Did you abuse your Wake? Did you want to? Did you lose parts of your life – friends, a job? Leave school? Run away?

What's on the agenda?

What are your short-term plans? Your long-term? Do you have any goals? A rival you wish to conquer? A relic you just have to have? Would you do anything for that goal? Where do you draw the line? Do you try and maintain a normal life alongside your monstrous one? How's that going? Know an Atoll? How's that working out? Who do you want to impress? Who do you want to take down a peg?

How's the family?

How do you get along with the members of your Cohort? Your Cult? Do you even have a Cult? How do you treat them? Ever feel guilty about it? Ever feel like maybe you should? Do you keep in touch with your mortal family? Are they, you know, a mortal family? Are any of your relatives “in the know”? How's that feel? What do they expect of you? Are you willing to disappoint them?

Any bad news?

Is there any trouble on the horizon? Have you had run-ins with any of the Tribe's enemies? Do you go looking for 'em? Ever kill anyone? Ever make someone kill anyone? Ever think about it?

Names, Aliases, and Honorifics

Leviathans aren't really human anymore, and some don't stick with their old name, assuming something that better fits what they see as their “true nature.” This practice is taken to with a varied degree of seriousness, just like most attempts at “re-branding” oneself. Some Leviathans aim for names that suggest their ancient lineage, something that sounds “Bronze Age.” Others stick with their given names, or with a series of aliases (especially if they're on the run from the police or worse.) Those that are surrounded by a Cult tend to end with grandiose titles, and some believe their own press. Inside a Cohort, however, names are usually kept brief – first names are usually sufficient, given the size of a Leviathan social unit – no one is going to mistake “Greg” for some other guy with that name. There's some understanding that expecting a Leviathan to refer to a peer by some overblown, florid “true name” is asking a lot of what is essentially a blood relative, so only the more self-obsessed members of the Tribe try to inflict their divine stature on the rest.

Example of Character Creation

Paul intends to make a character for Allison's upcoming game of Leviathan. He's been told that it will focus on the Cohort traveling across the face of North America, exploring rumors of potential archaeological finds and coming into conflict with the Cults of rival Leviathans and Typhons. With that in mind, Paul plans to make a character who isn't too tied down to one location – one not bounded to a Cult or some other major obligation. He decides to run with this transience and make a character who's

at home in unfamiliar situations – the sort of guy that can befriend a stranger and crash on couches, and does odd work to get by.

Discussing it with the rest of the players, he finds that this is a good niche – and that he needn't worry about certain threats. Two of the other players are taking the role of cousins, both Tananim, who they have termed “The Winchester Brothers of Innsmouth Mass.” The other player is planning to be a wealthy Dagonite business mogul. There's enough space in there that everyone feels like they have room to be the go-to person for their area of focus, so Paul moves on to the next stages.

Step One – Concept

The Cohort's members cover a good region of investigative and combat-based skills, so Paul feels comfortable making his character's likeability and social acumen the backbone of his design. He decides to be a real people person – manipulative, and apparently a good listener, and one whose requests are backed up by the force of the Wake. He's already looking forward to the troubling intersection of earning someone's trust and compelling it by supernatural means, and informs the Storyteller that he's fine with dealing with fallout from being unnaturally persuasive.

He refines this into a brief concept - “Wandering Trickster.” He likes this, and decides to use the element of the trickster to a greater extent – his character believes that he has a right to subtly wreak “justice” on those he finds problematic. He settles on a name, too – Louis “Lou” Gabriel Beauchamp. Lou's a bigger guy – broad shoulders, handsome in a sort of scruffy way, and surprisingly blue eyes. Paul's mental image adds a layer to the character – he's also in pretty good shape, as well as being sociable, which will be important when assigning Attributes.

Step Two – Attributes

So it becomes immediately relevant. Without hesitation, Paul decides that Lou is going to be primarily Social, with Physical Attributes as his secondary, and Mental bringing up the rear. He decides that Lou's not-quite dim, but certainly not the brains of his Cohort.

Paul figures that Lou is charming and quite persuasive – he puts two dots each in Presence and Manipulation, and one in Composure, for final scores of 3, 3, and 2. If he had his druthers, Manipulation would be higher – it's something he marks to pursue with experience down the line.

Lou's strong and well-built, but not a world-beater physically – he's primarily concerned with muscle, not actual comprehensive fitness. Paul assigns two dots to Strength and one each to the other two Physical Attributes.

Finally, Paul comes to his final category. Thinking about it a bit, he decides to put two dots in Wits and one in Resolve – Lou probably isn't going to be coming up with any brilliant mathematical proofs in the near future, but Paul figures that his other skills will help him get by.

The whole picture of Lou places him as someone who's comfortable in social situations but not at all an academic. His resistance attributes are low, which Paul knows might become a problem, but Lou's all about getting into – and out of - trouble.

Step Three – Skills

Paul takes a look at the categories of skills and, shrugging, assigns Lou's priorities in the same fashion as his Attributes – he's good at what he's good at. The next step is to figure out the “must-haves,” those skills most vital to the overall concept of Lou.

In the Social set, Paul places checkmarks next to Socialize, Streetwise, and Persuasion. There are other skills that are important, but these are big deals for Lou to do what he does. Lou's stealthy, Paul decides, and has been in enough bar-room fights to be good at Brawl. Finally, Lou's at least moderately good at Investigation – if only to get a bead on a target for “punishment.”

When assigning final numbers, Paul ensures that Lou has three dots in Socialize and two in Streetwise, Subterfuge, and Persuasion. One dot each goes to Empathy and Intimidation. Lou gets two dots each in Brawl, Larceny, and Stealth, and one in Athletics. Finally, he gets two dots in Investigation, one in Medicine (Lou, he decides, knows a bit about drug culture and other risks of a bar-based lifestyle), and one in Occult (Lou's family is superstitious, a trait that's only become amplified when the supernatural became a day-to-day thing for Lou).

Step Four – Skill Specialties

Lou's Specialties are a way for him to be better at those things that Paul is aiming to use as problem-solvers, as well as flesh out his character. The first goes to bulk up a low Skill – Empathy. Paul decides that Lou's best at getting a feel for people's tendencies, so he takes a Specialty of “Personalities.” The next one's a no-brainer – a Persuasion Specialty in “Asking for Favors.” Paul thinks about taking another Specialty for his Social Skills, but decides to diversify and pick a Specialty that's telling about Lou's less-than-gentlemanly nature – a Brawl specialty of “Sucker Punch.”

Step Five – The Leviathan Template

At this point, Paul needs to work on determining the supernatural elements of his character – how does Lou function in the world of the Tribe?

The first decision he needs to make is a selection of Strain. The most natural choice for a socially-minded character is one of the Strains that favors the relevant Vestiges, but Paul's not certain – he's interested in the idea of Lou as a dangerous, judgment-passing Oceanid, but he's also willing to play against type in another Strain. He finally settles on Oceanid, deciding that he can work from an aspect of empty grace – Lou looks like a good, solid, reliable person, but he's got a hidden edge and is deeply manipulative. He chooses to favor the Vestige of Might, and naturally favors the Vestige of Sanctity.

Paul's also got a couple choices for School – but the idea of Lou as symbiotically living with the aid of humanity leads him to select the School of Clay, Lou's focus being more on “getting by in a human world” than “analyzing humanity.” He decides that his bonus Specialty is going to be assigned to Socialize - “Getting Established.” Lou's great at including himself in a social scene like he's been there for years.

Lou can master three branches of his Vestiges. He opts for “Insidious Creature,” an Ancestor channel of Sanctity that boosts his Manipulation, and then further focuses on it by taking the Descending channel of “Call of the Depths,” which lets him call others even against their will. His last choice goes to an Ancestor channel of the Vestige of Awareness, “Lambent Eyes of Judgement,” which lets him

read people with Empathy. Because of these choices, Lou also gets the Birthrights of Awareness and Sanctity.

Lou's Sheol begins at one dot, which gives him a beginning Ichor maximum of ten. He'll start with half of that number.

Step Six – Merits

By now, Lou's pretty well-defined – but, as a social character, Merits can prove very important. Paul consciously decides that Lou doesn't have a Cult – he might have had a small, independent group, but it doesn't jibe with Paul's idea of Lou.

Paul immediately runs to the Social Merits, and grabs Barfly without hesitation. Reflecting on Lou's image, he also purchases the two-dot version of Striking Looks and a dot of Contacts, representing his various friends in bars across the country. This leaves him with three dots, one of which goes to Lou's meager Resources. After some consideration, he grabs “Serpent's Tongue,” a two-dot Adaptation of “Insidious Creature” - He can easily talk anyone into indulging their vice in the most immoral ways.

Step Seven – Advantages

At this point, Paul records the derived values of Lou's Advantages. His Composure + Resolve is four, so that becomes his Willpower. His Tranquility begins at 7, and while Paul considers lowering it – Lou's not a great guy – he decides to hold back – an Affliction would really cramp Lou's style!

Lou's Virtue, Paul decides, is Justice. He shares this with one of his Cohorts, and he expects that their shared interests might give them something to collaborate on. Lou's sense of Justice is pretty skewed, but he still wants to punish those that take advantage of others (and aren't him.) His Vice is Sloth – Lou gets by with the least concerted effort possible, stretching his welcome at the homes of hastily-made friends and evading responsibility when at all possible.

Lou's Stamina is two and his Size is five, giving him seven boxes of Health. His Initiative is a similarly-average four, while his Defense is two (the lower of his Dexterity and Wits.) Lou's Strength + Dexterity + 5 is 10, giving him that as his Speed.

Step Eight – Finishing Touches

By now, Paul's mostly done. He notes those places where he'll want to improve Lou's abilities over the course of the chronicle – he can always get more persuasive – and makes note of the benefits of his Vestiges, so that they'll be close at hand when he needs them during play.

Beyond the mechanics, Paul also makes note of elements of Lou's past and his nature as he transforms. Lou's family is an expansive clan originating in the South, and his primary inspiration for Lou's transformed appearance is a humble crayfish, whose shell ripples with intoxicating arrays of color and whose antenna register the vibrations in the world around him.

Paul informs his Storyteller that he wants to explore two things with Lou – the ramifications of his manipulative personality, and the potential problems of his avoiding coming to terms with his changed nature – Lou's not subject to must introspection, and that'll hurt him in the long run.

LeviathanTempest:ChapterThree

[PICTURE: Full page. A stone wall takes up the majority of the picture and most of that is covered by algae, coral and barnacles. Strands of bladderwrack seaweed wave in front of the sides. Of the wall itself, all is visible is an irregular section in the centre where most of the algae has been cleared, revealing a relief image that depicts a large, staring eye set in the centre of a circular maw replete with jagged triangular teeth. The lines of the relief glimmer faintly with a sickly green light and points of the same light can be seen beneath the barnacles, suggesting that the design continues beneath them. Looking at the wall are three silhouetted figures. One is obviously human and is wearing full scuba gear. To the left of the scuba diver is another figure viewed in profile. It wears no clothing but a loin cloth that appears to be made of seaweed. It has a human shape (two arms, two legs, one head etc) but in place of hair it has a set of quills reminiscent of a porcupine's which continue down its back in a kind of mane. Its mouth extends almost to its ears and is filled with needle-like teeth. A long, thin black tongue darts from between the fangs. On the left of the scuba diver is a figure that is not human at all. It resembles a gigantic eel with black skin and no eyes. Its tail extends beyond the edge of the picture. From behind its head extend four tentacles, two of which are holding what appears to be a crude human-sized idol beneath the thing's body. The other pair are held above its head. All of the tentacles are covered in lidless silver eyes with neither pupil nor iris.]

Chapter 3 : Systems and Advantages

“Why did the old Persians hold the sea holy? Why did the Greeks give it a separate deity, and own brother of Jove? Surely all this is not without meaning.”

Herman Melville, Moby-Dick

Over the course of the weeks that lead a member of the Tribe to understand the alterations that have taken place in their body and mind, they eventually come to a point at which their unusual gifts become, if not controlled, at least controllable. Ironically, this period is often one of the more dangerous ones for a fledgling Leviathan's sanity – they have reached a point where a loss of control has more weight, as it could have been prevented. Further, the ability to understand – and direct – their powers can be a dangerous temptation for a Leviathan – they have become something more than the people around them, and have the power to do what they want without apparent repercussions.

Most Leviathans eventually reach a point where they can adeptly direct their natural abilities and can often, or at least more often than not, bite down a possible unwilling or undesired bout of transformation. They begin to refine their gifts and develop their transformed body into a shape that suits their assumptions about the nature of the Tribe and the legacy of the Progenitors.

New Advantage: Sheol

The blood of the Tribe runs deep with ancient power, which expresses itself as the mystical powers of the Tribe and is refined into the Ichor that fuels these miracles. The measure of a Leviathan's harmony with this bloodline, the degree to which he has assumed the mantle of the Tribe, is Sheol - the descent into the bloodline of the Tribe, and the realization of the legacy of Tiamat. The cost of this inner movement is increasing separation from humanity - the Wake grows stronger and broader, and the ability to sympathize with the swarming masses of humanity becomes less and less readily available. At the highest degree of Sheol, the Leviathan begins to resemble the deities that he is descended from - with the natural consequences for all those that cross his path.

All Leviathans begin with one dot of Sheol, and may purchase more during character creation or with experience. Increasing Sheol during play requires the exploration of one's bloodline and the reaching of some moment of enlightenment on this subject, a lengthy and difficult process that places the Leviathan at risk of falling into despair or severing his ties with humanity in the pursuit of his lost bloodline.

Benefits of Sheol

Sheol determines both how much Ichor the Leviathan is capable of channeling and the rate at which he can expend it. Leviathans may spend a portion of their Ichor with confident assurance of their ability, but they may also push beyond this safe limit to tap their power more swiftly - but such rapid expenditure risks an Outburst.

Sheol provides a cap on the natural limits of the Leviathan's Skills, as well as the Attributes of his mortal form. While transformative powers can push a Leviathan beyond his form's limits, there is a limit to how much alteration they can provide, while a Leviathan with a truly exceptional connection to his bloodline might manifest superhuman traits without transformation.

Sheol is involved in the rolls for most supernatural actions - the use of Channels and transformation. It also provides insulation against psychic tampering by other supernatural entities.

As Sheol grows, so too does the maximum extent of the Wake. The Wake's direct effects are only felt fully when in the presence of the Leviathan, but they impose subtle psychic pressure on all those within the maximum extent. This also provides the limits of many supernatural abilities.

The higher that a Leviathan's Sheol grows, the more efficacious his bloodline becomes for supernatural purposes such as the creation of Hybrids.

SHEOL	STAT	MAXIMUM	MAX ICHOR	SAFE ICHOR/TURN	MAX WAKE	DIAMETER
RIPPLE PENALTY						
1	5	10	1	10 feet	-1	
2	5	12	2	15 feet	-1	
3	5	16	3	30 feet	-1	
4	5	20	4	60 feet	-1	
5	5	25	5	100 feet	-2	
6	6	30	6	200 feet	-2	
7	7	40	7	400 feet	-2	
8	8	60	8	800 feet	-3	
9	9	80	10	1500 feet	-3	
10	10	100	15	3000 feet	-3	

Drawbacks of Sheol

As Sheol grows higher, the Wake's effect, as noted, becomes more pronounced. This is a mixed blessing. Furthermore, the Leviathan is subject to a Ripple Penalty. The listed penalty is applied to all attempts to avoid making a stir in the community on a local level. It can be applied inversely, as a bonus, to attempts to gather information about the Leviathan's location through street-level detective work. The Leviathan makes an impression that is undeniable. Only moving often can prevent such obvious signs of his presence from developing. This penalty can affect attempts to discreetly socialize, checks to see if bystanders recall seeing the Leviathan, and attempts to attend functions without being noticed.

Sheol is occasionally applied to the Leviathan's detriment, as in Outburst checks and checks to see if the Leviathan develops an Affliction to accompany a Derangement.

The higher that a Leviathan's Sheol grows, the more efficacious his bloodline becomes for supernatural purposes - such as feeding the hunger of other supernatural predators.

New Advantage: Ichor

While Sheol measures the connection to one's primal power, the manifestation of that power is Ichor, the divine blood of the Tribe. Ichor fuels the powers of the Tribe, and seals the Leviathan's position as a supernatural being. Gleaned from the expression of that divine lineage, access to sufficient Ichor is often the difference between survival and death for younger members of the Tribe, while the colossal amounts of divine power that elder Leviathans and maddened Typhons can bring to bear serves to separate them from the limits of this restricted world.

Ichor is difficult to quantify, even for the Tribe. It is blood but not quite blood, flesh but not quite flesh - it is simply the force of the Tribe's divine nature, which expresses itself in the physical body of the Leviathan. It is Ichor that the Marduk Society covets, but they can only retrieve it from the flesh of its true inheritors.

Spending Ichor

Shapechanging: Ichor is expended to make a shapechanging roll voluntarily.

Vestiges: Ichor is expended to make use of certain powers bestowed by the Descending branches of Vestiges.

Birthrights: Ichor is expended to activate Birthrights.

The amount of Ichor that a Leviathan can safely expend in a turn is limited by his Sheol score. He may expend up to two points beyond this limit, but must undergo an Outburst check if he does so. The Outburst is delayed until his next turn if he spent the Ichor on an Instant Action.

Regaining Ichor

Resonance: Leviathans can recover Ichor by harmonizing with the lingering connection that all water holds to the Primordial Sea. If the Leviathan spends at least two hours submerged in a body of water with at least the volume of a large tub, they will recover points of Ichor equal to their Sheol. Multiple Leviathans can benefit from a large body of water, provided that it has at least the minimum necessary volume for each member of the Tribe. Unless the water is flowing naturally (such as a lake, river, or ocean), a given body of water can only provide this power once per day. Conversely, every two hours spent without water in an environment in which dehydration is a threat - such as a desert - the Leviathan bleeds off a point of Ichor.

Immersion: A Leviathan that is travelling the Rift recovers one point of Ichor per hour.

Sin: A Leviathan that indulges in his preferred sin regains a point of Ichor.

Worship: A Leviathan with a Cult recovers one point of Ichor each morning as a natural consequence of being deified. He may spend a task to direct his Cult to spend time partaking in more elaborate rituals in his honor, but doing so requires considerable time and poses potential problems regarding detection and interference in cultist's daily lives. If the Cult is directed in this fashion, the Leviathan will regain additional Ichor equal to their Zeal + 1 upon the next morning.

Degeneration: Upon degenerating due to failing a Tranquility check, the Leviathan regains Ichor equal to its previous Tranquility score.

Havoc: Members of the Tribe can, in a pinch, use destruction to attempt to assuage their bloodline and re-connect with their lost nature. If a Leviathan purposefully destroys an inanimate object of Size 5 or greater or injures or kills a living creature (outside of the bounds of combat), he may attempt a Havoc roll. The Leviathan must directly cause the destruction to feed off of it - he cannot benefit from arson or a cush job in demolitions, for instance. If the Leviathan recovers more Ichor from a Havoc check than his Composure, he must make an Outburst check.

Dice Pool: Resolve + Sheol

Action: Reflexive (Causing the damage usually requires an Instant Action)

Roll Results

Dramatic Failure: No Ichor is recovered - instead, the violence forces an Outburst check.

Failure: No Ichor is recovered - the Leviathan is unappeased by his act of violence.

Success: Ichor is recovered. The Leviathan recovers one point, plus -

Inanimate objects: An additional point for every 5 points Size above 5 that the object is (round up).

Living beings: An additional point is recovered if the creature is killed or maimed.

Exceptional Success: As above, plus an additional point of Ichor.

Suggested Modifiers

-1: The object is flimsily constructed (Durability 0)

-1: The object or creature is already heavily damaged.

+1: The Leviathan owns the object or is responsible for the welfare of the creature.

+1: The Leviathan has made another Havoc check within the same scene.

+2: The subject is living and sentient.

Modified Advantage: Tranquility (Morality)

Over the course of coming to terms with the fact that they aren't and likely never will be human, members of the Tribe begin to adapt to a new mode of thinking about themselves and their role in life. This measure – the degree to which the Leviathan is “keeping it together,” is their Tranquility. The primary thing that causes Tranquility to depart from normal mortal ethics is that the concerns of a member of the Tribe have to do with self-control and self-direction. Caught in a period of change with no apparent end, the blood of the Progenitor compels a Leviathan to experience two competing sets of instincts, which push him in opposite directions – the sheer atavistic hunger of the Primordial Seas, and the urge to be respected and to interact with others. The inhuman nature of the Tribe places significant barriers between a Leviathan and a normal life, and catches them up in a balancing act between attempting to experience a meaningful “mortal” life while still finding an outlet for the divine.

When faced with an act or event that compromises their tenuous Tranquility, a Leviathan is subject to Disruption, the gradual decay of their mental state that leads them towards falling into the maddened state of the Typhons. Upon committing such an act, the Leviathan must make a degeneration roll to see if he loses Tranquility. If an act can be described by two levels of Disruption, use the lowest one on the chart.

Transformation: The furthest a Leviathan is from his human state, the more difficult it is to rely on a moral compass. While in a transformed state of Depth 3 or deeper, Leviathans roll one less die on Degeneration and Derangement/Affliction dice pools.

Derangements: A failed degeneration roll means that the Leviathan must make a Tranquility roll to avoid acquiring a Derangement, if his Tranquility is lower than 8. The new Derangement is linked to the lost dot of Tranquility: if the Leviathan's Tranquility is raised back to its original level, the Derangement is removed.

Afflictions: When a Leviathan with a Tranquility of below 5 gains a Derangement, they also must resist gaining an Affliction, a physical mutation that marks their mental and spiritual decay. Afflictions can be Mild or Severe, and match the severity of the Derangement that triggered them. To resist gaining an Affliction, the Leviathan must make a Tranquility check. Leviathans with a Sheol of 6 or 7 suffer a -1 penalty on this roll, and those with a Sheol of 8 or higher suffer a -2 penalty.

Disruptions are generally codified as one of three varieties of transgression, with their severity dependent on the intersection of various negative behaviors:

Indulging in bestial behavior, especially in the case of violence or cannibalism

Indulging in the manipulation of others, including misusing the Wake or abusing the trust of one's Beloved.

Neglecting a part of the Leviathan's being, either by avoiding human contact or refusing to partake of one's divine nature.

The list below is not complete or all-inclusive; the Storyteller is expected to examine questionable actions from a Leviathan to see if they fit with the general pattern of Disruptions listed below, and to warn the Leviathan's player of a Disruption that they are poised to commit.

TRANQUILITY DISRUPTION

10 Going a week without human contact (Roll five dice).

9 Making a Havoc check via an object, minor selfish use of the Wake (Getting out of a tab at a restaurant, etc.) (Roll five dice).

- 8 Indulging in a Vice, making an Outburst check, going a week without seeing a known Atoll in the area (Roll four dice).
- 7 Going a month without human contact, going a week without changing form, large-scale destruction for Havoc. Assault, theft. (Roll four dice).
- 6 Cultivating a Beloved. Harming an Atoll. Making a Havoc check via a living being. (Roll three dice).
- 5 Intentional murder, sadism, ritual violence. Going a month without seeing a known Atoll in the area Going a fortnight without transforming (Roll three dice).
- 4 Using the Wake to compel others to do violent or sexual acts against their will. Going a month without transforming.(Roll two dice).
- 3 Cannibalism. Killing an Atoll. Going a year without human contact. Mass Havoc (conjuring hurricanes, etc.) or Wake-induced mayhem. (Roll two dice).
- 2 Frequent murder. Deliberately slaughtering your Cult. (Roll one die).
- 1 Consuming an Atoll's flesh. Mass acts of depravity. (Roll one die).

Benefits of Tranquility

Still Mind: A Leviathan who is at peace with his threefold nature can more easily move away from his more primal shapes. At Tranquility 8 and above, the Leviathan receives a +1 bonus to shapechange towards a more human form. They gain a +2 bonus on all rolls to resist supernatural effects that compel them to feel a strong emotion.

Drawbacks of Tranquility

Violent Tendencies:

As Tranquility fails, the more monstrous side of the Leviathan's nature becomes more difficult to resist. A Leviathan with Tranquility 5 or 6 suffers no penalty. At Tranquility 3 or 4, the Leviathan suffers a -1 penalty to all checks to return to a more human form and to resist an Outburst. At Tranquility 1 or 2, this increases to -2. A Typhon or Ophion simply cannot attempt to return to a more human shape.

Afflictions:

A descending Tranquility results in Derangements, which might be accompanied by the Leviathan developing an Affliction. An Affliction is a physical or behavioral marker, some minor or major alteration of the body, which is present in all of the Leviathan's forms. Each Affliction is tied to a Derangement and has the same severity. Should a Derangement increase or decrease in severity, or be removed, the Affliction is altered appropriately - a more serene mind can reassert control over its body. A mild Affliction, if apparent, imposes a -1 penalty on social rolls. A severe Affliction imposes a -3 penalty. Cultists are not so squeamish - it is only interaction with the outside world that is impeded.

Example mild Afflictions:

Blood is black, hands and feet slightly webbed, hunchbacked, breath smells of fish, underarms marked with suckers, protruding eyes

Example severe Afflictions:

Bleeds seawater, can only digest rotting flesh, two rows of triangular teeth, exudes strong odor of seaside swamp, one hand fused into a club-like fin, pronounced dorsal fin

Giving In: Upon reaching Tranquility 0, degeneration strips a Leviathan of two of his threefold nature. Acting on base impulses and uncontrolled urges leads to a Typhon, little more than a wild animal driven by atavistic impulses. Abuse of the Wake and her Beloved turns a Leviathan into a Ophion, uninhibited she channels the alien madness and shifting currents of the Tempest. Utter rejection of his

monstrous heritage will revert a Leviathan back to humanity, but his mind never recovers from the loss of two natures. He will spend the rest of his life unable to perform the most basic functions unaided.

Transformation

If not the most notable power of the Tribe, the assumption of monstrous shapes is certainly the most dramatic. Most Leviathans consider this ability with a mixture of pride and outright terror. On the one hand, the exploration of self that is involved in the shaping of one's other forms is a key element of the search for self-reliance. On the other, transformation most often occurs without the consent of the Leviathan – as a disastrous Outburst, brought on by the difficulties of life and the stresses of interacting with normal humans. The ability to transform makes everything awkward and wrong about the Leviathan visible, and that concept is hardly comforting to a member of the Tribe trying to get by without a roadmap.

The form taken by each Leviathan is unique and affected by many parts of a Leviathan's life. Genetics play a part, both Strain and sometimes even family lines will have visible traits. This is especially true for younger Leviathans before other factors have become dominant. As a Leviathan rises in Sheol her self image, usually defined by her choice of School, becomes the most important trait. Channels and Adaptations both change the transformed form, though each Leviathan expresses them differently. A Channel that one Leviathan expresses as vicious claws might create venomous spines for another. Channels and Adaptations are not always visible, sometimes they express themselves as purely internal changes. A Leviathan's Tranquillity has it's effects, in the Tribe stable mind begets stable body. Finally an Evolution can define a Leviathan's appearance, forming a stable framework for all other traits to build upon.

The Tribe recognizes seven distinct stages of transformation, from the human body to the truly monstrous, and some members have speculated on these convenient points of reference. They reason that, were transformation truly occurring at random, it could not be so easily stratified, and identify stages with other, mythically-supported sevens – seven vices, seven heads of the beast in the Book of Daniel, and so forth. No consensus on the matter exists or is likely to arise, and certainly the markers of Afflictions and the increasing complexity that a developing Leviathan adds to each form suggests that the boundaries are not so easily predetermined. Others theorize that these “contact points” are bastions of order extending in a line towards the deified Progenitors, and take great pains to try and push “Beyond” the seventh step – or, back, attempting to return “past” the human form to actual humanity. So far, no dice.

[PICTURE, horizontal, covering the top half of the page. Stylized progression “Evolution of man” with six forms past human – a hunched, darker-skinned man, then the same man, but balding and more bowed, then a hairless hunchback with black fish eyes webbed hands and a stubbed dorsal fin, then a grey-skinned man with no nose and razored teeth, large dorsal fin and a tail, then a full-on Shark-man ala Peter Benchley's Creature or a Rokea in Crinos, then an enormous shark with razor edges and many rows of teeth.]

Stages of Transformation

Depth 0 - In other words, human form. In this Depth, the Leviathan is roughly indistinguishable from other humans, but can only make use of Birthrights.

Depth 1 – "The near hybrid." At this degree of transformation, the Leviathan is still mostly human in appearance - only a wary onlooker can piece together the subtle visual cues that betray his nature. He

begins to benefit from his Vestiges and gains access to the least of their powers. At this Depth treat a Leviathan's Stamina as though it were one dot higher for the purposes of holding it's breath.

Depth 2 – "The distant hybrid." This degree represents the level of many hybrids. While one might mistake them for a human from a distance or if they were suitably garbed, the signs that were previously merely hints begin to declare the unnatural essence of the Leviathan. At this Depth the he can breath comfortably underwater even during combat and suffers no Speed penalty while swimming.

Depth 3 – "The bestial." The Leviathan can no longer pass as human - this form melds the aquatic and the terrestrial into something monstrous and twisted. This form is something out of a horror movie. At this point, the Leviathan increases in stature, and he gains access to the greater reaches of his Vestiges. The Leviathan's Size increases by 1, or by 2 if you have the Dwarf Flaw.

Depth 4 – "The horrific." At this Depth, the Leviathan is entirely monstrous - large and marked by the transformations wrought by his Vestiges. His nature expresses itself so fully that, without supernatural aid, no aspect of his being can be construed as human - even his voice, heard over the phone, immediately proclaims that the speaker is nothing that should exist.

Depth 5 – "The terrible." The Leviathan is no longer even remotely human in appearance - his conception of his nature informs the exact markings that he takes on, but he is entirely a construct of his unnatural bloodline. He is near the peak of his power, but immediately repulses those that are not already deeply under his control.

Depth 6 - "Apotheosis." The Leviathan reaches the greatest reaches of transformation, becoming a thing that is entirely of the Primordial Seas. He is at least ten feet in size at this point, and his shape is nearly entirely aquatic - his appearance owes more to sea monsters than it does to homo sapiens. The pinnacle of change also unlocks the Leviathan's full potential, making the greatest use of his Vestiges. The Leviathan's Size increases by 2, cumulative with the previous increase.

Exposure to air drains the Leviathan of power. He may go (Stamina) rounds before this begins, at which point he begins to lose 1 Ichor per round until drained of power or returning to water or a more human form. Partial submersion in a body of water of at least five times his size – five square feet per foot of the Leviathan, not five times Size – will prevent this loss.

If the Leviathan has 0 Ichor in this form and is exposed to the air, he must roll a degeneration check for his current Tranquility each turn. In this fashion, a Leviathan stranded on dry land will go mad.

Typhons stranded without Ichor begin to lose Health Levels instead.

Mortal onlookers with existing mild Derangements have those conditions aggravated into Severe equivalents for the duration of their exposure and (10 - their Willpower) hours afterwards. This category includes many Hybrids and Lahmasu.

Mortal onlookers have trouble remembering the precise details of the Leviathan's appearance, though its actions and overall appearance will be remembered correctly. While this has no mechanical effect accounts of the tribe do tend to be somewhat inconsistent.

Mechanics of Transformation

There are two ways for a Leviathan's form to change to a different stage – willingly, through concentration and the expense of Ichor, and unwillingly, due to an Outburst. The latter always moves the Leviathan into a more monstrous shape, while a Leviathan can otherwise, through patience and caution, shift between each of his forms at will.

When transforming willingly, the Leviathan must first decide which form they wish to achieve - the number of steps that separate his current and desired form determines the cost and difficulty of the transformation. Depending on circumstances, a Leviathan's Tranquility will affect this roll.

Willing Transformation

Cost: One Ichor

Dice Pool: Stamina + Sheol - degree of change

Action: Instant

Roll Results

Dramatic Failure: The Leviathan instead transforms a step in the opposite direction. If this would be impossible, the Leviathan instead suffers a health level of lethal damage as his flesh tears in an attempt to achieve a non-existent state. (that does not stop some Leviathans attempting to use this to achieve either true humanity or apotheosis into a creature closer to the Progenitors than they.)

Failure: The Leviathan does not change.

Success: The Leviathan achieves the desired form.

Exceptional Success: The Leviathan achieves the desired form and recovers a point of Ichor due to the effortless exercise of his power.

Suggested Modifiers

-3: In a desert.

-2: Shapechanging towards human form with a Tranquility of 1 or 2.

-1: Shapechanging towards human form with a Tranquility of 3 or 4.

+1: Shapechanging towards human form with high (8+) Tranquility.

+1: Submerged up to one's waist in water.

+2: Completely submerged.

+3: Completely submerged in a body of water of the size of a lake or larger.

Outbursts

While Leviathans often have occasion to make use of their transformative abilities in their own interests - to defend themselves and seek out their goals - they are far more likely to transform unwillingly. The imperfect control of their divine nature, combined with the stresses of their threefold natures, mean that shock and distress can trigger an instinctual transformation to a more monstrous form - an Outburst.

The following triggers are suggested for the triggering of an Outburst. Being exposed to a trigger doesn't automatically mean that there must be an Outburst - the problem should generally arise regularly but not be so common that involuntary changes radically alter the way in which players and characters act. Outbursts should be a source of anxiety, not aggravation. Some exercises of the Leviathan's natural abilities will risk an Outburst when used, as well.

The Leviathan...

...fails a Tranquility check while in human form.

...suffers resolve or stamina (Lowest) levels of damage from a single attack.

...dramatically fails a roll, especially a social roll.

...is subject to extreme emotions.

...witnesses the death of a fellow Leviathan or an Atoll.

Regardless of the trigger, an Outburst can shake a Leviathan's self-control, reminding him of the ways in which he is subject to the vicissitudes of fate. This constitutes a Tranquility-8 Disruption, as it is primarily jarring to those members of the Tribe that feel as though they have been making progress on their road to self-definition.

Dice Pool: Tranquillity

Action: Instant or Reflexive (Only the process of transformation takes time; actual resistance is Reflexive and thus success does not consume the Leviathan's action for the round)

Roll Results

Dramatic Failure: As a Failure, and the Leviathan is incapacitated by the agonizing transformation for (6 - Stamina) rounds.

Failure: The Leviathan transforms immediately into a form one step less human than his current shape. If this is impossible or if the outburst was triggered trying to Transform into a less human form, he suffers one level of lethal damage instead.

Success: The Leviathan's form does not change.

Exceptional Success: As a success, with no additional benefits. Strongly resisting an Outburst might constitute a reason to increase one's Tranquility, however.

Detecting Transformation

The degree of effort necessary to discern that the Leviathan is anything other than human depends on the Depth that he is currently inhabiting. The practical upshot is that any exercise of power beyond the human form is made at considerable risk of discovery – it only takes one twist of fate to get “outed” by an inquisitive co-worker or relative after an Outburst – and, as such, members of the Tribe try to avoid positions of high stress and high scrutiny as much as possible. When they do have need of their powers, most canny Leviathans attempt to maneuver into positions where they can use their gifts without detection, or only display them to witnesses that can be silenced or co-opted.

Depth 0 - Only supernatural senses and the detection of the Wake can divide the Leviathan from a normal human.

Depth 1 - Close inspection and a successful Wits + Occult roll can detect that the Leviathan is not what he seems.

Depth 2 - As above, but with a +2 bonus to the roll.

Depth 3 - As above, but the roll automatically succeeds - only inspection is necessary. Natural animals are terrified of the Leviathan.

Depth 4 - As above, but only perfunctory exposure or scrutiny is necessary.

Depth 5 - As above, but only a glance or snippet of exposure is necessary. Natural animals panic at the Leviathan's presence.

Depth 6 - As above, and all creatures that can sense the Leviathan or are within the radius of its Wake are aware that an unnatural creature is present. Natural animals flee the region if possible.

Social Effects of Transformation

As a Leviathan assumes the greater portion of her heritage she creates a wall between her and humanity. At first this is merely physical but as she approaches Apotheosis it begins to include psychic pressure and instinctual fears of the Tribe. These penalties never apply to Beloved. Other Leviathans and Hybrids are treated on a case by case basis.

Depth 0 - No change

Depth 1 - Though essentially human the Leviathan becomes less attractive according to most definitions of beauty, even if only because of a predatory glint in the eye. When attempting to seduce, distract or otherwise make a social roll where his appearance is a major factor the Leviathan suffers -1. If the Leviathan has the Striking Looks Merit instead of a penalty decrease the Merit's effectiveness by 1.

Depth 2 - The penalty increases to -2.

Depth 3 - Instead of a penalty the Leviathan is assumed to automatically fail any rolls where physical attractiveness is a major factor, additionally she gains a new penalty applying to all social rolls rated at -2 due to a fearsome, nauseating or just plain alien form. This penalty does not apply to Intimidation and can be removed if the Leviathan convinces others to trust her. Between the Wake and her own appearance it won't be easy.

Depth 4 - The penalty increases to -3.

Depth 5 - As the Leviathan approaches the apex of his transformation the effects of his appearance go beyond aesthetics. At this Depth she combines psychic pressure with deeply rooted instinctual fears, relics of ancient abuses committed by the tribe. The Penalty on social rolls increases to -4 and cannot be reduced below -2. Being fully immune to the Tribe's psychic effects means that Atolls are an exception; as with anyone else they possess instinctual fears, but are exempt from the mental effects and so only suffer a -3 penalty. With persuasion the penalty can be removed entirely.

Depth 6 - Instinctual dread of the Leviathan becomes insurmountable. All social rolls automatically fail, even Intimidation becomes useless for anything more precise than provoking blind panic or self defense. For Atolls the penalty increases to -5.

A Leviathan using Channels or that do more than provide additional dice or dice modifiers takes no penalty from their hideous appearance.

The Wake

The Wake is the term used by Leviathans for what is, in effect, the sensation that their divine nature produces on normal humans. It is a psychic pressure front that humans feel on an instinctual level - it is the dread majesty of a Leviathan's birthright. Tribal scholars claim that it is the "shadow" cast by the Leviathan's true form, and it affects a region around him, which grows as the Leviathan's Sheol increases.

Mortals affected by a Leviathan's Wake are infused with a mixture of awe, terror, and deference. For all that this seems attractive, it is a deeply isolating effect. A Leviathan can't enter a room without people lowering their voices, or go to the grocery store without people self-consciously apologizing for getting in your way (even if they weren't) - the Wake functions as a psychological battering ram, preventing the Tribe from blending in with a crowd. A Leviathan is always, willingly or not, intimidating every mortal in his presence. The Wake is a beacon, a message from the days of the Primordial that impresses itself on human minds - "You're less important than me; everything here is mine if I want it."

The allure of the Wake, especially for Tribe members who might have been socially awkward or bullied before they awoke to their true natures, is obvious. However, the Wake is also extremely dangerous - taking advantage of it means taking advantage of humans, further alienating the Leviathan from the world he has to live in. Many Leviathans have fallen down the path to degeneration by permitting themselves to revel in the wake, allowing themselves to say "Yes, I am better than these people. It's fine for me to do what I want with them."

Mortals subject to the Wake are aware that they are cowed but will, without training or knowledge, put it down to the Leviathan having unusual charisma or presence. They get the sense that the Leviathan just happens to be the sort of person who the room stops for. The Wake also does not alter a subject's memory, only their current ability to act. Their recollection of events during their exposure will therefore be tinted by their own nature and desires, and how the Leviathan acted towards them. If the Leviathan used intimidation to browbeat them into doing what he wanted, they will recall being intimidated and will attempt to justify their response in a fashion that seems consistent. A timid person,

for instance, will assume that they gave way as would be expected, while one that resents being pushed around might formulate reasons why they would permit it. This tendency can be a blessing or a curse - if a person's mental scenario elevates the Leviathan's actions to a criminal offense, they may very well get in touch with the appropriate authorities. Even if a member of the Tribe could breeze into a high-security facility, it'll be considerably harder for them to get away with it.

Some mortals are more drastically affected by the Wake - these unfortunates are struck with a lingering obsession with the Leviathan, hovering between a dangerous mixture of strong emotions. Unaware of the truth of what they are experiencing, they find ways of explaining it - some outlets more constructive than others. The only unifying element of this obsession is that the mortal is certain that there is something different - something special and unique and equal parts horrible and wondrous - about the Leviathan. Some become stalkers, or hangers-on, or even kidnappers, trying to understand the creature who haunts them, awake or dreaming. These cases end in one of two ways - either the complete self-destruction of the obsessed mortal, or the entry of the mortal into the Leviathan's Cult as a Beloved. Established Cults usually begin with a Leviathan's first Beloved, and then grow - the more Beloved there are, the likelier that an ensnared mortal will join their ranks. While the Cult might have members that are not Beloved, they are the only ones whose loyalty and dedication is certain. They serve as extensions of the Leviathan, his agents in the human world, permitting him to avoid the strain of everyday life. Periodic exposure to new revelations of the Primordial world are necessary to keep the Beloved's mind stable, but this is a small price to pay for their aid. A Cult can infuse the Leviathan with Ichor through reverence and the enactment of mystical rites - their subservience reaffirming his divine nature. Beloved are also prime hosts for the generation of Hybrids, as they are willing, perhaps even eager, to be touched by the bloodline of the Tribe.

The lure of staying secluded and meeting only with one's Cult is strong, especially for older, more world-weary Leviathans. This is a potential trap, as interacting with the Beloved is not a substitute for interacting with normal humans, and it is often the ultimate fate of the hidden Cult leader to fall into degeneration, isolated from his own human side.

Sidebar: The Best Idea Someone Else Gave You

The fact is, no normal human that's within earshot of the Leviathan is operating entirely according to their own free will. The compulsion applied by the Wake is problematic to the moral compass of a member of the Tribe. It is subtle enough, playing on instinctual fears, that it does not directly force those affected to do what the Leviathan asks - but it remains an application of force, unconscious or not. Capitalizing on the Wake is tricky business - it's not like the Leviathan is strictly doing anything to make the subject compliant, but the compulsion exists nonetheless. As far as Tranquility is concerned, any deed that someone wouldn't have consented to without the Wake is one that they aren't consenting to willingly when the Wake is upon them. Even if a cultist willingly declares that he will spend his life in the Leviathan's service, the Leviathan is culpable for sending his cult to their deaths.

Mechanics of the Wake

Region of Control: The Wake fills an area around the Leviathan, with its diameter determined by his Sheol. Within this area, beings can feel subtle psychic pressure. Beings both inside this area and in the Leviathan's physical presence are subject to the Wake's full effect.

The Fringes: Outside of the Leviathan's presence, beings are not mechanically affected but do feel a pronounced sense of weight and danger.

Fully Affected: Normal beings - both sentient and animal - are subject to the full effects of the Wake.

Potentially Affected: Supernatural beings whose power attribute is lower than the Sheol of the Leviathan are vulnerable to that Leviathan's Wake. They are otherwise immune.

Not Affected: Leviathans, Atolls and Ahabs are always immune to the Wake's effects.

Ease of Control: The Leviathan does not suffer the unskilled penalty for using Social skills against beings subject to the Wake.

Psychic Pressure: When using Intimidation against beings subject to the full effect of the Wake, the Leviathan benefits from rote action. This bonus extends to all Social Skill rolls when the subject is one of the Leviathan's Beloved or for a single roll with the expending of one Ichor per Willpower of the Target.

Focusing the Wake: Leviathans can deliberately focus the wake on one vulnerable target, expending one Ichor. For the rest of the scene, the victim is subject to the following effects:

If their Willpower is lower than the Leviathan's (Presence + Sheol), they subtract the Leviathan's Sheol from all Persuasion rolls against him.

If their Willpower is lower than the Leviathan's (Manipulation + Sheol), they subtract the Leviathan's Sheol from all Subterfuge rolls against him.

If their Willpower is lower than the Leviathan's (Composure + Sheol), they subtract the Leviathan's Sheol from all Empathy rolls against him.

Detecting the Wake

A being aware of the nature of the Wake, such as a Marduk agent or cryptid, may attempt to distinguish it from normal social pressure. This requires an instant roll of (Wits + Occult - Leviathan's Composure). The Leviathan's Ripple Penalty applies as a bonus to the seeker's attempt.

Leviathans and Ahabs are always aware of the presence of a Leviathan's Wake.

Banes of the Tribe

Electricity, Man's Power of Reason

Since the fall of the Primordial Seas one curse has hounded the Wicked Tribe like no other. Electricity. The legends of the Tribe are numerous and contradictory: The most common tale puts a mythical source to the Tribe's bane, the lightning bolt has long been a symbol of sky gods such as Zeus, Jehovah and Marduk. Mythologically inclined Leviathans are quick to note the common theme of such gods defeating a primordial being to claim the heavens. Some go as far as to propose lightning was the literal weapon Marduk used to slay Tiamat and the scars have never healed.

Other legends speak of men, not gods. Though to hear them told you might find it hard to tell the two apart. In these stories the fall of the Primordial is inseparable from Man's ascent to reason and dominion over the natural world; a change symbolised by electricity. The force of the gods tamed by science and the beating heart of civilisation.

Some of the tribe prefer a more materialistic explanation. The Ichor coursing through the Tribe's veins makes them as conductive as the sea water they call home. Through this the tribe becomes vulnerable to electricity. Regardless of which story a Leviathan believes the facts remain constant: electricity does Aggravated damage to the Wicked Tribe and ignores any Armour or Durability granted by Vestiges. Electricity-based Bashing damage isn't quite as deadly: Leviathans only convert half the Bashing Damage to Aggravated Damage. Hybrids aren't as vulnerable, electricity bypasses any natural Armour but has no other effects.

The Sigil of Marduk, Man's Power of Virtue

Hidden in dusty tomes of occult lore, a little bonus for more observant viewers in surf horror flicks, mentioned in cautionary tales told to unruly children. The Sigil of Marduk is a surprisingly resilient icon – a depiction of Marduk atop his chariot wielding a lightning bolt – though its exact origins are lost to history the Sigil is known to be truly ancient: The oldest examples uncovered by archaeology were in the ruins of ancient Mesopotamian cities.

For the most part outside the Marduk Society the true purpose of the Sigil is forgotten. Or rather the Sigil's purpose is well documented but so are the numerous alternative theories, mystic groups incorporating a well known icon into their own paradigm, conspiracy theories and fringe archaeological pseudo-science. It takes a knowledgeable occultist or researcher to uncover the truth. The Wicked Tribe has never forgotten, they know the Sigil as well as they did the day it was forged. Tribal lore posits that Marduk's defeat of Tiamat created an instinctual fear of his image in her descendants. An alternative theory states that the dread evolved over centuries of persecution by the Marduk Society – who use the Sigil as their emblem. Whatever the cause attempting to pass the Sigil is a horrifying sensation: The Leviathan's blood pounds to the rhythm of armies marching against her, Marduk's lightning crackles through her skin while her bones rattle with the echo of Tiamat's death-roar. To enter an area protected by a Sigil of Marduk a Leviathan requires Sheol successes on a Resolve + Composure roll, if they fail they cannot try again for Sheol days. Offshoots spawned by the Womb of Terrors Channel must score get their creator's Sheol on a Resolve + Composure roll. Hybrids have it easier, they only need one Success and on a failure can try again after an hour.

Creating the Sigil is easy enough. Instructions have to be found, easily located in libraries or online. Accurate instructions are a bit harder. Following these instructions requires a single success on a Dexterity + Crafts roll. During the creation of a Sigil proper instructions will instruct for a series of meditations and mantras at various points, these are cleverly created, a work of genius really, to guide the user into investing a portion of their Virtue into the Sigil which requires a Resolve + Occult roll. Without this virtue the Sigil will shock and disgust a Leviathan but offers no actual protection. Investing a portion of one's virtue costs a Willpower point, this cannot be recovered so long as the sigil is active, deactivating a sigil you created requires touching it and an Instant Action. If the creator fulfills their Virtue in the scene where they crafted a Sigil, and the Sigil was somehow connected to fulfilling their Virtue then instead of refilling their willpower pool they may "unlock" the Willpower point used to power the Sigil, effectively fuelling the Sigil with a truly virtuous act rather than their own strength.

Each Sigil protects an area the size of which is limited by the total Willpower dots of the person creating it, this area must have a clear boundary. 1 dot can protect an area equivalent to Temple Size 1, 4 dots protect an area of Size 2, 9 dots for Size 3, 16 dots for Size 4 and 25 dots for an area equivalent to Temple Size 5. A Sigil can protect a smaller area if its creator wishes it so. If a character has insufficient Willpower to protect an area they may use multiple Sigils distributed across the protected area. Sigils from multiple creators stack as normal.

Someone who has successfully created a Sigil may try to recapture the feeling of investing virtue without the whole process, this can be done but at a -3 penalty. If they succeed subsequent attempts no longer suffer -3. This can remove the requirements for a crafts roll, a photocopy of the Sigil works just as well. It's also possible to use an alternative image providing that it represents the creator's idea of virtue. Religious imagery, philosophy quotes or national symbols for example. This provides +2 on the roll (also award +2 to anyone who actually associates the traditional Sigil with virtue) but has a

significant drawback: Unlike the Sigil of Marduk it is meaningless to Leviathans who only require a single success to pass.

Aging

Leviathans have an unusual relationship with age. Simply calling them immortal is an oversimplification. A Leviathan's two forms actually age at different rates. Their human form ages as normal until it simply stops aging somewhere in the mid 60s. In Apotheosis a Leviathan's biological age is affected by self image, genetics, and slowed by certain Channels as well as chronological age. It's entirely possible for a Leviathan's transformed body to become younger.

In game terms all this means is that a Leviathan stops aging somewhere in her sixties. Very few people even have any way of telling the biological age of a Leviathan in Apotheosis. A Leviathan cannot use Depth one or two to try and look younger. They'll simply have a mix of old human and young Leviathan matter.

Leviathan and Merits

Many of the normal Merits listed in the World of Darkness core rules remain useful for members of the Tribe. With the exception of those which are precluded by the Leviathan's monstrous nature, such as Unseen Sense, they remain available. Your Storyteller may see fit to suggest certain choices, or preclude or limit others - for example, it might be the case that the Fighting Styles that mortals devised aren't suited to the inhuman anatomy of a transformed Leviathan. Physical Merits might represent the unnatural vigor of the divine bloodline coming forth as Olympian prowess, and are somewhat common among the Tribe. Comparatively, Social Merits that rely on long-held positions are somewhat rarer, as the Leviathan must cope with the Wake and the constant threat of an Outburst. This tendency to live a transient lifestyle also means that few Leviathans have significant Resources. The supernatural gifts available to a Leviathan, as well as some of the unnatural Merits listed below, can be superior to normal Merits and may make certain choices suboptimal when compared to exercising the powers of the Tribe.

Beloved Retainer (0 - 00000)

Your character has a single retainer who has become Beloved from exposure to the Wake. See WoD Core P116 for the Retainer Merit.

The difference between a Retainer and a Cultist is mostly one of narrative. Cultists are assumed to be interchangeable while a Retainer is a unique character in the story with his or her own personality. Players should feel free to use this Merit to represent certain important individuals within their cult, such as a high priest. This Merit has no effect on rolls using Zeal or Fervour such as Cult Tasks. Players may still use the normal Retainer Merit but should explain why frequent contact has not created a Beloved. Perhaps the Retainer is immune, plenty of people are.

As an optional rule and only at the Storytellers discretion, the Merits Beloved Retainer and Cult may overlap: A player with a Cult gains dots in Beloved Retainer equal to the greatest of Cult Number, Zeal and Fervor, to be divided among Retainers however the player wishes.

Breath of the Lungfish (0-000)

Your Character transforms into some form of air-breathing marine life or strange crossbreed. At lower depths, the Leviathan does not lose the ability to breath air. As a side-effect of this Merit, your character may remain on land in her Apotheosis Form for an additional (Sheol*Mertit Dots) turns before she begins to suffer the effects of exposure

Cult (Special, 0-00000+)

When brushed with the Wake of the Leviathan, certain mortals are more touched than others - becoming Beloved. These faithful can be directed into a unit, a Cult, which reveres the Leviathan and seeks to serve and honor him. Some Leviathan season their cults by bonding Lahmasu into their service, taking them in and giving them meaning. The full rules for Beloved and Lahmasu are listed later, but a Leviathan that wishes to have a Cult following may invest in this Merit. A Cult can provide Ichor through worship or work in the world as the Leviathan's hands (or claws) at a reach. The Cult Merit is broken into three categories - Number, Zeal, and Fervor. It additionally has a handful of variables that can be purchased to increase the capabilities of the Cult. Dots spent on this Merit can be divided between all of these.

Cults require supervision and input from the Leviathan - they desire "face time" with their deity. For every week in which the Leviathan does not contact the majority of his Cult in person to speak, lead ceremonies, or receive prayer, one dot worth of Cult assets (in the three core categories) degrades - generally, Zeal is lost first, then Numbers, as the less devout or ensorcelled drift away - still obsessed, but unsatisfied. Reclaiming degraded dots is an extended test of Presence or Manipulation + Persuasion, with a target pool of successes equal to (3 + lost dots). Each roll represents a day spent reinvigorating the Cult and getting stray members back into the fold.

Number

This category represents the size of the loyal mass attending the Leviathan. On a practical level, it limits the number of tasks that the Leviathan can direct his Cult to perform in a given chapter - one, plus one per dot of Number. "Tasks" includes dangerous work as measured by Zeal, but also instances in which the Leviathan directs the faithful to perform rituals or act publicly - the assumption being that the Cult's numbers permit members to exchange duties, cover shifts, and otherwise permit the Beloved to fulfill their everyday chores alongside those mandated by their deity.

A Cult must have at least one dot of Number - otherwise, who will bring the goat?

Number O - Five followers, one task per story

Number OO - Ten followers, two tasks per story

Number OOO - Twenty followers , three tasks per story

Number OOOO - Fifty followers, four tasks per story

Number OOOOO - One hundred followers, five tasks per story

Zeal

This category measures the loyalty of the Leviathan's followers - the depth to which their religion shapes their life. It provides one bonus die per dot for all attempts to convince the Cult to undertake a task (in the rare case that this necessitates a roll) and inflicts a -1 penalty per dot to the attempts of others to turn a Cult member against the Leviathan. If directed to spend a day praying and performing

rituals for the Leviathan (Which counts as a Task), the Cult provides additional Ichor equal to its Zeal+1 to the Leviathan.

A Cult doesn't have to have a dot of Zeal, but most do.

Zeal X - Cultists are loyal to you personally but not so much to the Cult or its doctrine - Sunday Cultists, basically.

Zeal O - Cultists will break the law for you, if the risks aren't too high. Acolytes.

Zeal OO - Cultists will risk jail time for you.

Zeal OOO - Cultists will unflinchingly kill in your name. Textbook fanatics.

Zeal OOOO - Cultists will risk death in your service, if the task requires it.

Zeal OOOOO - Slavish loyalty. You and Thulsa Doom could compare notes.

Fervor

This category measures how dangerous your Cult is when motivated - the degree to which it can direct its assets and achieve dangerous jobs. Directing the Cult to do typical tasks that one would expect of an organized group - mounting a one-day search, putting up flyers in a neighborhood, mounting a protest - does not require a roll. Only dangerous and illegal tasks, or ones requiring violence, require a check of Fervor.

A Fervor check involves rolling the Cult's Fervor minus a number of dice relevant to the difficulty of the task - in general, most major crimes (kidnapping or killing a civilian) are at -3, while truly world-shaking events (such as assassinating high-profile targets or swiping military hardware) are at -5. Minor crimes (stealing a car or disappearing the car when work is done) are rolled without penalty. Success means success, while Failure permits the player to choose - complete the task but lose a dot of Cult Number permanently, or fail and lose a dot of Cult Zeal for the duration of the story. A Dramatic Failure inflicts a both penalties, and the task fails. If appropriate circumstances or equipment are ensured beforehand, bonus dice might apply to the roll. Conversely, if the Cult's gear or numbers are inadequate, penalties might be in order.

If the Leviathan wishes, he can direct the effort personally, in which case his Presence or Intelligence (whichever is most appropriate) may be added to the roll, but he will (separate from the normal ramifications) be subject to the expected downsides of a failed effort, and will have to enact his own escape from a crime scene (a getaway is assumed for the Cult under the Fervor roll).

A Cult doesn't have to have a dot of Fervor - many don't.

Fervor X - You'll have to perform your own crimes. What a pity.

Fervor O - Liquor stores are your piggy bank.

Fervor OO - You've got some talented thugs - roughly the equivalent of a local police force.

Fervor OOO - Your Cultists are driven enough to perform some quality bad deeds in your honor.

Fervor OOOO - Fierce civilians or experienced criminals. Mafia-level shenanigans.

Fervor OOOOO - Your Cultists are chomping at the bit to achieve your wicked desires.

Sidebar: Putting the God in Godfather

The rules for Fervor are generally more permissive of extralegal hijinx than other similar Merits, and the tone suggests the Cult is capable of performing some pretty impressive stuff. In general, this is intentional - the goal is to replicate a city-subverting or widespread Cult conspiracy, a la Fight Club or Higurashi no Naku Koro ni. The reach of a Cult, and the depths to which it will sink to serve its master, are meant to be somewhat unsettling - and to make immoral methods attractive. If letting a Cult do

something would rob the players of an interesting scene, or circumvent a hardship in an automatic or undramatic fashion, feel free to bend the rules or ask the player to direct his Cult to perform some facet of the task instead of the whole thing.

Additional Traits

These additional qualities for a Cult are rated in dots and cost the listed amount. They exist primarily to help define or focus a Cult. The Storyteller and players might work out other possibilities - the only limit is, in general, these bonuses should not render the three core traits irrelevant.

Conspirators (O to OOOOO) - Members of your Cult have Status equal to dots in Conspirators within an organization chosen when you purchase this Merit. This merit may be taken multiple times.

Home Turf (O or OO) - The Cult has a favored stomping ground, around the size of a neighborhood or a region of wilderness - along the lines of "The quarry" or "The old lumber yard." When assigned to dangerous tasks in this region, it receives a +1 bonus, but suffers a -1 penalty elsewhere. The two-dot version negates the penalty.

Indoctrination (O) - Once per story, as a Task, the player may declare one attempt to turn members the Cult against the Leviathan as an automatic failure. The Leviathan need not be aware of the attempt - the player is declaring the Cult uncorruptible as a method of narrative control.

Lahmasu (OO) - Your Cult contains a division of, or is entirely formed of, Lahmasu or Hybrids.

Lahmasu often serve as a Cult's military arm, using their unique abilities to further their lords aim. A Cult with Lahmasu gets an extra dice on all Fervor rolls but a crime performed by strange half fish people is more noticeable than a regular crime. This rule is a little too complex to be expressed as a bonus to investigators, but a Leviathan is advised to think twice before sending Lahmasu where mortal authorities might start asking questions, and consider forgoing the bonus.

Offerings (O) - Once per story, as a Task, the Leviathan may use his Cult to make a purchase with a Resource cost of 1 + the Cult's Zeal.

Old Hands (OOO) - Pick one unpleasant task or crime (car theft, kidnapping, murder). The Fervor roll for that sort of crime is a rote action for your Cult. Remember that crime waves are suspicious and that being a zany cult isn't a barrier against criminal investigation.

Recognition (OOO)- Unless it is! Your Cult is a legally-recognized religious organization. Attempts to legally interfere in your dealings or investigate the Cult's beliefs or business suffer a -2 penalty. This is in addition to the other intangible bonuses of this status, which can be represented by other Merits.

Resolute (OO) - The Leviathan's Cult requires his presence only once a month.

Deep Wake (OO)

Your Leviathan has an unusually potent Wake - for the purposes of its diameter, your Sheol is treated as though it were one point higher. If your Sheol is at 10 (Way to go, Cthulhu), your Wake's maximum diameter is 6000 feet. This Merit has no effect on your Sheol for focusing the Wake on a single subject, but will affect an attempt to cultivate a Beloved.

Drawback: Your Ripple Penalty is measured by your increased Sheol. If your Sheol is at 10, it increases to -4.

Divine Prerogative (OO)

The divine bloodline inside your character is eager to express itself in the defeat of mortals. You may select a Skill. When engaging in a contested roll using that Skill against a human (one not subject to a major supernatural template), you may chose to risk Willpower instead of spending it. You receive the

normal bonus dice as though Willpower were spent, but, if you are successful in overcoming the victim's resistance, you do not lose the Willpower risked, instead retaining that point and in fact regaining an additional point beyond that. You cannot risk Willpower to boost your resistance - you must be acting aggressively to benefit from this Merit.

Drawback: Should you fail, the risked Willpower is spent as usual and your failure is upgraded to a Dramatic failure. This often triggers an Outburst check.

Fluid Form (0)

Your Leviathan is unusually capable at shifting through his or her forms. He gains a bonus die on all checks to shapeshift willingly.

Drawback: You suffer a -1 penalty on Outburst checks.

Giant (000)

This is the same Merit as presented in the World of Darkness core rulebook; Leviathans may buy the Giant Merit for less than its usual cost.

Heirloom (0 to 00000)

Your character has some physical artifact that is a remembrance of the Tribe or the Tribe's lost civilization. It might be an art object or everyday tool, but it is generally unsuitable for its original task - too brittle or too precious to make use of. Its primary role, instead, is its ability to resonate with the bloodline of the Tribe, stirring the remnants of Ichor inside a Leviathan. A member of the Tribe may regain Ichor through meditating with the object in hand. This requires a Composure + Occult roll representing ten minutes of meditation. One point of Ichor is regained per success, to the limit of the Heirloom. A given Heirloom can provide one point of Ichor per dot before becoming "dull", and its available pool is recharged each week. Each Heirloom recharges on a different day at a different time, but the overwhelming majority are refuelled on Friday, at sunset, a source of some speculation among members of the Tribe.

The average Heirloom is Size 1 or 2. Rumors abound of larger Heirlooms which can provide far greater amounts of Ichor, or which have additional mystic traits, but these are not readily available as Merits.

Sidebar: That Belongs in a Museum!

Leviathans aren't the only ones with interest in Heirlooms; Marduk always keeps an eye open and Mystical orders such as the Aegis Kai Doru are frequently tempted either by what they could learn or an Heirloom's practical applications as a mystical talisman. Private collectors, archaeologists and museums also have a stake in owning an Heirloom. Despite this Heirlooms tend to cause little stir among those not in the know: vanishingly few Heirlooms predate known civilisation, most come much more recent exploits of the Tribe and aren't markedly distinct from entirely human artefacts of the period. It's unsure what exactly would happen if regular academics did get hold of a Heirloom that predated Tiamat's death, such a discovery could rewrite known history but only if it wasn't snatched by Leviathans, Marduk or some other party. It would certainly make an interesting story.

Lahmasu Retainer (0-00000)

Your character has a single Lahmasu Retainer. See WoD Core P116 for the Retainer Merit. Your retainer may come from any Lahmasu Strain or even be a Hybrid. A Lahmasu Retainer has a Depth between one and the number of dots spent in this Merit, players choice. Assign Mutations and any Flaws as normal. Players may choose to have their Lahmasu retainer as a Beloved for no extra cost, though if they choose not to they should justify how their Retainer managed to avoid becoming Beloved.

The difference between a Lahmasu Cultist and a Lahmasu retainer is mostly one of narrative. Cultists are assumed to be interchangeable while a Retainer is a unique character in the story with his or her own personality. Players who have a Cult should feel free to use this Merit to represent important members of their Cult such as a high priest. If they do so this Merit will not have any effect on rolls using Zeal or Fervor such as Cult Tasks.

The same optional rules used for Beloved Retainer can be applied to Lahmasu Retainer. Again this is only at the storytellers discretion.

Mandate of Babel (0)

When your character expends Ichor to focus his Wake on a subject whose primary language is foreign to the Leviathan, he gains the supernatural ability to make his words understood to that target, and understand that subject's words, as though they were both fully fluent in the language the other is using. They cannot understand written words of the supernaturally-comprehended language unless the words were hand-written by the other participant. This merit also gives the Leviathan the power to speak all dead (No longer spoken in common usage or with only a small minority of speakers) and extinct (No longer spoken at all) languages. This power does work on people who are immune to the Wake, with their consent.

Muted Wake (00)

Your Leviathan has an unusually subtle and mild Wake - for the purposes of its diameter your Sheol is treated as though it were one point lower. If your Sheol is at 1, your Wake's maximum diameter is 5 feet. Your Ripple penalty is measured by your decreased Sheol, and is at -0 if your Sheol is 0. This Merit has no effect on your Sheol for focusing the Wake on a single subject, but will affect an attempt to cultivate a Beloved.

Drawback: Well, the thing the Merit does, sort of.

Temple (Special, 0-00000+)

You Leviathan, or perhaps her Cult, has access to a Temple. A Temple is a place of prayer but it is also much more. A temple is a refuge from the tensions of the outside world. A place where everyone is understanding about the occasional ritual. Most of all a Temple can be a home.

Size

Temple Size is important to any Cohort who sees their temple as anything more than a well fortified place to hide. A Temple with no dots in Size perhaps represents a cramped cave or small basement. By spending points in Temple Size the Cohort creates room for creature comforts and chambers dedicated

to a verity of practical effects. Perhaps more importantly it becomes possible to host a much larger Cult, if in doubt assume that each dot in Temple Size means there is enough space to comfortably host equal dots in Cult Numbers. Lahmasu Cults are smaller and thus have an easier time finding space.

O – A small apartment or lakeside cave. One to two rooms.

OO – A small family home or an apartment with some storage space. Three to four rooms.

OOO – An actual church, a spacious seaside cave or a large family home. Five to eight rooms or a large enclosure.

OOOO – A mansion, proud temple or a small fortress. Nine to fifteen rooms or chambers.

OOOOO – A sprawling estate, your very own Jonestown, a vast network of sea caves. Countless rooms or chambers.

Temple Security

Even the grandest temple is worthless if rival Leviathans or Marduk just wander in; to prevent this Leviathans may invest in security for their temple. Every dot in Temple Security provides -1 to all attempts to break in and +1 initiative when defending the temple. A Leviathan may supplement the physical security by directing its Cult to post guards; this counts as one Task for rules purposes. As a final benefit the Leviathans may choose between disguising the temple as respectable place of worship, or hiding the temple by placing it in an underground cave or an apparently ordinary home, office or some other front organization.

Disguised temples grant -1 per dot of temple security to find weapons caches or discover the ritual chamber is anything more than a simple prayer room; however, the Cult will have to put up with curious visitors, some of whom may be police or Marduk agents. Hidden Temples grant -1 per dot of temple security to find the Temple but grant no special benefit once it has been located. While well hidden Temples don't have casual visitors once they have been found they remain found. Regardless of whether a Leviathan disguises or hides their temple the Ripple effect helps those searching for it.

Temple Amenities

Having a seaside cave to call your own is nice, but without Amenities it wont offer anything more than bare rock and privacy. Most Leviathans like to add a little home comfort.

O – The Temple has little more than chairs and a speakers pulpit. Comfortable enough for a religious service but you wouldn't enjoy staying the night.

OO – The Temple has comfortable furnishings, heating, lighting as well as a good stock of religious texts and decorations. Everything the modern cultist needs.

OOO – The Temple has everything you could expect to find at home with a nice supply of refreshments, diversions and religious adornments.

OOOO – An impressive Temple with a wide range of mundane delights, stain glass windows or well adorned idols adorn the walls.

OOOOO – The Temple is worthy to be called the home of a living god. Every corner is overflowing with decadent excess from the most luxurious furnishings, delicacies and entertainments to idols cast in solid gold and precious gems.

Every time the player purchases a new dot in Temple Amenities they gain one free temple feature which provides a practical benefit to the Cohort. Select from the list below.

Armoury: Not all Cults serve as a Leviathan's personal army, but for those who do, proper equipment is essential. Assume that an Armoury provides access to weaponry with a Resource cost equivalent to Amenities: At Amenities 1 an Armoury barely deserves the name and consists only of baseball bats and kitchen knives. Amenities 2 or 3 grants common weapons: pistols, shotguns or hunting rifles as well as fancy ceremonial weapons. Amenities 4 or 5 grants military grade equipment. Unfortunately, weapons don't just turn up in unmarked crates when you upgrade Temple Amenities. The Cohort can purchase up to Amenities 3 (less in countries with strict gun laws) by buying the equipment; any higher and the players must spend time making black market connections or organising a daring theft of military supplies. An Armoury grants +1 per dot of Amenities to Cult Tasks, provided the Cohort can keep it supplied.

Gateway: To enter the rift merely requires a tub full of water; at Amenities 1 it's safe to assume you can build one into your temple. Having a Gateway means that your temple includes a ritually prepared pool designed to make the passage easier. This grants +1 per dot of Amenities to attempts at crossing into the Rift, and at Amenities 3 you can bring items along without a Willpower point. Perhaps more usefully, owning a Gateway means it's very easy to find your way home, while in the Rift the Cohort receives +1 per dot of Amenities on rolls to locate their Gateway. Unless they have been granted access by the Cohort, other Leviathans do not receive these bonuses and crossing into the Temple from the Rift has a -1 penalty per dot of Temple Security.

Private Pool: Any Leviathan can recover Ichor through Resonance with water; having a few bathtubs around can be assumed at Amenities 1. A Private Pool grants more: whether by diverting a convenient lake into the temple's basement or building above an underground river, the Temple has naturally flowing water within its walls. Storytellers may disallow this feature if there is no practical source of water or even give it free if the Temple would have access to it, such as a sea-cave sacrificing a more attractive location for access to the tide.

Reception Chamber: Perhaps the Cohort wishes to cement an alliance with another Cohort, maybe it's fallen upon them to host the next taxon meeting. For whatever reason they are going to be spending time with their Cousins and where better to do that than beneath a 40 foot solid gold monument to your divinity? Reception Chambers are designed to do one thing: impress other Leviathans, whatever style the Cohort chooses assume it impresses the vast majority of Leviathans: They get a bonus to all social rolls where making a good impression is of use: +1 at Amenities 3, +2 at Amenities 4 and +3 at Amenities 5. At lower Amenities there is no benefit.

Ritual Chamber: To perform a ritual only requires sufficient Zeal, but proper incense, décor and a grooved altar can help. A Ritual Chamber grants +1 per dot of Amenities to rituals. When using a ritual task to restore Ichor a Ritual Chamber grants an extra point of Ichor at Amenities 3 and an extra two points at Amenities 5.

Rumpus Room: Leviathans are creatures of powerful Vices and low self-control. Many furnish their Temples and their cults to feed their base desires. When building a Rumpus Room choose one Vice (a Temple may have many Rumpus Rooms), spending an hour indulging automatically fulfils that Vice. When the Cohort chooses a Rumpus Room ask them to explain how it works: A Glutton may have a twenty four hour kitchen while a Slothful Leviathan's Rumpus "Room" may be a dozen cultists who ensure he never need lift a finger. Assume that staffing the Rumpus Room takes one Task and remember: Even though Cultists are usually willing it's only because of the Wake. In terms of morality and Tranquillity you must ask what they would do without the Wake. So think twice before building that Gladiator Pit.

Vicious Heritage (0 or 000)

Each of the major Strains is associated mystically with one of the Seven Sins. Your Leviathan expresses his Strain's associated Vice, gaining it in addition to his original Vice or, if it already was his Vice, regaining two Willpower when he indulges in it.

If the Leviathan purchases the three-dot version, he not only gains the Vice - it supplants his Virtue. He regains only one Willpower for fulfilling his Virtue and his whole Willpower pool for significantly submitting to his Strain's associated Vice. In effect he has one "Virtue" - his Strain's associated Vice - and two "Vices": His original Vice and his original Virtue. If the Leviathan's original Vice was his Strain's associated Vice he instead regains two Willpower for fulfilling his Virtue.

Beloved

Creating a Beloved

There are two ways for a Leviathan to create a Beloved: deliberately or merely through their divine presence. When someone with the potential to become Beloved spends a non-negligible amount of time in the Wake (at least fifteen minutes) roll Presence + Sheol, contested by Resolve + Composure. The Deep Wake Merit adds one die to the Leviathan's roll, while the Muted Wake Merit subtracts one die from the Leviathan's roll. This applies to both unintentional and deliberate attempts to create a Beloved

Exceptional Success or Success for the Leviathan: Record one "Beloved Point" on the mortal's sheet.

When the mortal has more Beloved Points than their *Willpower score, they become Beloved.

Tie or Success for the human: Nothing happens.

Exceptional Success for the human: Remove one Beloved Point.

This roll may be made once per day per person. After spending two weeks outside a Leviathan's Wake, Beloved Points are lost at a rate of two per week. A Storyteller need not actually make these rolls or track points; they simply provide a guideline for the timescale and probabilities involved.

When a person has more Beloved Points than half their Willpower, (round up) they gain a minor derangement. This derangement will disappear upon becoming a Beloved or losing the last Beloved point.

A Leviathan may wish to deliberately create a Beloved. Maybe controlling the mayor is the last step to completely conquering town, they might want that pretty boy or girl or just to expand their cult and they're recruiting anyone who can perform a ritual without dropping the ceremonial knife. Once a Leviathan has identified someone vulnerable, cultivating a Beloved is an extended Presence + Sheol vs Resolve + Composure roll and costs one point of Ichor to focus the Wake. If the target's Willpower is lower than the Leviathan's Presence + Sheol, subtract the Leviathan's Sheol from their dicepool.

Each roll is around three minutes of conversation. The Leviathan needs to accumulate successes equal to the mortal's Willpower. To resist the victim needs to accumulate successes equal to the Leviathan's Presence + Sheol.

Exceptional Success for the Leviathan: The Leviathan makes great progress towards creating a Beloved. Should the Mortal become Beloved as a result of this extended action the rush of new worship restores a point of Ichor.

Success for the Leviathan: The Leviathan makes progress towards creating a Beloved.

Both parties get the required successes on the same roll: The victim is not beloved, but they gain an extreme derangement for Sheol weeks. The Leviathan may try again in 10 - Sheol days (minimum of one).

Success for the victim: The victim makes progress towards escaping the Leviathan's clutches. Should acclimate enough successes they will not become beloved but gain a severe derangement for Sheol days. After 20 - Sheol days the Leviathan may try again.

Exceptional success for the victim: The victim makes great progress towards escaping. Should they win this extended action they escape mostly unharmed with a minor derangement that lasts the rest of the day, the Leviathan must wait 30 – Sheol days to try again. Should they tie on the action assume they succeeded but without an Exceptional Success.

Catastrophic mental breakdowns over a short period of time don't usually go unnoticed. Most people a Leviathan tries to recruit will almost certainly avoid her in the future however the derangement acquired may prevent them from making the obvious deduction.

Psychotherapy

Just as easily as a Leviathan can devour humans beneath rows of razor sharp teeth or crush them with divine might a Leviathan can attack the minds of her foes. Inflicting terrible mental traumas or turning people Beloved with nothing more than her very presence.

Whether a Leviathan simply uses mental attacks as his weapon of choice in combat or is on a campaign of recruitment for his Cult human beings don't exist in a vacuum. Most people have friends and family to look out for them and even isolated individuals can realise when they need help and seek it out. If a character's role in the story is nothing more than a combat dicepool it probably isn't necessary to track their progress through therapy. Instead these rules can be used for key individuals or for when players are playing mortals who are unlucky enough to cross paths with the Tribe.

Sidebar: In case it needed saying.

The rules presented here are not in anyway supposed to be an accurate reflection on real life medical practices and should not be used in place of actual professional help or applied to real life at all.

One possibility is to include an asylum or therapist as a major character in your story. Either as an antagonist (perhaps funded by Marduk) or foil for the Cohort, a reminder of the damage the Tribe leaves in their wake or just because important NPCs are found there. For further advice on including hospitals and an expanded mental health system see WoD Asylum.

Systems for Psychotherapy

Psychotherapy, whether based on talking to the patient, drugs or other techniques can use the same system. Since therapy is as much about trust and empathy as it is about medicine treatment is an Extended Manipulation + Medicine roll. Roll once per therapy session, uncooperative patients can contest this roll with Composure + Subterfuge.

When enough successes are reached: 10 for a mild derangement, 20 for a major and 30 for an extreme Derangement the Derangement can be sent into remission. Until the patient suffers a major trauma, stops taking their medication or suffers an applicable supernatural effect they no longer suffer any penalty for that derangement. Derangements inflicted by supernatural powers require half the successes and are removed permanently unless stated otherwise.

The Beloved condition can be treated by therapists just like a Derangement. The target successes are 15 + twice Zeal. A person who notices their mental breakdown on the way to becoming a beloved might also seek therapy. The Storyteller should make a choice depending on what's more useful for the potential Beloved. Either they make a Resolve + Composure roll at the end of a successful session like normal, each success removes one Beloved Point. Alternatively forgo the final roll and instead apply the total successes on both the therapist's and patient's roll on any rolls needed to resist becoming a Beloved to a maximum of +5. The bonus decreases by one per week.

Leviathans can also go for therapy, indeed successful therapy makes an excellent justification for increasing Tranquillity. However the Tribe faces significant problems due to the Wake and their own natures. The Leviathan's player should consider being uncooperative, perhaps focusing the Wake, even when it's in their best interests not too. It's not easy talking about traumatic or guilty memories and the Tribe has far less self control than most people (one possibility is to require a successful Tranquillity or Resolve + Composure roll if the Leviathan wishes to cooperate). Even if the Leviathan cooperates the Storyteller should make Beloved rolls for the therapist. If they gain even a single Beloved point all therapy rolls are at -1 due to a distracting fascination and a decreased ability to remain objective. When the therapist is half way to becoming Beloved increase this penalty to the Leviathan's Presence, maximum of five. Actual Beloved always suffer -5 to giving therapy. One possibility to avoid this is for Leviathans to trade therapy sessions from each others cultists (-1 penalty), but few trust another Leviathan's cult with their darkest secrets.

An Atoll as a therapist would be an interesting possibility. Such a situation would allow a Leviathan easy access to an Atoll for as long as he could afford the fees and convince the Atoll he has actual need of therapy. Given the realities of life as a Leviathan the second one would not be difficult. The Atoll gains no special bonuses for therapy aside from the Leviathan's usual inability to use Subterfuge against Atolls, however the usual bonuses for access to an Atoll apply as do the usual risks.

Exceptional Size

From tales of Kraken devouring ships to entire islands on the back of a turtle, the blood of Tiamat has always been associated with great size. Whether a ten foot Leviathan in Apotheosis is fighting a five foot human or a much grander spectacle is at play you can use the following rules for combat at vastly different sizes.

The larger combatant gets the following advantages:

Automatic Successes on a successful attack or Strength roll. At two or more size classes above an opponent this is worked out as a multiple of Strength, in melee combat, or a weapon's Damage in ranged combat. Armour Piercing, Automatic Successes or other features of a weapon do not affect the Automatic Successes granted by size.

Durability

A damage division. Divide damage taken after applying Durability and any other abilities that will reduce damage. Round up.

Armour, Durability and the damage division granted by size stack with both mundane and supernatural protection however they are halved when faced against any attack that deals Aggravated damage.

When calculating size: Treat hand weapons as the size of a typical wielder and vehicle mounted weapons as the size of the vehicle. Weapons specifically designed for targets several size classes larger

than themselves (such as an anti-tank rocket) should be treated one size class larger. Weapons designed for targets several size classes smaller than themselves (such as anti-infantry weapons on a tank) should be treated as one size class smaller.

Size Categories

SIZE CLASS SIZE

1	0
2	1
3	2-3
4	4-7
5	8-14
6	15-19
7	20-24
8	25-29
9	30-34
10	35-40
11	41+

Size Bonuses

SIZE CLASSES ABOVE OPPONENT DAMAGE BONUS DURABILITY DAMAGE DIVISION

1	+1 success	0	0
2	*2 Successes	1	0
3	*5 Successes	2	3
4	*10 Successes	4	4
5	*15 Successes	8	6
6	*20 Successes	15	10
7	*30 Successes	20	15

Size, Accuracy and Armour

In the WoD rolling a failure on an attack roll does not mean that the attack missed, and when the target is bigger than some buildings accuracy is rarely a concern. Most Failures rolled against an enormous Leviathan are in fact bullets bouncing off its thick hide, or harmlessly burying themselves within layers of skin and fat thicker than a human is tall. To represent this, when wielded against a larger target any weapon with Armour Piercing may add its AP score directly to the attack pool, up to a limit of +3 dice for each difference in Size categories.

An Armour Piercing weapon may ignore points of armour or give bonus dice against larger creatures but not both. If the Leviathan has Armour then Armour Piercing weapons have their usual effect, any points in Armour Piercing above the Armour rating may be turned into bonus dice up to the usual maximum.

Against Leviathans, any weapon that does electrical Damage can be considered to gain the maximum bonus for Armour Piercing weapons, even if it does not have Armour Piercing under normal circumstances. Note that electrical weapons will still be reduced by the Durability and Damage division granted by size; at the reduced rate for weapons that cause Aggravated Damage.

LeviathanTempest:ChapterFour

[PICTURE: Full page, three-quarters top-down view. An alleyway. A man in a black suit, wearing a bronze face mask depicting an impassive man's face in a Sumerian style, recoils from a prone figure. The prone body is a young man with AmerInd features. He is in a flannel shirt and ripped jeans, and is lying in a pool of blood. His teeth are gritted as he glares defiantly at the masked man. The teeth are triangular, and his left eye is a featureless black pool. The blood is rising up unnaturally at his side and forming a distinct shape - a vulture's body with a peacock's tail feathers. Instead of a vulture's head, three serpents emerge from the neck. The central serpent is hooded, like a cobra. The creature is formed out of blood at its feet but solid elsewhere, and is clearly taking flight towards the masked man.]

Chapter 4 : Supernatural Powers

“Can you fill his hide with harpoons, or his head with fishing spears? If you lay a hand on him, you will remember the struggle, and never do it again! Any hope of subduing him is false; the mere sight of him is overpowering.”

Job 41:7-9

Supplementing the mystical advantages – and afflictions - that separate the Tribe from humanity is the exploration of the power available from their Progenitor's bloodline. While Sheol measures the degree to which a Leviathan is coming to terms with his or her lineage, this method of exploration is not the only one available to them. The Schools of the Tribe emphasize an approach towards definition of the self, and part of that goal is the realization and reclamation of the Tribe's lost power.

Most Leviathans do not spend particularly much energy simply attempting to gain mystical power. While such things can provide considerable control over the immediate circumstances of a Leviathan's life, delving deeply into one's bloodline involves acknowledging the Tribe's inhumanity in a way that can be frightening to an insecure Leviathan, and even the more balanced and stable members of the Tribe often find that they feel more “stable” spending their time on other studies. At least a portion of this anxiety stems from the fact that the Tribe's power expresses itself imperfectly in humanoid visages – a member of the Tribe must become monstrous to make use of the lore encoded in his blood.

Vestiges

The avenues of supernatural power open to the Tribe are referred to as Vestiges. A Vestige is understood as just that, a fragmentary remnant of some facet of the power of the Progenitors which a Leviathan can, with study, seek to emulate. Comprehension of a Vestige, as well as a Leviathan's conception of how that power is achieved, shapes the Leviathan's monstrous forms – the closer he moves towards the far limits of his transformative ability, the more of the power of the Vestige is made manifest. Meditation and exploration of a Vestige also serves as a method of forming a personal image of the Tribe's lost heritage – the Leviathan's School shapes the ways in which he comprehends the Vestiges and the ways in which they become physically manifest as he attempts to achieve an understanding of his bloodline that gives him a goal to aim for. In other words, the Tribe's study of Vestiges is part of their attempt to construct an ideal form in which they will feel “complete.”

The Tribe has access to seven Vestiges, corresponding to the seven most major Strains. All of the Tribe's abilities fall under the blanket of one of these seven categories, and can be further subdivided into Channels. A Channel is a part of the whole – members of Abzu's Camp tend to refer to them as imperfect emanations of perfect concepts – and serves as a manageable portion of an otherwise massive concept. Leviathans explore a Vestige by comprehending its individual Channels. The most straightforward of these are referred to as Ancestral Channels – they represent certain physical concepts that must be grasped before the more esoteric Descendant Channels can be understood. Descendant Channels involve the conjuration and direction of the forces at the Tribe's command and, as such, require a greater degree of focus and the power of Ichor to invoke.

The Vestiges are a gift shared by all members of the Tribe. While a given Strain may favor certain aspects of the bloodline, there are no aspects of the Tribe's power that cannot be gained by a Leviathan that undergoes proper study. On a practical level this means that there are no Channels that are unique

to a given Strain or School, and even if a small group of Leviathans “discovered” a lost Channel, the route they took to this discovery could not be the only one – through meditation and experimentation, it would be possible for a Leviathan with infinite time (and patience) to grasp every Channel of every Vestige. The roadmap to these traits is, after all, contained in the blood of each and every Leviathan, and reproduced in imperfect fragments in the families that gave birth to them.

Birthrights

Remarkably, the first tentative steps taken in the exploration of a Vestige tend to cover similar ground, no matter the Channel being considered or the methods of the Leviathan in question. This “common ground” represents a Vestige's Birthright – the most basic expression of that Vestige, a small blessing that any Leviathan that has explored that Vestige has access to in any form. The trick offered by a Birthright is usually limited, a predecessor to the Vestige's more formal powers, but most members of the Tribe find that the ability to produce their Birthrights at any time more than makes up for the lack of a spectacular effect.

Mechanically, a Birthright is a single power available to a Leviathan regardless of form, which has one effect and an associated Ichor cost. The invocation of a Birthright involves either no transformation or an imperceptible amount of change – it takes supernatural awareness to mark their use. A Leviathan gains access to a Vestige's Birthright upon purchasing any of its Ancestral Channels.

Adaptations

Comparatively, there are paths that a Leviathan can avoid taking in their exploration of a Channel, certain modes of thought or varieties of adaptation that only become apparent to those that search for them specifically. The Tribe refers to these elaborations of the Vestige as its Adaptations. They are of somewhat greater social and mental importance to a Leviathan than the Channels themselves, as they are improvements that are deliberately sought – by internalizing these traits, a Leviathan is making a claim as to what he believes his (or even the) ideal form ought to be. While the marking of a Progenitor's bloodline causes a Strain to favor certain Vestiges, it is the will of the Leviathan that guides him to more readily undertake a group of Adaptations.

Mechanically, an Adaptation is like a Merit – a unique feature purchased separately from other traits. Adaptations are tied to Vestiges or Channels, and provide to the linked powers either additional benefits, new avenues of use, or reduced limitations. Adaptations always have a physical marker that makes them readily apparent to observers – a true scholar of the Tribe might even be able to identify a Leviathan's School and mastered Channels from observing his Adaptations.

Sidebar Page: Attribute-Boosting Channels

A number of Channels provide the Leviathan with bonuses to a specific Attribute. These follow a general template, depending on whether the Attribute is from the Power, Finesse, or Resistance group. To save on space, the basic templates are below, with specific details listed under the individual Channel.

Power Attribute Boosting Ancestral Channel

“Depth 0”: Birthright, as appropriate

“Depth 1”: 9-Again on rolls with (Attribute)

“Depth 2”: As above, and +1 to the Attribute

“Depth 3”: As above, but now 8-Again on rolls, and when the Leviathan spends Willpower on an active (Attribute)-based roll, they gain +5 dice instead of +3.

“Depth 4”: As above, but now +2 to the Attribute

“Depth 5”: As above, and when acting unopposed or unresisted or by spending a point of Ichor, the Leviathan may perform (Attribute) actions as rote actions.

“Depth 6”: As above, but now +3 to the Attribute; (unique power)

Finesse Attribute Boosting Ancestral Channel

“Depth 0”: Birthright, as appropriate

“Depth 1”: (Unique Power)

“Depth 2”: As above, and 9-Again on rolls with (Attribute).

“Depth 3”: As above, and +1 to the Attribute, and when the Leviathan spends Willpower on an active (Attribute)-based roll, they gain +5 dice instead of +3.

“Depth 4”: As above, but now 8-Again; (Unique Power)

“Depth 5”: As above, but now +2 to the Attribute.

“Depth 6”: As above; (unique power)

Resistance Attribute Boosting Ancestral Channel

“Depth 0”: Birthright, as appropriate

“Depth 1”: When the Leviathan is using (Attribute) to resist a rolled action, his attacker does not benefit from 10-Again. 9-Again or 8-Again will "degrade" one step.

“Depth 2”: As above, but now an attacker with no re-rolls negates one success for each "1" rolled. 9-Again will "degrade" to no reroll, while 8-Again will "degrade" to 10-again.

“Depth 3”: As above, and +1 to (Attribute) and the Leviathan boosts his resistance by 4, not 2, when spending Willpower to increase the Attribute.

“Depth 4”: 8-Again will "degrade" to no re-roll.

“Depth 5”: As above, but now +2 to (Attribute); (unique power)

“Depth 6”: As above, attackers benefit from no re-rolls under any circumstances; (unique power)

At Depths 2 and 4, the Leviathan also gains the 9-again and 8-again properties for uncontested rolls incorporating the Attribute. At Depth 3, he gains +5 dice instead of +3 when expending Willpower to improve a roll incorporating the Attribute.

Sidebar: Stacking Multiple Bonuses

One thing Leviathans are really good at is enhancing their own abilities through Transformations. It is quite plausible that a Leviathan will have multiple Channels enhancing a trait. When this happens Channels stack in the following way:

When the Leviathan benefits to a change in the dice roll (such as 9again, 8again, Rote Actions, or automatic Successes), choose one mechanic from each of the Channels.

The Leviathan may only benefit from a single passive increase to any one Attribute, Skill, Armour, or natural weapon. A passive increase is one which occurs automatically with Transformation, such as any of the Attribute boosting Ancestral Channels or Channels that add Sheol to a Skill. If more than one passive Benefit applies use the greatest benefit and ignore all others. For the purposes of this rule a "single benefit" consists of one Channel and any relevant Adaptations of that Channel.

Benefits to Attributes, Skills, Armour and natural weaponry that require an expenditure of Willpower or Ichor to activate stack with passive benefits. However, only one such benefit may be active for a particular Attribute, Skill, Armour, or weapon at any one time.

Channels that directly benefit a derived trait such as Speed, Health, or Defence always stack.

Size from a Channel stacks with the natural increase of Size from Transformation, but two Size boosts from two separate Channels may never be stacked.

Channels that provide unique effects without modifying the dice roll or the Leviathans traits, such as turning the Leviathan invisible or poisoning anyone struck by a natural weapon, are not covered by the above rules. Generally they can be assumed to stack with anything.

Vestiges of Awareness

There are countless adaptations that permit natural animals to discern amazing degrees of information from their environment - organs that measure electrical impulses, sort and interpret scents, and adaptations that "feel" the impression made by thrashing fish in the water. All of these various miracles of biology - and supernatural improvements beyond the limits of flesh - are available to the Tribe. The Progenitors, if myths are to be believed, had senses that could measure the quiver of thoughts in the heads of their prey, or pierce the limits of space and time. While their descendants cannot make such grandiose claims, the remaining fragments of these impossible gifts are still impressive.

Those members of the Tribe that explore the relics of their lost civilization see these gifts as represented by a wheel of staring eyes or as an indigo mirror, lens, or jewel. The Progenitor most famed for perception is Lahamu, the ancestor of the Lahamin, yet the Tananim, Nu and Bahamutan Strains also have a strong grasp of these talents.

[PICTURE: The icon of Awareness: A wheel of staring eyes. Above it a single wavy line that represents the top of the sea and above that is the sun. This image serves as a watermark]

Birthright of Awareness

The Birthright of the Vestige of Awareness is the Gaze of the Depths. Upon its invocation, the Leviathan's vision ceases to be impaired by water, and he reduces darkness-related vision penalties by his Sheol. He may keep his eyes open underwater, regardless of water quality, without discomfort. These effects last for the rest of the scene.

Cost: 1 Ichor

Sight Beyond Sight (Ancestral Channel)

The Leviathan has a sense beyond sight that allows her to sense all within her domain, no matter where they hide

“Depth 0”: Birthright of Awareness

“Depth 1”: The Leviathan can sense the presence of any creature within his Wake. He only gains a vague impression of direction. If the creature is using supernatural means to conceal itself, it invokes a Clash of Wills. The Leviathan can also sense any sources of electricity, although the sense is still not very precise.

“Depth 2”: The Leviathan's sense strengthens, allowing her to pinpoint the location of a creature or source of electricity to within a metre of its location.

“Depth 3”: The Leviathan becomes able to sense more than electricity. He can now sense the presence of mystical energies within a being, allowing him to tell apart Atoll from Ahab and Hybrid from Leviathan. He can also roll (Intelligence + Occult) to determine how much Ichor (or other fuel stat if you are playing a crossover) the target possesses. Note that this power only allows the Leviathan to sense the presence of such power. He would not be able to differentiate between different kinds of energy.

“Depth 4”: The Leviathan becomes able to exactly pinpoint a creature's location within his Wake and cannot be surprised by ambush or similar.

“Depth 5”: The Leviathan can now sense mystical energy in the world as well as within other creature. This allows him to locate places of power, such as Gatewaters, the site of a powerful ritual or even other, more esoteric locales (such as Loci or Hallows). Note that this power only allows the Leviathan to sense the presence of such power. He does not know its nature.

“Depth 6”: The Leviathan's detection range increases to double his Wake. The Leviathan also becomes able to roll (Intelligence + Occult) to divine the nature of a sensed power. The Storyteller should grant such information in descriptive terms (for example Glamour would feel mercurial and emotive while Ichor would resound with timeless power).

Adaptations

Sense of Time (OOO, Ouroboros' Kin): The Leviathan can use this Channel in conjunction with Ouroboros' Kin. This only means that when the Leviathan receives such visions, he also receives information in his electrical sense as well.

Lambent Eyes of Judgement (Ancestral Channel)

The Leviathan's gaze strips away deception and peers into the heart of matters – he seeks out the blackness at the core of all issues, and reads the lines of guilt in the faces of others.

“Depth 0”: Birthright of Awareness

“Depth 1”: When the Leviathan uses the Empathy skill to read another character, she may see the form of the target's soul. This manifests to her senses as an Aura around the target. For the rest of the scene, she is aware of all the emotions the target is feeling and their degree.

“Depth 2”: As above, but the Leviathan is also aware of the target's nature (mortal, atoll, Ahab, Leviathan, or even other supernaturals if she's encountered them before) and rough [Power Trait].

“Depth 3”: As above, but now the Leviathan adds her Sheol to uses of the Empathy skill.

“Depth 4”: As above, but now the Leviathan's understanding of the soul is so complete as to be indistinguishable from mind-reading. She is aware of the surface thoughts of anyone whose soul she currently perceives. The Leviathan may also use her Empathy skill (Wits + Empathy + Sheol vs. Target's Composure + Power Trait) to probe the minds of other characters.

-1: The Leviathan searches for information more than a day and less than a year old.

-2: The Leviathan searches for buried or unconscious information.

“Depth 5”: As above, but once per round the Leviathan may use the Empathy skill reflexively.

“Depth 6”: As above, and Leviathan knows the Virtue, Vice, and [Morality Trait] of any character whose soul she has seen.

Adaptations

Light of Truth (O) In Depth 1 and lower, the Leviathan's eyes (or body, or some new and horrific organ) give off light – roughly equivalent to candlelight (about a yard of illumination). In this region, Wake-vulnerable subjects lose 10-again on their Subterfuge rolls.

Lantern of Shame (OO, requires Light of Truth): At Depth 3 and below, the light's intensity increases to that of a lantern, and its light removes the ability of Wake-vulnerable subjects to regain Willpower from their Vice. Wake-vulnerable subjects in the light suffer a penalty to their Subterfuge checks equal to the Tribe member's Sheol.

Pyre for Sinners (OOOOO, requires Lantern of Shame): At Depth 6, the light's intensity increases to that of a bonfire (ten yards of illumination). In addition to the other effects, Wake-vulnerable beings in the light cannot use Subterfuge against the Leviathan at all. This includes use of occult abilities that involve Subterfuge, such as the Obfuscate ability "The Familiar Stranger" (Vampire pg 137).

Sidebar: Auras

Leviathans have three separate Auras: The Human, the Divine and the Bestial. At high Tranquility the three diffuse into each other but as Tranquility falls they become clearly separate and swirl around each other like water in a storm with one nature showing signs of dominance over the other two. A Leviathan's Aura is huge, covering the entirety of his Wake pressing down on the Aura of any Wake Vulnerable individual they encompass. When two Leviathans meet their Auras press against each other at the midpoint between them.

A Leviathan's human aura looks just like a regular human's Aura, the Bestial nature looks like a regular animal's aura; like a humans but with starker colours and less emotional range. And the Divine Aura, the Divine aura is odd. To a Leviathan it's pretty comprehensible, it just looks like the a window into the Rift though the details are too small to make out. To anyone else the Divine Aura sometimes looks like impossible alien colours, sometimes like blasphemous symbols in an unknowable alphabet; it usually feels like great and terrible secret truths are just on the tip of your tongue.

A Beloved's Aura looks like someone has torn jagged chunks out of their regular aura. Glimpses of a Leviathan's divine Aura can sometimes be seen in the gaps.

An Atoll has a normal human Aura. However, it draws any Leviathan's aura towards it and the serenity of an Atoll's presence is visible in Leviathans', as though nearby Leviathans were several Tranquility dots higher.

Hybrids Have entirely human Auras; when they lack human intelligence a Hybrid's Aura is simpler than a human's but more complex than a beast's.

One Brain, Many Minds (Ancestral Channel)

While modern creatures are sadly limited to forming but a single consciousness from the offerings of their brain, Leviathans lack the restrictions that bind such lesser beings. As their ancestors once did, they can support a chorus of coordinated psyches within their brains.

One Brain, Many Minds is a Finesse Attribute-boosting Channel. It benefits Wits and has the following unique powers:

"Depth 0": Birthright of Awareness

"Depth 1": The character can take in every detail of his surroundings at once. He ignores (Sheol) points of penalties from external distractions (including feints in combat and defense penalties from multiple attackers) or obstructions (including poor visibility, covered-up tracks, and so on).

"Depth 4": As above, and when performing a Wits-based information gathering check the Leviathan may simultaneously investigate up to (Wits) characters or objects in sensory range. For example, the

Leviathan could roll Wits + Empathy once to determine if any of the characters around him have been deceptive this scene.

“Depth 6”: As above, and when the Leviathan acts against an individual whom he has focused his wake on, if that individual's (Willpower + Power Trait) does not exceed the Leviathan's (Wits + Sheol), the Leviathan rolls twice and takes the better result.

Adaptations

Minds' Eye (O): At Depth 1 or lower, the Leviathan may use his Wits to determine Defense even if his Dexterity is lower.

Swarm Intelligence (OOO): The amount of time it takes the character to perform an Extended Mental Action is divided by the character's (Sheol + 1). For example, at Sheol 1, an action that would normally take an hour per roll takes a half hour instead.

Empire-Forging Omniscience (Ancestral Channel)

The Progenitors embodied all that was and is and will be. Theirs was the lore of the stars and the tides: the secrets of pattern, energy, and matter.

Empire-Forging Omniscience is a Power-Attribute boosting Channel. It affects Intelligence and has the following unique powers:

"Depth 6": When the character focuses his wake on an individual whose (Willpower + Power Trait) does not exceed the Leviathan's (Intelligence + Sheol), he may spend an instant action and 1 Willpower to perfectly analyze the target. Storytellers are encouraged to share all relevant traits of an affected target, including Attributes, creature type, Physical Skills, and prominent Merits at the very least. Inanimate objects are considered to have a (Willpower + Power Trait) of 0. This ability does not grant insights into a character's personality or backstory beyond those conferred by the character sheet.

Adaptations

Mind Over Matter (OOOO, requires Sheol 3+): At Depth 6, the character may spend a point of Willpower to replace his Strength or Dexterity with his Intelligence for a scene.

Oroborus' Kin (Ancestral Channel)

In the primordial ocean, time flowed as all waters did. Some of the great beasts of that ocean stretched themselves along such flows and devoured their pasts and future in single gulps. This feat lies beyond modern Leviathans, but they may still hunt the strange eddies of time.

“Depth 0”: Birthright of Awareness

“Depth 1”: the Leviathan may use his five normal senses to discern the past and future. He rolls Wits + Occult to interpret "sensations" from a person, location or object that emanate from up to seven minutes divorced from the present, in any direction. These "sensations" default to the most "important" or impressive event in the time frame sensed, and provide only hints. A fisherman who will drown might provide the taste of salt water, for instance. Events are considered "important" based off of some notion of their "notability" and import to the subject.

“Depth 2”: As above, but now the maximum time is seven hours, in either direction.

“Depth 3”: As above, and the character may add his Sheol to all divination rolls.

“Depth 4”: As above, but now the maximum time is seven days, in either direction. This takes one hour of concentration.

“Depth 5”: As above, but now the maximum time is seven months, in either direction. This takes three hours.

“Depth 6”: As above, but now the maximum time is seven years, in either direction. This takes six hours. In addition, the Leviathan may "see" temporal anomalies as well as unusual alterations in the fabric of fate. This permits him to use normal senses to note the presence of mystically-warped fates or regions in which supernatural means have been used to distort time.

Adaptations

Passage of Time (O): The Leviathan always knows the exact time, no matter of any other factors.

Divine Perspective (OOO, Sheol 2): At Depth 6 the Leviathan can recognize the nature of temporal anomalies and alterations to fate, not just notice their existence.

Third Eye (OO or OOOO, Sheol 4 or 5): At Depth 6, the Leviathan may reflexively and constantly receives sensory data from people and objects that extends up to seven minutes in either direction in their personal timeline, as detailed under Third Eye. The four-dot version of this Merit gathers information for up to seven hours.

Eye of the Watchful Deity (Descendant Channel)

The Leviathan may ride the senses of its followers, making use of their eyes and ears to extend its reach and review the world from safety.

“Depth 0”: Birthright of Awareness

“Depth 1”: The Leviathan can share the senses of a Beloved within (Sheol x 10) feet, seeing and hearing what they do. The Leviathan is in a trance state (unaware, no Defense) while doing this, and does not independently roll to notice things - he or she merely perceives what the subject does. The Leviathan needs to know the vague direction towards a subject to tap in - they can't guess until they get the correct answer, however. The subject is aware of this effect. It lasts until terminated, until the end of the scene, or until the subject leaves the target area. The Leviathan must terminate the effect to move and act freely. People who can see into Twilight may be able to see the Leviathan hovering near its target; if the person's awareness is limited to certain kinds of Twilight entities, for Leviathans the relevant trait is the ability to perceive astral projections.

“Depth 2”: As above, but within (Sheol x 10) yards.

“Depth 3”: As above, but within (Sheol x 100) yards. The Leviathan may now expend 1 additional Ichor to target any Mortal or Lahmasu instead of just a Beloved. Targeting an unwilling subject requires a Contested roll (Presence + Investigation + Sheol vs Resolve). In addition to the direction to the subject, the Leviathan must also either know the target's name or be able to see them with the naked (if supernaturally enhanced) eye.

“Depth 4”: As above, but within (Sheol/2) miles.

“Depth 5”: As above, but within (Sheol) miles.

“Depth 6”: As above, but within (Sheol x 10) miles. The Leviathan can expend 3 additional Ichor to target unwilling subjects that are vulnerable to the Wake - this requires an Contested roll (Presence + Investigation + Sheol vs Resolve + Power Trait). The normal restrictions for targeting non-Beloved apply.

Adaptations

Gentle Touch (O) If the Leviathan's Subterfuge + Sheol is greater than the subject's Willpower + Power Trait, they are not aware of being monitored. This does not prevent a subject from resisting if unwilling - in this case the victim, should they be affected, is aware that they were subject to mental assault but is not aware of whether they are still being "hijacked" or not.

Split Focus (OOO): In Depth 3 and below, when the Leviathan taps into the senses of a Beloved they retain awareness of both their surroundings and their subject. The Leviathan may also opt not to use a subject's senses for a while, regaining the ability to act normally, without breaking the connection.

All-Seeing (OOOO, requires Split Focus): At Depth 6, the Leviathan is able to act freely while simultaneously using the senses of a Beloved.

Anointing the Prophet (OOOO): The Leviathan may possess the body of her Beloved to use as her avatar. She uses the Beloved's physical Attributes, but her own Skills, Mental Attributes and Social Attributes. She cannot make use of Channels (even purely psychic Channels) but she can lead rituals, use any Mutations a Beloved possess and she projects her Wake and its associated effects through her avatar. The Leviathan must remain immobile while this power is in effect.

Lidless Eye (OOOOO, requires All-Seeing, Anointing the Prophet, and Sheol 6): In Depth 6 the Leviathan can obtain sensory information about anything within (Sheol x 100) miles of its position. The Lidless Eye pierces all mundane concealment and obstruction, allowing its user to, for example, see a person's internal organs or the inner workings of a safe. Only psychic wards or the Sigil of Marduk can protect against the Leviathan's gaze. When searching for faraway targets, the Leviathan merely needs to succeed on a Presence + Investigation + Sheol roll (opposed by any supernatural concealment affecting its desired target) in order to locate its target, though it can focus on only one subject at a time. In addition, so long as it remains in Apotheosis Form, the user gains (Sheol) automatic successes on any perception rolls related to its immediate environment even when unconscious, making beings with this Adaptation nigh-impossible to surprise. As always the Leviathan is visible in twilight where its attention is focused.

Visionary Dreams (OO, Requires Anointing the Prophet, Piercing the Veil of Slumber): The Leviathan can make use of Anointing the Prophet while dreaming. The Leviathan faces the usual issues when attempting to split his focus between the Prophet and his own abilities, such as the usual uses of Piercing the Veil of Slumber.

Memories Before Time (Descendant Channel)

Beyond the confines of the world as it is now exist wonders unimagined. Some Leviathans can do more, however, than imagine them. For some, the memory of these things is present and terrible, and waiting to be called to the fore.

Dice Pool: Wits + Occult + Sheol

“Depth 0”: Birthright of Awareness

“Depth 1”: The Leviathan may dip into the reserve of ancestral memory and conjure up knowledge of a Skill it does not possess. It may use the Skill at a rating of 1 for a number of rolls equal to its successes.

“Depth 2”: The Leviathan now uses conjured skills at a rating of 2.

“Depth 3”: The Leviathan may now expend 1 additional Ichor to include a Specialty alongside a conjured skill.

“Depth 4”: The Leviathan now uses conjured skills at a rating of 3.

“Depth 5”: The Leviathan now uses conjured skills at a rating of 4.

“Depth 6”: The Leviathan can expend 3 additional Ichor to conjure a Skill with an accompanying Specialty at a rating of 5 or two skills, each with its own Specialty, at a rating of 3.

Adaptations

Lasting Impression (O): When using the Depth 1 iteration of this Channel, the Leviathan may "conjure" a memory instead of a Skill, he can go as far back as when he first gained awareness in his mother's womb without penalty. If he does so he will relive the memory from a first person perspective with perfect clarity. The Leviathan will automatically benefit from any successful rolls, if he successfully translated that ancient text or noticed the hidden button the first time he will remember doing so, however the Leviathan may make additional rolls. If the Leviathan failed to translate the text before the book was burned, he can relive the memory after having learned Sanskrit. Reliving a memory requires

the Leviathan to sleep for one tenth of the memory's duration, though they can be roused as they would be from any other dream.

Ancestral Memories (OOO, Requires Sheol 3, Besieging the Tower of Will, Assimilation): In Depth 6 the Leviathan search deep within her own genetics, uncovering traces of memory from her ancestors embedded in nucleotides. In effect they can fill one of the Memory Slots with a perfect recreation of their ancestor's mind, as it was at the point of conception. Dredging up Ancestral memories takes a long while, it requires five Successes per dot of the target's Sheol (at whatever point the mind is preserved), roll Wits + Occult + Sheol at 6 hours per roll. A Leviathan can look back at most Sheol Generations, though they can look through memories of an ancestor looking through an even older ancestor's memory. So far no one's found a chain that goes back nearly far enough to find or disprove the Progenitors.

Lost Tongue (O): When using the Depth 1 iteration of this Channel, the Leviathan may "conjure" a Language instead of a Skill. If he does so, it lasts for a number of minutes equal to his successes and is possessed at the same dot rating as a conjured Skill would have been at.

Lost Lore (OOO): In Depth 3 and below, the Leviathan may expend 1 Ichor to attempt to remember an obscure fact as though he possessed the Merit Encyclopedic Knowledge.

Tutelary Cocoon (OOO): In Depth 3 and below, The Leviathan may chose to expend 1 Willpower to form a cocoon, sealing itself away in a sleep-like trance which lasts 24 hours. During this time, the Leviathan may conjure a Skill (or Merit, if available) and purchase or improve it with experience points, as though it had received adequate training and instruction from adept tutors. Only one purchase may be made with each trance period. The Leviathan may "borrow" experience up to twice its Resolve if available points are insufficient, but gains a minor Derangement for doing so. A Leviathan in experience debt continues to gain experience as normal but must pay off the balance before it can purchase or improve Traits with experience. When the debt is paid off, the Derangement is also removed.

Vestiges of Elements

The Vestige of Elements is perhaps the most divorced from the animal kingdom. It belongs solely to the Leviathans and their dread kin. After all, what manner of creature but a demigod could raise the sea against the land, rouse the sky to fury and swallow the light of the sun? The Vestige of Elements flows most strongly in the blood of the Nu by virtue of their descent from the so-called firstborn of Tiamat, whose name they bear, but it also comes easily to the lineages of Dagon, Thalassa and Oceanus. It is one of the most costly vestiges to use and also one which requires a great deal of care to use 'safely'. A storm may be called but the Leviathan has precious little control over what it devastates.

[Picture: A sea serpent lies curled up at the centre of a whirlpool of black water in which can be seen vague silhouettes of wrecked ships. The image is seen from above. This serves as a watermark.]

Birthright of Elements

The Birthright of the Vestige of Elements is the Veil of Seas. The Leviathan may compel moisture in the air to condense into a cloud of fog, which inflicts a -3 sight penalty on all relevant rolls made on objects obscured by it. The fog expands considerably – the cloud's radius is roughly equal to the Leviathan's Size * Sheol in yards. The cloud lasts until the end of the scene or until mystically dispersed.

Cost: 1 Ichor

Uncrowned Fisher King (Ancestral Channel)

The Leviathan at sea is a creature within its element. Its every movement is in perfect harmony with the depths.

“Depth 0”: Birthright of Elements

“Depth 1”: The Leviathan gains 9again for all swimming rolls.

“Depth 2”: As above but the Leviathan now gains 9again for any Survival rolls while in a natural body of water at least the size of a lake or river.

“Depth 3”: As above but the Leviathan adds his Sheol to swimming and applicable Survival rolls.

“Depth 4”: As above, but the Leviathan gains the ability to produce a form of “whale song”. They can communicate for Strength + Sheol x 10 miles but the sound will not break the surface of the water. Anyone who hears the Leviathan's call is instantly aware that it came from an unnatural creature. A Leviathan's whale song actually contains their usual language, they gain no automatic ability to communicate with Leviathans who don't share a language and with effort it can be electronically decoded.

“Depth 5”: As above, but 9again becomes 8again.

“Depth 6”: The Leviathan can cross oceans and circumvent the globe. Her maximum speed becomes 75 miles per hour per Sheol and her acceleration is equal to her Speed. Note: To convert from Speed to miles per hour divide by 1.46, to convert from miles per hour to Speed multiply by 1.46

Adaptations

Claiming the Heron Throne (OOOO): At Depth 4 and below the Leviathan gets 9again on all physical skills while in a body of natural water at least the size of a lake or river. So perfect is her symbiosis with Primordial Waters.

Rain-Dance of the Tempest (Ancestral Channel)

Calling down the truth of his hyperdimensional nature, the Leviathan awakens to a tune only he can hear, stuttering between spaces and sidestepping the raindrops of time. As he falls deeper, his movements embody principles of fractal infinity: tentacles spiraling like galaxies, Wake like a black hole.

“Depth 0”: Birthright of Elements

“Depth 1”: You reflexively create spatial distortions in an area around you with a radius of (Sheol) yards. These distortions impose a -1 penalty to all physical actions in the affected region, though you are immune.

“Depth 2”: As above, and your allies also become immune to the distortion. The radius of the distortion is increased to that of your Wake.

“Depth 3”: As above, and the penalty increases to -2.

“Depth 4”: As above, and, as an instant action, you may roll (Intelligence + Composure). If you succeed, you may move at your Speed without passing through intervening space.

“Depth 5”: As above, but the check to move outside of space is now reflexive once per turn. Any attack made the turn of such rapid extraspatial movement suffers a penalty equal to (5 - successes rolled) due to disorientation.

“Depth 6”: As above, and you gain a bonus to your Defense equal to your Composure. This additional Defense is not multiplied when dodging, but is applied against any attack with a physical component, including firearms attacks.

Adaptations

Unerring Navigator (O): The Leviathan always knows his precise position in space.

Creation of Momentum (OO): At Depth 3 and below, the Leviathan no longer suffers Defense reduction from successive attacks.

Obscene Geometries (OOO): At Depth 3 and below, the dice bonus provided by aiming at the Leviathan instead becomes a penalty. At Depth 5 and below, no character within the radius of a spatial distortion benefits from Cover against the Leviathan or its allies.

As One (OOOOOO, Requires Sheol 6): At Depth 6, the Leviathan can be considered "submerged" as long as his Wake overlaps a suitably large body of water above ground (submerged reservoirs and wells are unsuitable)

The Sky Cauldron (Descendant Channel)

Stirring the sky, the Leviathan may command the storm itself, calling up rain, winds, and hail. At the farthest reaches of this power, the Leviathan may call down or end boat-sundering storms with ease.

Dice Pool: Intelligence + Occult + Sheol

Action Type: Extended (Each roll represents ten minutes of commanding the skies)

The Leviathan may summon inclement weather, activating this power repeatedly to increase the intensity or duration. The Depth that the Leviathan is at determines the maximum intensity of weather available to him. The weather lasts for a number of minutes equal to the Leviathan's successes and covers a region with a radius of 100 yards per point of Sheol. The Leviathan may opt to create weather less disastrous than he has access to but must succeed on a Tranquilly check or spend a point of Willpower. If the Leviathan does neither they must keep rolling until they've created the strongest weather available or used every available roll. If existing weather is present, the Leviathan may reduce the necessary successes by the degree of difference between current conditions and the intended goal (i.e. if heavy rain exists, the Leviathan needs only 5 additional successes to ratchet it up to a hailstorm. The Sky Cauldron can be used in reverse, negating rather than creating a storm. When doing so the Leviathan must be with Sheol * 100 yards of the center of the storm.

“Depth 0”: Birthright of Elements

“Depth 1”: The Leviathan may summon or negate gentle rain or a slight breeze. (1 success necessary)

“Depth 2”: As above, but the Leviathan may summon or negate light rain or a strong breeze - enough to ruin a picnic. (3+ successes)

“Depth 3”: As above, but the Leviathan may summon or negate heavy rain and wind - cancelling most outdoor events. (5+ successes) The Leviathan may expend 1 additional Ichor to make a check in half an hour.

“Depth 4”: As above, but the Leviathan may summon or negate a large thunder or hailstorm - those exposed take a level of bashing damage for each minute of exposure (10+ successes) .

“Depth 5”: As above, but the Leviathan may summon or negate a catastrophic storm or monsoon - power is lost, property damaged. Those exposed take a level of bashing damage for each turn of exposure. (15+ successes)

“Depth 6”: As above, but the Leviathan may summon or negate a storm that grounds planes and capsizes small ships. Those exposed take a level of lethal daage for each turn of exposure (20+ successes). The Leviathan may expend 3 additional Ichor to make a check in fifteen minutes.

Adaptations

All-Weather Flesh (O) In Depth 1 and below, the Leviathan has Armor (Sheol) against damage inflicted by inclement weather, conjured or otherwise. This is sufficient to prevent the damage dealt by exposure to most weather.

Precise Winds (OO) In Depth 3 or below, the Leviathan can roll (Resolve + Sheol) as an extended action to direct the conjured winds in a particular direction (for example to fill a ship's sails). Note that

this has no effect on the other effects of the storm (the rain will still soak you and clouds will still blot out the sun) and directing a gale wind into your ship's sails will likely not be very friendly to the mast.
Broad Storm (OOO): In Depth 3 and below, the radius of the Leviathan's conjured weather is 250 yards per point of Sheol.

Biblical Deluge (OOOOO): In Depth 6, the Leviathan's conjured weather lasts for 10 minutes for each success.

Cultist Proxy (OOO): The Leviathan may spend a point of Ichor to mark one of his Beloved. For the rest of the day, in Depth 3 and below, he may exercise this Channel "through" his proxy, allowing him to use the power as though he were physically in their location. The Leviathan must be aware of the rough position of the Cultist and be facing that direction.

Long Grasp (OO) In Depth 3 and below, the Leviathan can negate weather while within (250 x Sheol) yards of its centre.

Easy Suppression (OOO): When negating storms the Leviathan's Depth 6 iteration of this Channel is a reflexive action.

Being of Primordial Waters (Descendant Channel)

The Progenitors were not mere sea life, they were the Primordial Waters and the Primordial Waters were the Progenitors.

Intelligence + Occult + Sheol

Action Type: Extended. Each roll represents ten minutes of commanding the seas.

The Leviathan may command the seas. Creating waves without wind or controlling the tides. The Depth that the Leviathan is at determines the maximum intensity of effects available to him. The effects last for a number of minutes equal to the Leviathan's successes and covers a region with a radius of 100 yards per point of Sheol. The Leviathan may opt to create weather less disastrous than he has access to but must succeed on a Tranquilly check or spend a point of Willpower. If the Leviathan does neither they must keep rolling until they've created the strongest weather available or used every available roll. In favourable conditions, the Leviathan may reduce the necessary successes by the degree of difference between current conditions and the intended goal.

Sometimes, if conditions are rough the Leviathan must first quiet them before recreating those conditions anew. This may happen if the Leviathan wishes to reverse the direction of the waves.

“Depth 0”: Birthright of Elements

“Depth 1”: The Leviathan may summon or negate gentle rolling waves. When doing so she may control the direction. (1 success necessary)

“Depth 2”: As above but the Leviathan may summon or negate strong waves – enough to make swimming risky for anyone except trained divers. (2 successes necessary)

“Depth 3”: As above but the Leviathan may summon or negate heavy waves – enough to beach smaller boats. For every size point below 15 there is a -1 penalty to Handling and a 5% decrease in speed, if traveling with the waves the captain may wish to decrease the speed penalty at a cost of -1 to Handling per 5%. On a Dramatic Failure the boat capsizes, is smashed into rocks or suffers some other unfortunate fate. Though this power is assumed to affect the surface this need not be the case, nevertheless going above or below the affected area is a sensible solution. At this level a Leviathan may also control tidal forces raising or lowering the sea between the high and low watermark. (4 successes to create heavy waves or move from one tidal extreme to the other). The Leviathan may expend 1 additional Ichor to make a check in ten minutes.

“Depth 4”: As above but the Leviathan may summon an outright sea-storm. The safe size for boats becomes size 25. (6 Successes necessary)

“Depth 5”: As above but the leviathan may summon an entirely catastrophic sea-storm, maelstrom or similar effect. The safe size for boats becomes size 35. (10 Successes necessary)

“Depth 6”: As above but the leviathan may summon a sea-storm that goes beyond words. The safe size for boats becomes size 45. (14 Successes necessary). The Leviathan may expend 1 additional Ichor to make a check in five minutes.

Adaptations

Tranquil Sea (O or OO): In Depth 1 or below the Leviathan is unaffected by the movement penalties of their own sea-storms. In Depth 2 or below and with 2 dots in this Adaptation the Leviathan is unaffected by any sea-storm (or other mass of water) natural or otherwise. The exception to this Adaptation is that it will not protect against The Tempest.

Deep Storm (OOO): In Depth 3 and below, the radius of the Leviathan's conjured weather is 250 yards per point of Sheol.

Reach of the Depths (OOO): In Depth 3 and below the Leviathan can move water with only the power of their mind and a point of Ichor. This takes an Instant Action. The maximum size of lifted water is equal to Resolve + Sheol. Attacking with controlled water is an Resolve + Sheol roll with successes capped at the available size. Should the size of water used exceed the target's Size + Strength the attack gains the knockdown property. If the water exceeds the target's size the Leviathan may instead choose to grapple an opponent inside a cage of water. Roll Resolve + Sheol – Defense, on a single success the water connects: Roll Resolve + Sheol vs Strength + Athletics to grapple.

States of Matter (OO, requires Reach of the Depths): The Leviathan may spend one point of Ichor and Roll Intelligence + Sheol to change the temperature of water. One success can move one size point of water from frozen to room temperature, room temperature to boiling or do the reverse. Neither boiling or frozen water can be controlled but either can be used on a grappled target: boiling the water sacrifices the grapple for a single overpower attack which does lethal damage. Freezing the water makes the grapple last until the new cage of ice is destroyed: it has zero Durability and Structure equal to the successes on the initial grapple roll. The trapped victim may roll Strength + Brawl to escape.

Cultist Proxy (OOO): The Leviathan may spend a point of Ichor to mark one of his Beloved. For the rest of the day, in Depth 3 and below, he may exercise this Channel "through" his proxy, allowing him to use the power as though he were physically in their location. The Leviathan must be aware of the rough position of the Cultist and be facing that direction.

Sidebar: unnatural disasters

Rumors persist of an Adaptation that allows Leviathans to cause tidal waves and devastate cities, but despite claims being made for Leviathan involvement in just about every destructive wave in recent history there is little evidence to suggest that it actually exists or has ever been used. If the Adaptation did exist it would be a seven (or more!) dot Merit which requires Sheol 7 and 50 successes on an Extended Intelligence + Sheol roll. A Storyteller should give the matter careful consideration before allowing a player to acquire this Adaptation; if they allow it, they should keep in mind its extraordinary cost and let the player (or NPC) get their money's worth. Used against a major population center they can expect a death toll in the hundred thousands at the very least, and outright ruining coastal cities is not implausible.

Of course, destroying cities isn't something that can be done without consequences. Government or scientific investigation, furious cousins or a dedicated Marduk task force are all likely outcomes. Any of the above may discover or choose to go public with proof of the Wicked Tribe and bring Humanity into the fight. While you shouldn't be punishing the players with a completely overwhelming response (if you were thinking along those lines it's probably best not to allow the Adaptation), it's acceptable to hit them with some of the worst the World of Darkness can throw at them. At Sheol 7 they can hopefully take it.

Unchained Heart of the World (Descendent Channel)

A Leviathan can be a being that supports life. Its immense form breaks the unending waters, supporting temples and cities upon its back; but should its monstrous form move in anger the streets quake and spires fall.

Dice Pool: Intelligence + Occult + Sheol

Action Type: Extended (Each roll represents 5 minutes of calling an Earthquake)

The Leviathan may summon earthquakes, activating this power repeatedly to increase the intensity or duration. The Leviathan's Depth sets the upper limit of the Earthquake's intensity. The tremors last for a number of minutes equal to the Leviathan's successes and covers a region with a radius of 100 yards per point of Sheol. The Leviathan may opt to create an earthquake less disastrous than it otherwise could but must succeed on a Tranquilly check or spend a point of Willpower. If the Leviathan does neither they must continue rolling until they've reached the limit of their ability or have used every available roll. If this power is activated in the midst of an existing quake, the Leviathan may reduce the necessary successes by the degree of difference between current conditions and the intended goal.

“Depth 0”: Birthright of Elements

“Depth 1”: A slight tremor, small enough that people will often question whether or not they even felt something. Equivalent to 2 on the Richter Scale. (1 success necessary)

“Depth 2”: A tremor strong enough cause objects placed in very unstable positions to fall and to startle most normal people. Equivalent to 3 on the Richter Scale. (3+ successes)

“Depth 3”: An actual earthquake with enough force to knock over objects and potentially frighten people. Equivalent to 4 on the Richter Scale. Also, you can spend 1 additional Ichor to make a check in a minuet. (5+ successes)

“Depth 4”: An earthquake strong enough to inflict some minor property damage on buildings and potentially destroy poorly made structures. Equivalent to 5 on the Richter Scale. When this earthquake begins, everyone standing up within the range of the quake must to roll Stamina+Athletics+2 to keep from falling prone. Further, the constant shaking makes keeping your balance and focus difficult, levying a -1 penalty on all actions, excluding the roll to remain standing. (10+ successes)

“Depth 5”: An earthquake strong enough to inflict moderate damage on buildings and can potentially destroy structures of average strength that are not designed to withstand earthquakes. Equivalent to 6 on the Richter Scale. All standing individuals must roll Stamina+Athletics to keep from falling prone during the first turn of the earthquake and every turn thereafter where they attempt an action more complicated than just moving at their speed rating. Further, the constant shaking makes keeping your balance and focus very difficult, levying a -2 penalty on all actions, excluding rolls to remain standing. (15+ successes)

“Depth 6”: An extraordinarily powerful earthquake strong enough to destroy even well-made structures not designed to withstand earthquakes and to potentially damage even earthquake-resistant structures. Equivalent to 7 on the Richter Scale. All standing individuals must roll Stamina+Athletics at a -3 penalty every turn to remain standing during the quake. Furthermore, the extreme shaking makes maintaining balance and focus extremely difficult, levying a -3 penalty on all actions excluding rolls to remain standing. At this level the Leviathan can pay an additional 3 Ichor to make a check in a single turn. (20+ successes)

Adaptations

Flow of the Earth (O): In Depth 2 or below the Leviathan adds Sheol to avoid falling prone during an earthquake and reduces the penalty by Sheol.

Extensive Quake (OOO): In Depth 3 or Below the Leviathan's Earthquakes spread for 250 yards per point of Sheol.

Blood of the World (OOOO): While well placed earthquake can cause a volcano to erupt it is only with this Adaptation that a Leviathan can control the result with precision. Simply choosing a direction for the lava flow requires a single success on an Intelligence + Science roll while more complicated results need an extended roll: +1 success for any target that must be avoided or engulfed. +2 successes for every time the channel splits in two. This functions by the Leviathan forming natural channels and barriers of earth and as such it is limited by the laws of physics.

Cultist Proxy (OOO): The Leviathan may spend a point of Ichor to mark one of his Beloved. For the rest of the day, in Depth 3 and below, he may exercise this Channel "through" his proxy, allowing him to use the power as though he were physically in their location. The Leviathan must be aware of the rough position of the Cultist and be facing that direction. (Spine of the World cannot be used through a proxy)

Biblical Quake (OOOOO): The Leviathan's Earthquakes last for ten minutes per success.

Spine of the World (OOOOO O, Requires A Mountain Walked): In Depth 6 and at its full size the Leviathan slumbers within the ocean, as it sleeps a shell of rock and earth forms around it (any time the Leviathan is considered to be Dreaming, it may activate Spine of the World). With A Mountain Walked 3 the island has a radius of 5 Miles and an additional 5 miles per extra dot in A Mountain Walked. These islands are nothing more than bare rock but the passage of time will shape and populate them as with any other landmass. While supporting an Island the Leviathan is considered to be dreaming and its Wake is handled differently: anyone upon the Island is considered to be within the Leviathan's Wake and the Fringes extend from the Wake's usual distance out to sea. Recognizing a Leviathan from a natural island is easy enough, even without the wake: They float on the sea rather than rise from the bed, though they remain stationary. Should the Leviathan cease to slumber, what remains of the island will sink.

Swallowing the Sun (Descendent Channel)

With a flex of their mighty jaws the Progenitors could swallow the moon whole. The vastness of their bodies could block out the sun.

Dice Pool: Intelligence + Occult + Sheol.

Action Type: Instant.

The Leviathan may create a shell of darkness which covers his Wake. Light sources within this area function normally but light from outside is muted. Conjured Darkness lasts for Successes + Sheol turns.

Depth 0: Birthright of Elements.

Depth 1: The Leviathan can spend a point of Ichor to try and cast darkness around them. If successful light from outside the Wake becomes slightly darker, to about the extent of a cloud passing in front of the sun on a sunny day. If the predominant light source is outside the Leviathan's wake and the area was already dark enough to levy a penalty, that penalty increases by -1. If a penalty to actions from darkness ever reaches -5 or greater, the area is considered pitch-black.

Depth 2: As above but light becomes perceptibly darker, about as much as the difference between a sunny and an overcast day. The penalty increases by -2.

Depth 3: As above but the Leviathan may make the area much darker, about as much as the difference between a sunny day and a night with particularly bright moonlight. The penalty increases by -3. Even if the area had no penalty due to darkness at this Depth the Leviathan causes a -1 penalty. Additionally should a shell of darkness be active the Leviathan may spend two points of Ichor to snuff out a mundane light source within his Wake. Roll Intelligence + Occult + Sheol. This lasts until the Leviathan's conjured darkness ends.

Depth 4: As above but the Leviathan may make a sunny day as dark as a moonlit night. If the area was already dark enough to levy a penalty, the area is now pitch black. If it was not, all sight based actions now receive a -2 penalty due to darkness.

Depth 5: As above but the Leviathan may now plunge a bright day into the darkness of night. If the area was already dark enough to levy a penalty, the area is now pitch black. If it was not, all sight based actions now receive a -3 penalty due to darkness.

Depth 6: As above but now all light flees at your command. The area is now pitch black no matter how bright it was before. By spending four points of Ichor the Leviathan can snuff out many mundane light sources at once. Roll Intelligence + Occult + Sheol and extinguish one mundane light source per Success.

Adaptations

Lasting Darkness (O): In Depth 2 or below the Leviathan's conjured darkness lasts for (Successes*2) + Sheol.

Nightfall (OO): In Depth 3 or below considered darkness covers an area twice the size of the Wake.

Swallowing Prometheus' Fire (OO): In Depth 3 or below the Leviathan may snuff out supernatural light, however this roll is contested by the light's creator using the same Dicepool as creating the light.

Well of Misery (OOOOO, Requires Sheol 3): In Depth 4 and below the Leviathan's darkness takes on a tangible chill that saps strength and joy. Whenever Swallowing the Sun is active and the area would be pitch black – mere mundane light is no defense – all actions taken by Wake vulnerable characters except the Leviathan's own Beloved suffer a penalty. Mental actions take (4 - Resolve), Physical actions take (4 - Stamina) and Social actions take (4 – Composure). Because the Well of Misery is formed of cold and lethargy it fades away at the touch of the heart's fire: Any action taken under strong emotions. The Storyteller must use judgement but this always includes combat and any time Willpower is spent, including uses other than extra dice. There is a second remedy, true sunlight or even a close UV approximation – such as a sunlamp – provides relief, this is temporary lasting for five turns after the sunlight fades.

Vestiges of Fecundity

All life at heart harks back to reproduction. From the simplest asexual division of single celled life to pollination, spawning and sexual reproduction Fecundity is inseparably intertwined with life. The Progenitors were reputed to be beings of boundless fertility who could birth armies and grant others a hint of the divine power within themselves, exalting and polluting in a single act. Small traces of these abilities still linger within the Tribe, but small traces of the progenitors power are potent indeed.

The earliest relics of the Tribe depicts the Vestige of Fecundity as a heavily pregnant figure, either human or fish. Later relics frequently link Fecundity to agriculture with portrayals of wheat, grapes and other crops. The histories and myths of the Tribe claim that Dagon was the most fertile of the Progenitors and his children, the Dagonites, have a greater grasp of this Vestige than any other Strain. The Bahamutans, the Lahamin and the Thalassans all show a natural inclination to master the powers of Fecundity.

[PICTURE: The Icon of Fecundity: A figure is supplicant in prayer is positioned center in a row of four stylized stalks of wheat. Apart from an obvious pregnancy the figure has no features. This image serves as a watermark.]

Birthright of Fecundity

The Birthright of the Vestige of Fecundity is the Crimson Tithe. By letting his blood mingle with that of another, the Leviathan may open a mystical channel that permits him to infuse a valid subject with his Ichor. This requires an open wound sufficient to draw blood (or one level of bashing damage to represent the creation of one) for both the Leviathan and the intended beneficiary, who must remain touching – generally, the transfer looks like a “blood brothers” declaration, with two freshly-cut limbs held together. The Leviathan may transfer Ichor to the target at his maximum rate of expense, until he decides to stop, breaks contact, or the subject is holding the maximum amount of Ichor that he can. This has no effect on creatures who do not possess an Ichor pool.

Cost: Varies

Lord of the Sea (Ancestral Channel)

From the sea was life incubated, and to the sea all owe their allegiance.

"Depth 0": Birthright of Fecundity

"Depth 1": The Leviathan may use his Animal Ken skill to interact with creatures. He speaks with and understands creatures, using the Animal Ken skill in place of normal Social skills. Creatures of Size 2 or lower may be given commands, but will oppose the Leviathan's roll with their Composure + Power Trait (if any). They will follow to the best of their ability, but will not perform directly suicidal actions.

"Depth 2": As above, and any non-sentient creature whose Size does not exceed the Leviathan's current Size may be given commands, subject to the same limitations of the Depth 1 iteration of this Channel.

"Depth 3": As above, and the Leviathan adds his Sheol to uses of the Animal Ken skill.

"Depth 4": As above, and the Leviathan automatically detects all non-sentient life within the radius of his wake, ignoring concealment.

"Depth 5": As above, and once per round the Leviathan may reflexively command any one animal within the radius of his wake.

"Depth 6": As above but once per day when within a large body of water – cap successes at cubic miles – The Leviathan can emit a summoning call. For every success on a Presence + Animal Ken roll the Leviathan summons one deadly marine creature to the battle (see Antagonists for some possibilities) and enough smaller creatures to provide -1 to everyone's visibility as well as ranged attacks. As a reflexive action the Leviathan may command the swarm to create a clear line between two people that lasts the rest of the turn.

Adaptations

King Under the Trench (OOO): While he is Dreaming the Leviathan may use Lord of the Sea on any creature within his Wake.

Magnanimous Host to All (Ancestral Channel)

Teeming with symbiotic creatures that can not properly survive in the lessened world, the Leviathan's body sustains these creatures in exchange for the benefits they provide.

When the Leviathan gains this Channel, he designates a Symbiont skill.

“Depth 0”: Birthright of Fecundity

“Depth 1”: The Leviathan's symbiont skill gains the 9-again property.

“Depth 2”: As above, but now the symbiont skill gains the 8-again property.

“Depth 3”: As above, and +1 dice to the symbiont skill.

“Depth 4”: As above, and instead +2 dice to the symbiont skill.

“Depth 5”: As above, and the Leviathan reflexively chooses a second skill to gain the above benefits. The Leviathan may choose a different skill each time he reaches this Depth, and ignores Untrained penalties.

“Depth 6”: As above, and when acting unopposed or unresisted the Leviathan may expend 1 Willpower to perform a check with a symbiont skill as a rote action.

The Leviathan chooses only the best re-roll mechanic (9-again, 8-again, rote action, automatic successes) for any given roll. Additional dice provided by this Channel do not stack with dice bonuses from skill-based Ancestral Channels. Otherwise, all bonuses apply.

Adaptations

Multitudinous Horde (OO to OOOOO): The Leviathan may designate multiple Symbiont skills (up to his dots in this Adaptation) and choose which one to apply this Channel's benefits to. He may reflexively switch between skills for 1 Ichor.

One in Many (OOOO, Requires One Brain Many Minds, No Mysteries of the Flesh, Sheol 4): When transforming into Depth 6, or with a Transformation action in Depth 6, the Leviathan may choose to become a swarm of creatures. See http://wiki.rpg.net/index.php/LeviathanTempest:ChapterFive#Sidebar:_Swarms for rules on swarms. A Leviathan who favors this Adaptation over their regular Apotheosis may start to display markers of the swarm and colony organisms even in lesser Depths. This Adaptation always turns the Leviathan into a swarm with Size equal to their Apotheosis form (the A Mountain Walked Adaptation if currently active is included), when they revert any lost Size is translated into Lethal damage at the usual rate. Dead creatures fail to reintegrate leaving gaping pits of flesh.

Incubation of the Second Self (Descendant Channel)

Leviathans capable of incubating the second self can reproduce without any outside aid, essentially cloning itself. This does not have to be brought to full term, or even sent along the exact same path, allowing the Leviathan to bring forth new creatures from its flesh.

Dice Pool: Resolve + Medicine + Sheol

Action Type: Extended (Each roll represents an hour of concentration and physical strain.)

The Leviathan is capable of parthenogenesis, creating an egg hosted within its body which will hatch over time, producing a near-copy of the Leviathan him or herself. The only certain difference is the inability of this Channel to reliably produce another Leviathan or a normal human - the result is almost always a Hybrid unless special ritual measures are taken. Even these can only slightly increase the chances of the egg producing a normal human or full Leviathan. It takes 3 successes to produce the egg, which gestates for (10 - Sheol) months.

For every roll made the Leviathan binds one point of the Ichor "bound" into the egg. Until it is hatched the Leviathan cannot regain this "bound" Ichor. While hosting an egg which contains more bound Ichor than his or her Stamina, the Leviathan suffers a -2 penalty to all dice pools due to physical strain. Upon hatching, the egg deals (Bound Ichor - host's Stamina) lethal damage to its parent.

A Leviathan may host up to its Sheol in eggs at one time.

“Depth 0”: Birthright of Fecundity

“Depth 1”: The Leviathan may spend 1 Ichor to make an egg-creation roll.

“Depth 2”: As above, but the Leviathan may devote rolled successes to reduce the gestation time of the egg by one month per successes, to a minimum of one week at "0" months.

“Depth 3”: The Leviathan may expend 1 additional Ichor to divide successes on a given roll, creating or improving multiple eggs. Each egg will impose its own strain penalty, and the penalties are cumulative. When doing so the Leviathan must bind one point of Ichor per egg per roll. Binding Ichor does not count as spending Ichor for the per-turn limit on spending Ichor.

“Depth 4”: As above, but the Leviathan may devote successes to "sculpt" the resulting creatures, altering their features slightly. Entirely human changes with no mechanical effect (difference in appearance, gender, race) require three successes. Increasing attributes (maximum of 5) require one Success per dot and each dot must be brought separately, reducing Attributes require one success per dot removed. Hybrid mutations (see the Antagonists chapter) can be added or removed for (dot rating +2) successes, the Leviathan must stick to the limits of the Hybrid template and the associated Lahmasu Strain. The Leviathan can remove the Lahmasu template to create an ordinary Hybrid for five successes but cannot add a different Lahmasu strain or an offspring with no mutations.

“Depth 5”: As above, but the Leviathan may "template" his personality onto the egg. This requires a number of successes equal to his Tranquility; the resulting creature has the Leviathan's Tranquility (or equivalent in Morality), Virtue, and Vice upon birth. It also prioritizes its Skills (primary, secondary, etc.) in the same fashion. This costs the Leviathan a dot of Willpower, and may be a Tranquility violation.

“Depth 6”: The Leviathan may expend 3 additional Ichor to make rolls solely for the purpose of embedding his spiritual essence into an egg. The egg must first have the Leviathan's personality template. This requires (five + Leviathan's Sheol) successes, and additionally costs a dot of Sheol. At the death of it's "parent," roll the fledgling's Resolve in an opposed check against the deceased Leviathan's Sheol. If the parent succeeds, the imprinted essence hijacks the body, replacing its Vestiges, Sheol, Mental and Social Attributes and Skills with its own and calling the dead Leviathan's soul into it's new home. The losing essence is annihilated (in the case of a tie, everyone loses.) Hijacking a body in this fashion is a Tranquility-1 transgression, but serial immortality's not a bad gig.

Sidebar: One Bad Mother

The creatures spawned by Incubation of the Second Self use the Hybrid template by default - usually of the Lahmasu sub-breed most typical to the Leviathan's Strain. On a game-mechanical level, this is the only outcome that occurs without the use of outside effort, such as a ritual, to attempt to beat the system. Even these should be a matter discussed between players and storytellers. Thematically speaking, the Tribe has yet to discover a reliable way to reproduce "safely," both in the sense of "increasing the number of Leviathans" or "having a child that isn't monstrous." It's not fair, but it's part of what happens to monsters.

Genetically speaking, they're "near-matches" to the Leviathan when under scientific scrutiny - close enough that it'd draw attention. It's of some interest to the Tribe, however, that most forms of biological damage and imposed mutation (the hazards of life as a Leviathan) don't transfer to the egg. It most resembles "what the Leviathan would have looked like had they been born as a Hybrid," and does not carry Lamarckian markers of the parent's changes. A templated personality will lead the spawn to pursue a similar course as its parent, but nothing can ensure a complete duplicate.

Rumors persist that certain ancient Leviathans perfected Adaptations or rituals that ensured that even the children of their children would carry a soul imprint - meaning that the press of time would ensure the possibility of their return. Occasionally, Legions have formed around this idea, either seeking to defeat death or to protect the Tribe and humanity from the depredations of a returned horror from bygone days.

Beyond ritual attempts to affect the traits of an egg, the most common and gruesome thing that Leviathans and other Ichor-users can do with an egg is consuming it. The Ichor bound into the egg can be harvested in this fashion, but doing so is a Tranquility-3 transgression, or a Tranquility-1 transgression for a Leviathan that consumes its own young.

Adaptations

Easy Birth (OO, Requires Stamina 3): In Depth 3 and below, the Leviathan reduces the effective bound Ichor of all eggs by 1 for the purpose of damage upon birth and physical strain penalties.

Fast Growth (OO): In Depth 3 or below the Leviathan can cause their child to grow rapidly after hatching. Every success compresses one year's growth into one week. With seven compressed years the unskilled penalty and exp costs for Mental and Social skills increase by 1, at fourteen years they increase by 2. This penalty can be removed with extensive education and socialization.

Genetic Memories (OO): In Depth 4 or below the Leviathan can spend successes to implant genetic memories in their offspring. This can add dots to Skills for one Success per dot (you must buy Skills in Sequence, adding two dots of Academics would cost three successes). Alternatively they could spend one success to give the child memories of three events from the Leviathan's perspective. These memories have less impact than experiencing the event first hand, which is not to say they have no impact.

Opportunistic Parasitism (OOOO, Requires Sheol 3): In Depth 3 and below, the Leviathan may transfer an egg that it is hosting to a helpless creature of Size 5 or greater. This requires a minute of time and inflicts three levels of bashing damage. The Leviathan's Ichor remains bound in the egg, but from that point onward only the host suffers from potential strain penalties and will suffer damage upon the egg's "birth." Traumatic and grisly surgery, at the very least, will be required to remove the egg early. Such surgery usually deals lethal damage equal to the egg's bound Ichor.

Traumatic Parasitism (OOO, Requires Opportunistic Parasitism and Strength 3): In Depth 3 and below, upon scoring an exceptional success against a target using a natural weapon that deals lethal damage, the Leviathan may attempt to reflexively transfer an egg from its body into that of the target. The subject must be Size 5 or greater, and rolls its Stamina (+ Power stat) in an opposed roll against the Leviathan's Sheol. The subject may add any bonuses related to staving off disease to its roll. Most will also spend Willpower, unsurprisingly.

Hyperparasitism (OOO, Requires Opportunistic Parasitism): In Depth 3 and below, when presented with a helpless host containing an egg created by another Leviathan, the character can "overwrite" the egg with one of its own, using the energy bound in the egg to feed its own spawn. The Leviathan makes use of this Channel to create an egg inside the host. This uses the normal system, but the character may need not bind any Ichor until he has made more rolls than the egg's own bound Ichor. This consumes the replaced egg, which is generally a Tranquility violation.

Reflexive Consumption (OOO): In Depth 3 and below, the Leviathan may reflexively consume an egg that it is hosting, regaining the bound Ichor as noted in the sidebar.

Restoration of Life (OOOO, Requires Assimilation, Genetic Memories and Sheol 3): The Leviathan imprint both the personality and memories they have absorbed into an egg, bestowing life once again for a Willpower Dot and a number of successes equal to the target's Morality. This goes beyond the distant memories provided by the Genetic Memories Adaptation, from the clone's perspective they are the exact same person in a new body. Implanting memories has no effect on the physical body, which means that by default the clone will be born as a near genetic duplicate of the Leviathan. Most clones are re-sculpted extensively, either to create something as close to the original body as possible within the limits of the Hybrid template, or to reward or punish the clone with a body of the Leviathan's devising. If the body has enough mutations to decrease the clone's Intelligence, apply two mild or one

sever derangement per lost dot of Intelligence as the Leviathan damages the mind by forcing it into an incompatible body. It must be noted that creating a clone does not "use up" the assimilated memories, a Leviathan can clone one person many times. Devouring a person for the explicit purposes of cloning them, even with their informed consent, does not prevent the Leviathan from having to make the usual Tranquility check for cannibalism.

Womb of Terrors (Descendant Channel)

The divine Ichor flowing through the Leviathan's blood gives birth to new and horrible life, clawing its way out of gore and shaped and directed by the will of the Leviathan who gave it life.

Dice Pool: Stamina + Medicine + Sheol

Action Type: Instant

When the Leviathan has an open wound (is suffering at least a single level of lethal damage), it may shape creatures from its blood. Upon taking this Channel, the Leviathan designs three creatures which are born of its blood (see sidebar). It may call forth these creatures with a successful roll. The creatures instinctively take actions desired by the Leviathan without verbal instruction. If the Leviathan is not bleeding and wishes to activate this power, he may reflexively open the wound necessary if he has adequate tools at hand (or has hands that serve as adequate tools.) A Leviathan may only have a number of offshoots equal to its Sheol exist at any one time, but may only have a single third-degree offshoot at a time.

“Depth 0”: Birthright of Fecundity

“Depth 1”: The Leviathan may summon its first-stage offshoot. It is present for one turn per success on the summoning roll.

“Depth 2”: As above, but it is present for three turns per success.

“Depth 3”: As above, but it is present for a minute per success. The Leviathan may expend 1 additional Ichor to instead call its second-stage offshoot, which is present for one turn per success.

“Depth 4”: As above, but first-degree offshoots are present for five minutes per success and second-degree offshoots for three turns per success.

“Depth 5”: As above, but first-degree offshoots are present for a half-hour per success and second-degree offshoots for one minute per success.

“Depth 6”: As above, but first-degree offshoots are present for an hour per success and second-degree offshoots for five minutes per success. The Leviathan may expend 3 additional Ichor to instead call its third-stage offshoot, which is present for one turn per success.

Sidebar: Horrors made Flesh

Upon purchasing the Channel Womb of Terrors, the Leviathan's player may design three Offshoots. As the Leviathan's Sheol increases, these Offshoots become more powerful, but their general form remains the same. The Offshoots need not be graduated versions of the same beast, and it's acceptable - in fact, highly appropriate - that their outward forms are alien, amalgamations of various beasts with fearsome appearances. An Offshoot can usually not be mistaken for any natural animal. Each Offshoot has "base" Traits and a pool of points which the Leviathan's player uses to customize the beast. Once determined, an ability is set and the assigned points cannot be re-assigned.

Leviathans who possess an Evolution can often share its benefits with any Horrors they create. While every Evolution is different and the Storyteller must use her judgement a good rule is that if an Evolution must never make Womb of Terrors impractical to use. A Leviathan who can survive in outer space will be able to create Horrors that can survive in outer space. The Storyteller may choose to put a point cost on abilities unlocked by evolutions.

Horrors are treated like animals, using the higher of their Dexterity or Wits to determine Defense. They lack fine manipulation and cannot hold or use most tools unless a trait is purchased to permit this - and even in this case their intellect is too limited to apply most tools effectively. They are entirely amphibious and may breathe water and swim at full Speed. They execute commands to the best of their intelligence. Note that it may be difficult to craft the core book's example animals as Offshoots - they cannot generalize (and that guard dog has phenomenal stats!)

First-Stage Offshoot: All attributes begin at one, Size 2, Speed species factor 5, no skills. Attributes and Skills cannot exceed 3.

A first-stage Offshoot is built with a pool of points equal to the Leviathan's Stamina + Sheol. (Use the Leviathan's base Stamina, before any bonuses from Vestiges)

Second-Stage Offshoot: Physical attributes begin at two, all others at one, Size 3, Speed species factor 5, no skills. Attributes and Skills cannot exceed 4.

A second-stage Offshoot is built with a pool of points equal to 3 + Leviathan's Stamina + Sheol.

Third-Stage Offshoot: Physical attributes begin at three, all others at one, Size 5, Speed species factor 5, no skills. Attributes and Skills cannot exceed 5.

A third-stage Offshoot is built with a pool of points equal to 6 + Leviathan's Stamina + Sheol.

Basic Point Costs (Attributes in parenthesis refer to the Leviathan's stats, not those of the offspring)

Physical Attributes: 1 dot per point

Other Attributes: 1 dot per 2 points

Physical Skills: 2 dots per point

Other Skills: 1 dot per point

Specialties: 1 per point

Armor: 1 per point, max of (Stamina), bulletproof for +1 points.

Natural Weapons: +1L per point, max of (Strength)L

Speed bonus: +2 per point, max of (Dexterity) points

Other Tricks (Other traits are possible, with their price mandated by the Storyteller.)

Flight: 1 point (at Speed)

Venomous bite: Toxicity 3, immediate onset: 1 point (+1 Toxicity for +1 point, limit of +(Stamina) Toxicity)

Rare sense (Echolocation, heat-based vision, etc.): 1 point each

"Finer" manipulation: 2/3 points (may use simple tools and open doors, but -2 to all relevant rolls, -0 at 3 points)

Regeneration: 2 (1 bashing per turn, 1 lethal per 15 minutes; third-stage Offshoots may regenerate 1 lethal per round instead)

Adaptations

Open Hide (O): The Leviathan may reflexively open a wound without any tools to do so. This still inflicts a point of Lethal Damage.

Dread Champion (O): The Leviathan may opt to possess his third-stage Offshoot upon creating it. If he does so, he is considered insensate and unconscious, and the third-degree Offshoot becomes of Indefinite duration and uses the Leviathan's Mental and Social attributes, skills, and merits. The Leviathan may cancel this effect at any time, destroying the Offshoot and returning to consciousness.

Hone Champion (OOO, Requires Dread Champion and Sheol 4): When activating the Dread Champion power, the Leviathan may spend excess successes on the activation roll to increase the point-pool available to the Offshoot. Each success yields one additional point, which may be spent freely. Raising the Mental and Social traits of a third-stage Offshoot will not prevent its Mental and Social traits from being replaced by those of its creator when the Dread Champion power is activated.

Creator of Life (OO, Requires Sheol 2): The Leviathan may devise a new first-degree Offshoot and may now summon either of its options. This Merit may be purchased multiple times - up to the Leviathan's (Sheol -1).

Craftsman of Life (OOO, Requires Sheol 3): The Leviathan may devise a new second-degree Offshoot and may now summon either of its options. This Merit may be purchased multiple times - up to the Leviathan's (Sheol -2).

Sculptor of Life (OOOO, Requires Sheol 4): The Leviathan may devise a new third-degree Offshoot and may now summon either of its options. This Merit may be purchased multiple times - up to the Leviathan's (Sheol -3).

Reflexive Genesis (OOO): In Depth 3 and below, upon suffering lethal damage, the Leviathan may reflexively summon an Offshoot that it has access to in its current Depth. It must suffer levels of damage equal to the Size of the Offshoot to be summoned.

Verdant Talons (OOO, Requires Mortal-Devouring Armoury). In depth 3 and below, upon dealing lethal damage with the weapons provided by Mortal-Devouring Armoury, the Leviathan may reflexively summon an Offshoot that it has access to in its current Depth - creating a horror from it's own Ichor and it's victims blood. It must inflict levels of damage equal to the Size of the Offshoot to be summoned, the Offshoot's birth also causes an additional point of Aggravated damage.

The Hydra's Rebirth (Descendant Channel)

A spark of unnatural life coruscates through the blood of the Tribe, its immense potency granting their very organs the ability to reproduce and evolve.

"Depth 0": Birthright of Fecundity

"Depth 1": You may convert Ichor into blood. You may expend 1 point of Ichor to heal 1 Bashing level of damage.

"Depth 2": You may reflexively convert your own blood into Ichor. For each level of Resistant Lethal damage you voluntarily suffer, gain 2 Ichor. Resistant damage is unaffected by the powers of this Channel.

"Depth 3": You may expend 2 Ichor to heal 1 Lethal level of damage.

"Depth 4": For purposes of healing, your Safe Ichor/Turn is increased by 1.

"Depth 5": 1 point of Ichor now restores 2 levels of Bashing or 1 level of Lethal damage.

"Depth 6": You may expend 4 Ichor to heal 1 Aggravated level of damage. Every time you do so, increase any non-Stamina Attribute by one for the remainder of the scene. No more than (Stamina) points of such healing can be performed each day.

Adaptations

Resurgent Corpus (OO): You may expend a point of Willpower to use the lower of your Stamina or Composure as your Defense for a scene.

Dread Return (OOO, requires Sheol 3): That is not dead which can eternal lie. This Adaptation costs a dot of permanent Willpower to invoke. If you would be killed, you may fall into a trance-like stasis that appears, to any observer, just like death. The last level of aggravated damage does not slay you for (Resolve) hours - at Sheol 4 this becomes days, at Sheol 5 months - during which time you do not heal naturally but may expend Ichor to restore yourself or benefit from external treatment. You still receive Ichor from your cult's prayers and immersion in water. In this state, you are considered to be dreaming. If your body is fully annihilated (by incineration or some other means), you are truly dead.

Reap the Whirlwind (OOOOO, requires Sheol 5): Once per week, when you would be slain in combat as a result of filling your rightmost Health box with Aggravated Damage, instead you are restored to maximum Health and Ichor and reflexively shift to Apotheosis Form. This change is not optional but does not cost Ichor. For this scene only, you may remain in Apotheosis Form with no adverse consequences for up to (Stamina + Resolve) minutes. Distribute (Stamina) dots among your Attributes

as if you had healed all the aggravated damage with Ichor. Among younger members of the Tribe, this Adaptation is sometimes affectionately referred to as "One-Winged Angel."

Everflowing Fetid Growth (Descendant Channel)

The Divine Ichor is as potent source of life, eager to burst forth in growth and bloom.

Dicepool: Sheol + Stamina + Survival

Action Type: Instant or Extended (Each roll is one turn)

By drawing on the potential for life within its divine Ichor a Leviathan may fertilize and gain dominion over the land and all the beasts that dwell within. With this Channel the Leviathan can increase physical Attributes and grant unique advantages to those in its favor: See the sidebar "Horrors Made Flesh" for options.

The divine Ichor is as harmful as it is beneficial to mortals. Everyone who benefits from this Channel suffers a poison with a toxicity equal to the number of 1s and 10s rolled when activating this Channel as harmful mutations and cancers take root. Should someone take more damage than their Stamina upgrade one point of damage to Aggravated, until this point is cured treat the sufferer as having an Affliction. A roll of Intelligence + Medicine (Intelligence + Science or Intelligence + Survival in the case of plants) is sufficient to realize the disease is like nothing else known to medical science and possibly reveal the touch of a Leviathan for those who know what to look for. Naturally pressing on with this Channel to the point that it becomes life threatening is a Tranquility sin.

Using this Channel on another Leviathan is impossible: Granting the power of the Divine Ichor to a Leviathan is redundant. Hybrids can benefit but it's harder: Deduct Depth from the dicepool (for multiple Hybrids use the greatest Depth). On a positive note Hybrids decrease the toxicity by their Depths.

"Depth 0": Birthright of Fecundity

"Depth 1": The Leviathan may grant increased physical Attributes to one recipient, this requires a transfer of Ichor as per the Birthright of Fecundity and lasts one turn per success. When using this ability on plants (or fungus) the only "Attribute" is size, unlike other effects of the Channel increased size is permanent.

"Depth 2": As above but the Leviathan can use this Channel remotely providing there is an unbroken path of water between an open wound on the Leviathan and the recipient.

"Depth 3": As above but the Leviathan may spend an additional point of Ichor to affect up to Sheol recipients at once. Successes are divided between recipients in whatever ratio the Leviathan desires. If the Leviathan spends additional Ichor the effects last for a minuet per success.

"Depth 4": As above but the Leviathan may also grant natural weapons, speed and armor as well as items from the list of "Other Tricks". When forcing plant-life to grow the Leviathan also gains control over the direction of growth.

"Depth 5": As above but when using this Channel at range ignore the requirement for a path of water. The Leviathan may also opt to grant animation to plants (minimum size of 3) granting a Strength and Dexterity of one. Animated plants have no skills or unskilled penalties and qualify for the same enchantments with the exception of speed, they remain immobile.

"Depth 6": As above but the Leviathan can spend three additional points of Ichor to affect all recipients in range at once. Should the Leviathan do so effects will last for one hour per success.

Adaptations

Toxicophore (OO or OOO): In Depth 3 or lower a Leviathan may spend an additional point of Ichor to make all affected plants toxic. With two dots unprotected beings in physical contact with the plant suffer a -1 penalty on all actions. After the contact is broken, the penalty lasts for a number of turns equal to the amount of time spent in contact. At three dots increase the penalty by one for every two turns of physical contact. If it ever rises above the subject's Stamina + Resolve, they pass out due to pain.

Spore filled blood (O): In Depth 3 or lower instead of growing existing plants the Leviathan may instead grow entirely new simple plants or fungus from spores and seeds within their blood. When taking this merit select a group of plants like "algae", "fungus" or "seaweed". This merit may be taken multiple times for additional options.

Rapid Rot (OOO, requires Spore filled blood): In Depth 4 or lower the Leviathan can spend a point of Ichor and roll Stamina + Sheol to attack structures. Roots tear into foundations and rot eats away at a building's heart. The range is touch but this attack does ignore durability.

Ah, Triffids (OOOOO, requires Sheol 3): In Depth 6 the Leviathan can add the following cruel features to animated plants under its control.

Blinding stinger, requires Size 5+ and costs 3 successes. This stinger is a 3 damage weapon with a range of 10 feet. Each success, contested by Stamina, gives -1 to all rolls that depend on vision. At a total of -5 the target is blind. Treat this damage as lethal for the purpose of healing and medicine.

Movement, requires Size 5 or less and costs 1 success. Plants only move at speed 2.

Communication, requires size 3+ and costs one success. The plants gain the ability to communicate with a form of drumming. This can be used as an early warning system for anything simple enough for an animated plant to recognize. Something along the lines of: "Humans", "Motor Boats" or "Hybrids".

One swamp, one mind (OOOOO, requires Sheol 4). The Leviathan gains the ability to unite itself with an entire ecosystem. While the leviathan slumbers the range of Everflowing Fetid Bloom increases by 100 feet an hour to a limit of Sheol miles throughout which they can use this Channel like normal.

When using this Adaptation the Leviathan is considered to be dreaming, the inverse is also true: if the Leviathan is dreaming it may use this Adaptation. When combined with Spine of the world this Adaptation is stronger; it's effects cover the entire island.

Vestiges of Might

In the natural world there are limitless miracles of evolution that allow peerless strength and grace: The slippery grace of eels, the raw power of a killer whale or the alien dexterity of the octopus. All this, and divine powers beyond the limits of muscle alone are available to the Tribe. According to myths the progenitors limitless Might could raise up islands or shatter them with a blow. When they raged their strength would shake the sky and rock the foundations of the world. To the progenitors the very distinction between thought and action was meaningless. While their descendants cannot claim such power the remaining traces of these gifts are mighty indeed.

In the Tribes iconography the Vestige of Might is represented either by patriarchal images, a powerful father or a herd of cattle, or by feats of divine strength: A mighty cliff shattered in two or a claw raised up in triumph. As the authority of fathers was eroded by the state images of divine might eclipsed images of the patriarch. The Progenitor most famous for feats of impossible strength is Mighty-Armed Thalassa and her descendants, the Thalassans retain her gifts. The Bahamutan, Nu and Tanninim Strains also show natural inclinations towards the Vestige of Might.

[PICTURE: The Icon of Might: A vertical crab claw held open, the inner surface smoothly transition into two rough cliff faces making the inside of the claw into a valley. A single line denoting a river runs through the valley. This image serves as a watermark.]

Birthright of Might

The Birthright of the Vestige of Might is the Privilege of Titans. A quick spike of Ichor permits the Leviathan to enhance his strength. For the purpose on a single non-combat Feat of Strength, the Leviathan may double his Strength.

Cost: 1 Ichor

Fluid Icon of Grace (Ancestral Channel)

Description

“Depth 0”: Birthright of Might

“Depth 1”: The Leviathan adds +1 to his Defense after all other effects (i.e. after doubling for a Dodge, not before)

“Depth 2”: As above, and +1 Speed

“Depth 3”: As above, but now +2 Defense

“Depth 4”: As above, but now +2 Speed

“Depth 5”: As above, but now +3 Defense and Speed

“Depth 6”: As above, and +1 Dexterity.

Adaptations

Liquid Evasion (OOO): While in Depth 3 or lower, the Leviathan triples his Defense, instead of doubling it, when he opts to Dodge.

Flow Like Water (OOO): While in Depth 3 or lower, the Leviathan may, once per turn, reflexively spend 1 Ichor and add (Sheol x Speed) to its Speed. Bonuses from Fluid Icon of Grace apply before multiplication. The duration is one turn.

Crater-Birthing Leap (O to OOOOO): In Depth 1 and lower, The Leviathan adds (2 x Merit Dots) feet to the height and (4 x Merit Dots) feet to the length of all jumps. At the 5-dot version of this Adaptation, the Leviathan may reflexively jump once per turn. This is a running jump if the Leviathan moves at least 10 feet in a straight line beforehand.

That Hideous Strength (Ancestral Channel)

The Leviathan’s body channels more force than a creature it size should be capable of. It is a being of terrible power, capable of crushing the earth itself should it stretch the length of it, and should it decide to throw its force against the sea, great waves will rise up to drown the land.

That Hideous Strength is a Power Attribute boosting Channel. It boosts Strength and has the following unique powers:

“Depth 0”: Birthright of Might

“Depth 6”: As above, and when invoking the Birthright of Might, add the Leviathan's Size to his Strength.

Adaptations

Rightful Place (OOO, requires Sheol 3+) - If the Leviathan's Strength exceeds his target's Stamina, then the Leviathan's attacks gain the Knockdown property. The target rolls (Dex + Athletics - Attack Successes) to retain his footing.

God-Hurling Sinews (OOO or OOOOO): In Depth 3 and lower, The Leviathan can throw any object he can lift to a distance of (Strength + Dexterity) meters. This takes a minute of effort. At the 5-dot version of this Adaptation, the Leviathan may throw such objects as an instant action. Thrown objects that are not intended to be weapons have a Damage Rating equal to their Size.

Overpowering Strength of Titans (Ancestral Channel)

The Leviathan does not make war; it visits itself upon enemies. It is a force of nature: mortals cannot oppose it, merely take shelter.

When taking this Channel, choose Brawl or Weaponry.

"Depth 0": Birthright of Might

"Depth 1": The Leviathan may, as an instant action, forfeit his Defense against a close-quarters attack. This may be done before his initiative resolves. If he does so, he rolls (Weaponry or Brawl + Strength + Equipment) against the attack. Each success on his roll cancels out one success from the attack. Excess successes are inflicted as damage (of the type appropriate to the Leviathan's weapon) against the attacker. If the Leviathan opts to use this technique, the attacker's roll is not penalized by Armor.

"Depth 2": As above, but the Leviathan may employ this defensive method against ranged attacks as well. Excess successes are not inflicted as damage unless the Leviathan's weapon has sufficient range to strike the attacker (without being thrown).

"Depth 3": As above, and the Leviathan now adds his Sheol to uses of the (Weaponry or Brawl) skill.

"Depth 4": As above, and the Leviathan may use his (Weaponry or Brawl) in place of his Composure when determining Initiative for the round.

"Depth 5": As above, and the Leviathan may perform the Depth 2 iteration of this Channel as a reflexive action once per round.

"Depth 6": As above, and the Leviathan may perform a simultaneous defense and attack. When he attacks, record the number of successes - subtract that number from all attacks targeting him this round. Excess successes do not inflict damage. If he chooses to employ this power, the Leviathan is considered to have a Defense and Armor rating of 0 for the round.

Adaptations

Thunderstruck (OO): The Leviathan adds his Sheol to his Initiative and always acts first on ties. Should two individuals with "act first" powers fight and they tie, their actions are simultaneous.

Living Weapon (OOO): The Leviathan may use this channel with both Brawl and Weaponry.

Undertow (OOO+): If the Leviathan has the Brawl version of this Channel he may perform an overpower attempt immediately after establishing a grapple against a wake-vulnerable target. At Sheol 5 and 4 Merit dots, remove the "wake-vulnerable" limitation.

Cleaving Tide (OOO+): If the Leviathan has the Weaponry version of this Channel, once per turn when he slays a wake-vulnerable target he may perform a reflexive attack against another wake-vulnerable target in range. At Sheol 4 and 4 Merit Dots, replace "once per turn" with "every time." At Sheol 5 and 5 Merit dots, remove the "wake-vulnerable" limitation.

Many Flowing Limbs (Descendant Channel)

"Depth 0": Birthright of Might.

"Depth 1": A Leviathan may spend 1 Ichor to have 8-again to establish and maintain a grapple.

"Depth 2": As above but they may use the higher of their Strength or Dexterity.

"Depth 3": The Leviathan may spend an additional point of Ichor to grapple two people at once. This causes a -4 penalty to both establishing and maintaining grapples. The Leviathan may still make only one overpower roll per turn.

"Depth 4": The Leviathan can perform an extra Sheol reflexive actions per turn provided they can be accomplished with just one limb, flipping switches, opening doors and things of that ilk. Additionally they do not reduce Defense until after they have been attacked by Defense opponents.

"Depth 5": When Grappling the Leviathan may treat his opponents strength as two less.

"Depth 6": The Leviathan may spend four points of Ichor to make grapple four people at once. This causes a -6 penalty to both establishing and maintaining grapples. The Leviathan may still make only one overpower roll per turn.

Adaptations

Adhesive Flesh (OOOOO) At Depth 6, the Leviathan may reflexively counter an opponent's attack. The Leviathan rolls Dexterity+opponent's attack successes-opponent's Strength, and on a success the opponent loses their weapon as it becomes stuck in the Leviathan's body unless it is removed with a Strength+Dexterity check or the Leviathan changes to a more human form. This same process can be used to reflexively add three dice to a grapple attempt on an attacking unarmed opponent

The Tyrant's Privilege (Descendant Channel)

The Progenitors once ruled the world, even the greatest monument of mankind existed only at their sufferance.

"Depth 0": Birthright of Might.

"Depth 1": When attacking with fists or other natural weapons the Leviathan may spend a point of Ichor to ignore up to its Strength in Armour.

"Depth 2": As above but the Leviathan now may benefit from this channel with any melee weaponry.

"Depth 3": As above but the Leviathan may instead choose to spend two points of Ichor to bypass its Strength in Durability. This Channel may be activated twice for an attack, once for Armour once for Durability.

"Depth 4": As above but when using the Depth 1 iteration of this Channel the Leviathan ignores Sheol + Strength points of armor.

"Depth 5": As above but when using the Depth 3 iteration of this Channel the Leviathan ignores Sheol + Strength worth of Durability.

"Depth 6": As above but the Leviathan may instead spend four points of Ichor to ignore all Durability.

Adaptations

Riotous Vandal (OO) - When in Depth 3 or below, the Leviathan gains 8-Again on Havoc checks.

Mind in Motion (Descendant Channel)

The Might of the Progenitors transcends crude muscles. Their will alone could topple cities and crush armies.

"Depth 0": Birthright of Might.

"Depth 1": The Leviathan may use telekinesis. This costs 1 Ichor. When using telekinesis the Leviathan has an effective Strength equal to Resolve and an effective Dexterity equal to Wits. Telekinesis has a range of 10 feet + one foot per Sheol.

"Depth 2": As above but range is 10 foot + 2 feet per Sheol.

"Depth 3": As above but the Leviathan may spend an additional point of Ichor to perform a telekinetic grapple. Roll Wits + Resolve vs Strength + Brawl. If the Leviathan wins the roll the target is both grappled and immobilized.

"Depth 4": As above but instead of a grapple the Leviathan also has the option of attacking with pure telekinetic force. This is treated as a regular ranged attack with a short equal to half the Leviathan's Telekinesis range. A Medium Range equal to the Leviathan's Telekinesis range and a long equal to twice Leviathan's Telekinesis range. Roll Resolve + Firearms. Telekinetic attacks do bashing damage and have the Knockdown property.

"Depth 5": As above but the Leviathan also manifests tactile telekinesis. For the cost of one Ichor it may substitute the Wits for Dexterity or Resolve for Strength. Range also increases to 10 foot per Sheol.

“Depth 6”: As above the Leviathan may spend four Ichor to make a telekinetic explosion: A telekinetic explosion has a radius of five yards and has an Explosive Force equal to half of Resolve + Wits + Sheol. The Leviathan may trade Explosive Force for a larger blast area: each point of Explosive Force adds five yards to the radius. Everything caught in the Blast Area takes one automatic bashing damage and a die of bashing damage per Explosive Force, this attack has the Knockdown property. This doesn't have to be an explosion; implosions are fine as is an effect that pulls everyone to the floor, or throws everyone to the left.

Adaptations

Mind Over Matter (OO) – When in Depth 3 or below the Leviathan may spend a point of Ichor to increase Defense by Resolve for a turn.

Psychic Blades (OOO) – In Depth 3 or below the Leviathan may cause Lethal Damage with telekinesis. Including overpowering during a grapple.

Force of the Tides (OO) – In Depth 4 or below the Leviathan may add Sheol to his dicepool for Telekinesis.

Vestiges of Predation

The Vestiges of Predation are, perhaps, the most recognisable abilities to us, given that the natural world is replete with adaptations to cause harm or to escape it. The teeth of a crocodile, the spines of a lion fish and the senses of a shark. Leviathans who master the Vestige of Predation exemplify and perfect these shapes, combining them with harsh beauty and the everlasting hunger of a wrathful god to craft the greatest of hunters.

[Picture: a circular mouth ringed with dozens of triangular, sharklike teeth. this image serves as a watermark.]

Birthright of Predation

The Birthright of the Vestige of Predation is the Hunter's Boon. The Leviathan may "tune in" to a Wake-vulnerable subject. If the victim's (Wits + Power Trait) is lower than the Leviathan's (Presence + Sheol), that subject cannot benefit from 10-again on attacks made against the Leviathan for the rest of the Scene.

Cost: 1 Ichor

Mortal-Devouring Armory (Ancestral Channel)

The Leviathan's Primordial form bristles with cruel natural weapons.

“Depth 0”: Birthright of Predation

“Depth 1”: The Leviathan's unarmed strikes are +1L weapons.

“Depth 2”: As above, but now they are +2L weapons.

“Depth 3”: As above, but now they are +3L weapons.

“Depth 4”: As above, but now they are +4L weapons.

“Depth 5”: As above, but now they are +5L weapons.

“Depth 6”: As above, but now they are +5 Aggravated weapons.

Adaptations

Savage Focus (O) - In Depth 1 and lower, The Leviathan may use his Dexterity for Defense even if his Wits is lower.

Limbs without end (O) - The bonus now applies as additional dice to any attempts to grapple an enemy.

Rending Claws (OO) - In Depth 3 and lower, The Leviathan's natural weapons are armor-piercing (rating 2).

Gaping Maw (OO) - In Depth 3 and lower, The Leviathan's natural weapons deal 2 additional levels of damage if used on a grappled victim.

Walking Abattoir (OOOO): The Leviathan increases all damage by one step and now has +7 Aggravated weapons at Depth 6.

Skin of the Shark (OOO): Anyone that grapples with the Leviathan suffers (His Stamina + Sheol - Their Stamina + Armor) lethal damage each turn from exposure to countless sharp protrusions or biting mouths

Ghost Devouring Fangs (OO): The Leviathan may attack ghosts and other incorporeal entities that it is aware of, if the entity is destroyed then regain Ichor equal to the entities power rating.

Stalker's Shifting Hide (Ancestral Channel)

The Leviathan's Primordial form cannot be perceived clearly by its prey.

“Depth 0”: Birthright of Predation

“Depth 1”: When the character performs Stealth checks to hide his presence, on a success he is always considered at least partially concealed. (Attempts to spot him and Ranged Attacks at -2 against him) While stealth may be broken by initiating combat, the Leviathan's concealment does not fade until scene's end.

“Depth 2”: As above, but now he is considered substantially rather than partially concealed (-3).

“Depth 3”: As above, but now he adds his Sheol to uses of the Stealth skill.

“Depth 4”: As above, but now the Leviathan is also completely odorless or silent when the Depth 1 ability of this Channel is activated (The character chooses one when this channel is acquired).

“Depth 5”: As above, but now the Depth 1 ability of this channel is reflexive.

“Depth 6”: As above, but now he is considered completely invisible rather than substantially concealed (Opponents are considered to be Fighting Blind against him). An opponent who successfully strikes the Leviathan once treats him only as substantially concealed for the rest of the scene.

Adaptations

Ambush (OO) - Whenever the Leviathan successfully surprises and wounds an enemy, he gains 1 Ichor.

Broken Lens (OOO) - In Depth 3 and lower, those using tools of mortal make (binoculars, flashlights, etc.) to attempt to overcome the Leviathan's Stealth roll will suffer unexplained hardships. Lenses get blurry, lights flicker, and so on. Equipment with a rating of less than the Leviathan's Sheol is effectively negated and provides no bonus.

Clouded Eye (OOO) - In Depth 3 and lower, the Leviathan may use his focused wake to dull the senses. A subject whose Willpower is lower than the Leviathan's (Stealth + Sheol) will subtract the Leviathan's Sheol from all Wits-based rolls to detect him.

Slip Sideways (OOOO, requires Sheol 4 and Rain Dance of the Tempest) - In Depth 6, an exceptional success on the character's Dexterity +Stealth + Sheol roll permits the Leviathan to find a bolthole outside of normal space. No non-supernatural methods may detect his presence as long as he remains in his current general position, and supernatural means must contest against his successes. Non-supernatural events that don't deal catastrophic (10+) damage to the surrounding region will neither affect or reveal the Leviathan, and the Leviathan's Stealth will act as armor to insulate him against even apocalyptic mundane events. He will be visible afterwards (after all, whatever happened probably managed to move him.) Attacking, speaking, or moving will also end this effect, though the Leviathan gains the benefits of surprise.

Hunter's Terrible Beauty (Ancestral Channel)

The hunter in action is a marvel to behold, both terrifying yet beautiful.

Hunter's Terrible Beauty is a Power Attribute boosting Channel. It boosts Presence and has the following unique powers:

“Depth 0”: Birthright of Predation

“Depth 4”: The Leviathan can focus her Wake to paralyze with fear. The Leviathan rolls Presence + Intimidation + Sheol vs Resolve + Power Trait against a wake vulnerable target. Should the Leviathan win they paralyze their foe for Presence turns. Multiple uses of this power do not stack and the effects end immediately if the Leviathan makes a physical attack against the target.

Adaptations

The Sleeping Dragon (OOO or OOOO, requires Sheol 2 or 3): At Depth six the Leviathan can spend a point of Ichor to prevent all wake-vulnerable creatures from attacking itself unless they spend a point of Willpower and succeed on a Resolve + Composure roll. The effects end automatically if the Leviathan attacks any target. With Sheol three and four dots in the Adaptation attacking only ends the effect for the target, everyone else merely gets a free reflexive roll to shake the effects.

Hideous Revelry (OOO or OOOOO, Requires Sheol 3) - In Depth 3 or lower, the Leviathan may spend 2 Ichor and reflexively roll Presence + Expression when performing a physical attack, opposed by the highest Composure + Power Trait among its enemies. On a success, the Leviathan may induce one strong emotion (chosen from the list below when purchasing this Adaptation) in any number of witnesses. The Leviathan screams a phrase or strikes a pose or integrates her attack into a dance, and this action usurps the hearts of onlookers. Characters so affected are subject to the behaviors below unless they spend a point of Willpower to immunize themselves for the scene. Should a wake-vulnerable individual do so, they still suffer a -2 penalty to all actions. With the five-dot version of this Merit, cost falls to 1 Ichor per attack and the Leviathan may choose any of the listed emotions.

Emotions List:

Lust - Affected characters attempt to copulate with anything in sight.

Wild Abandon - Affected characters are slaves to their base impulses and ignore social conventions.

Fury - Affected characters perform All-Out attacks on the character closest to them.

Horror - Affected characters are too horrified to do anything but dodge and flee.

Joy - Affected characters are extremely suggestible and will not attack unless attacked.

Blood in the Water (Ancestral Channel)

The Leviathan's razor-keen senses can detect a single drop from two oceans away.

“Depth 0”: Birthright of Predation.

“Depth 1”: When the character performs a Survival check to track a target, he is unaffected by obliterated evidence. Rain may wash blood away, or footprints in snow melt, but the Leviathan finds it no more difficult to pursue his mark.

“Depth 2”: As above, but now when the Leviathan is pursuing a character he bloodied personally he adds his dots in Survival to his Speed.

“Depth 3”: As above, but now he adds his Sheol to uses of the Survival skill.

“Depth 4”: As above, but now he adds his Sheol to all perception-based rolls when looking for living beings.

“Depth 5”: As above, but now the Leviathan extends the range of either his sight, smell, or hearing (choose when taking this Channel) to Sheol miles. Providing his sense is unobstructed the Leviathan can examine living beings within the radius as if he were right next to it using the sense of his choice.

“Depth 6”: As above, but now the Leviathan extends the range of all three aforementioned senses.

Adaptations

Savage Kenning (OO) - In Depth 3 or lower, when the Leviathan makes a perception or other roll to notice a threat to itself treat the roll as a rote action.

Unchallengeable Gaze (OO, requires Sheol 2) – In Depth 4 or lower, the Leviathan's senses become difficult to attack: he can ignore up-to Sheol penalties that target the senses such trying to smell after being struck with pepper spray.

Peer Through Depths (OOO, requires Sheol 2) - In Depth 4 or lower, the Leviathan's senses penetrate barriers. For every point of Sheol she can see through twenty feet of smoke, ten feet of porous barriers (like foliage), a foot of stone, an inch of metal or a quarter inch of heavy metal.

Relentless Pursuit (O to OOOOO): In Depth 3 and lower, the Leviathan may treat his Speed as though it were (2 x Merit Dots) higher for the purpose of extended rolls related to pursuit on foot or in the water. This does not increase his actual speed - rather, he does not flag and moves as efficiently as is possible. At the 5-dot version of this Adaptation, the Leviathan treats physical races as rote actions when at Depth 6.

An Eye for the Kill (OO) – In Depth 4 and lower, the Leviathan halves the penalties for range when using another Channel that allows long ranged attacks.

The Hunter's Blood (Descendant Channel)

Dice Pool: Dexterity + Firearms + Sheol

Action Type: Instant

The Leviathan may project blood or Ichor at range; transforming it by means of this Channel into a deadly toxin. Most mortal Armor will not defend against this attack, but tools that provide environmental protection (such as a hazmat suit) might provide their usual protection. Despite the unusual nature of the attack, it is treated as a typical ranged weapon.

“Depth 0”: Birthright of Predation

“Depth 1”: The attack deals bashing damage and has a range of 5/10/20.

“Depth 2”: As above, but the range is now 10/20/40

“Depth 3”: As above, and the Leviathan may now perform a "short burst" as per the Autofire rules. This halves the effective range, however. He may also expend an additional 1 Ichor to inflict lethal damage.

“Depth 4”: As above, but the range is now 30/60/120.

“Depth 5”: As above, but the Leviathan may now perform a "medium burst."

“Depth 6”: As above, but the Leviathan may now opt to perform a "long burst" as per the Autofire rules. He may now expend an additional 3 Ichor to inflict aggravated damage.

Adaptations

Defensive Bleeding (OOO) - In Depth 3 and lower, upon suffering three or more levels of lethal or aggravated damage, the Leviathan may reflexively invoke this Channel with the attacker as a target. Stamina replaces Dexterity in the dice pool, and the Leviathan may not opt to perform a "burst."

Cobra's Spite (OOO) - In Depth 3 and lower, foes that suffer damage equal to their Size from this Channel are effectively blinded until they heal the wound supernaturally or receive medical attention.

Tiamat's Fury (OOOOO) - In Depth 5 and lower, instead of spitting acid, you breathe iridescent flame. Your attacks are capable of damaging immaterial beings (though you gain no means of noticing that you're doing so) and inflict aggravated damage anything supernaturally vulnerable to fire, regardless of how much Ichor you spend. On an exceptional success, the target is set alight (World of Darkness, page 180). Assume the conflagration is bonfire-sized and has the heat of a chemical fire. It lasts until the target succeeds on an Extended Dex + Athletics check to put it out (each success reduces the fire's damage by 1).

Accepting the Tribute of Slaughter (Descendant Channel)

It is the right and prerogative of the original apex predator to devour all beneath her. This Channel makes it clear to the Leviathan's foes that they are nothing more than offerings to an ever-hungry god.

Depth 0: Birthright of Predation

Depth 1: You may expend 1 additional Ichor when attacking with your natural weapons. If you do so and your attack inflicts at least one level of damage, your enemy loses 1 point of Willpower in addition to the damage inflicted (you do not gain the Willpower). You may never drain more than 1 Willpower per turn this way.

Depth 2: As above, and characters who have suffered Willpower loss at your hands this scene also suffer a -1 penalty to all actions against you.

Depth 3: As above, and when employing the Depth 1 ability of this channel, you may spend 1 additional Ichor to have your attack affect (Sheol +1) opponents within melee range. This attack is resolved against the highest Defense + Armor out of any of them. Divide Successes evenly.

Depth 4: As above, and characters who have suffered Willpower loss at your hands this scene also suffer a -2 penalty to all actions against you.

Depth 5: As above, and characters reduced to 0 Willpower by the Depth 1 ability of this channel must succeed on a (Resolve + Composure - your Sheol) roll or be rendered catatonic for the duration of the scene.

Depth 6: As above, and when employing the Depth 1 ability of this channel, you may expend 3 additional Ichor and choose not to benefit from your natural weapons when rolling to attack. Instead, add their Damage rating in automatic successes if your attack lands.

Adaptations

Whirlwind of Destruction (OO): When performing the Depth 3 iteration of this Channel, you may subtract 2 from the Defense of your targets.

Soul-Devouring Jaws (OOO): Whenever you reduce the Willpower of an opponent, gain a point of Ichor.

Vestiges of Sanctity

Not every power known to the Tribe has precedent in the natural world. The powers of Sanctity are the most Other in a Leviathan's repertoire, the most divine of all the Tribe's godly abilities. They are the power to command and to be unconquered. The Progenitors, if the stories contain a hint of truth, could command the very fabric of the universe itself and a hint of such power remains in their bloodlines to this day.

The Tribe represent Sanctity with a figure sitting upon a throne, any of the Progenitors - or the Tribe's guess of their appearance - can be used but Oceanus is the Progenitor with the strongest association to Sanctity and his image is the most common. Dagon, Nu and Lahamu are also known for their grasp of Sanctity and their descendants retain an affinity for the Vestage.

[PICTURE: The icon of Sanctity: A figure with a fish tail, a bare muscular chest, and a full beard sits on a throne. Above him is a line of stars.]

Birthright of Sanctity

The Birthright of the Vestige of Sanctity is Parting the School. While this power is in effect, large masses of humans beings and aquatic animals instinctually part around the character and then return

seamlessly to their original positions – the Leviathan could run at full speed through a crowded party without running into anyone, or fluidly walk through a queue to the front. A violent crowd will not impede the character or strike him as he is moving, but is free to assault him otherwise – they will simply be incapable of circling him, politely parting to let him pass each time they surround him. The crowd parts only for the Leviathan and will provide the normal impediment to all others. This power has no effect on the positioning of people who are alone and it will only affect normal creatures that are completely subject to the Wake – even the moderate resistance provided by being a supernatural being is sufficient to stifle it entirely. Its effect lasts for a scene.

Cost: 1 Ichor

Indomitable Solipsist-Tyrant (Ancestral Channel)

A Progenitor is a paradigm unto itself. Rhetoric and spellcraft alike were, to those ancient beings, no more substantial than a passing breeze, for they fell upon the ears not of men but of mountains. It is foolishness to attempt to sway the sentiments of beings whose passing whims became the laws of reality.

Indomitable Solipsist-Tyrant is a Resistance Attribute-boosting Channel. It benefits Resolve and has the following unique powers:

"Depth 0": Birthright of Sanctity

"Depth 5": When resisting a supernatural ability with Resolve – if you get an Exceptional Success your attacker gains a minor derangement for 11 – Willpower days.

"Depth 6": You gain an extra point of Willpower at the start of every scene even if it takes you above your normal maximum. This point can only be spent on rolls that use Resolve. When the scene ends you lose the point if you still possess it.

Adaptations

Insurmountable Arrogance (OOO, requires Divine Prerogative): In Depth 5 or lower, the Leviathan's Divine Prerogative is effective against all characters with a (Power Trait) equal to or lower than his.

Unconquerable (OOOOO), requires Eye of the Eternal Storm): In Depth 1 or lower, whenever the Leviathan would use either its Resolve or its Composure to resist or oppose an effect, instead use the Leviathan's Resolve + Composure (+Sheol, when it would normally be applicable).

Eye of the Eternal Storm (Ancestral Channel)

The Leviathan is a creature of preternatural calm and stillness. Adapted to both the loneliness and turbulence of the primordial ocean, he can maintain emotional control in the most extreme circumstances and spread this control to others.

Eye of the Eternal Storm is a Resistance Attribute boosting Channel. It benefits Composure and has the following unique powers:

"Depth 0": Birthright of Sanctity

"Depth 5": Wake-vulnerable individuals within the Leviathan's Wake may use his Composure as a Resistance trait in place of their own. If they do so, their effective Composure is reduced to 0 when opposing effects created by the Leviathan himself. This effect lasts for the scene or until the victim expends Willpower to resist it (but will begin anew if they borrow the Leviathan's Composure again.)

“Depth 6”: As above, and the Leviathan may reflexively spend 1 Willpower to render himself immune to one instance of any supernatural power that may be resisted or opposed by his Composure. Unless otherwise specified characters are only capable of spending one point of Willpower per turn.

Adaptations

Citadel of the Doldrums (OO, Requires Indomitable Solipsist-Tyrant): The Depth 6 iteration of this power can now be used with Resolve as well as Composure.

Insidious Creature (Ancestral Channel)

When the Leviathan speaks, or sends thoughts and dreams, the message tangles up the reason of the recipient, ensnaring the mind.

Insidious Creature is a Finesse Attribute boosting Channel. It benefits Manipulation and has the following unique powers:

“Depth 0”: Birthright of Sanctity

“Depth 1”: Wake-vulnerable creatures that were in the Leviathan's presence while he was at this Depth or deeper suffer the Leviathan's (Manipulation+Sheol) as a penalty to remember specific facts about the scene and must actively suspect there is something unusual about the Leviathan before they can roll (with penalty) to attempt to discern his heritage.

“Depth 4”: As above, and if the Leviathan's (Manipulation + Intimidation + Sheol) is greater than a wake-vulnerable individual's (Willpower + Power Trait), that individual must roll at least (Leviathan's Sheol) successes on a memory check to recall any specific details about the scene.

“Depth 6”: As above, and if the Leviathan focuses his Wake on a subject whose (Willpower + Power Trait) is less than his (Manipulation + Sheol), the Leviathan may fabricate the subject's memories regarding the scene. Targets who can successfully recall the Leviathan (subject to the Depths 1 and 4 abilities of this channel) may regain their true memories.

Adaptations

Serpent's Tongue (OO) - In Depth 1 and lower, the Leviathan's presence destabilizes the moral compasses of others. When the Leviathan acts to convince a subject to perform an action that would fulfill their Vice, the subject's Morality Trait is considered (Sheol) lower for purposes of contemplating or executing the suggested course of action. An Envious man could be talked into murdering his boss instead of stealing from him, a Wrathful leader persuaded to exterminate dissidents rather than imprisoning them, or a Proud human convinced to eat the forbidden fruit instead of looking at it.

Master of the Veil (OO or OOOO): The Leviathan can shut off this Channel's effects on memories reflexively and activate it as an instant action. With the four-dot version of this Adaptation, he may apply these effects selectively, omitting any allies in the radius.

Call of the Depths (Descendant Channel)

The voice of the Leviathan is what inspired legends of sirens. Speaking, crying, bellowing, or whispering: all vocalizations of the Leviathan draw in mortal listeners, robbing them of their will and self determination.

Dice Pool: Presence + Expression + Sheol

Action Type: Standard

The Leviathan's voice carries a luring tone that pulls listeners towards him or her and muddle their minds. The effect only extends as far as the Leviathan's voice would naturally carry, without being amplified or broadcast by mechanical methods. Those that hear the voice, are vulnerable to the Wake, and have less (Resolve + Power Trait) than the Leviathan's successes are affected. A point of Willpower may be spent to resist the call for a turn. When at the Leviathan's side, subjects that are still subject to the lure become anxious and uncertain if forced to move away, suffering a -2 penalty to all actions not linked to returning to the Leviathan's side. Any combat loosens the Leviathan's grip upon all who witness to the combat, they still suffer a -2 penalty to all actions for attempting to leave the Leviathans side; but they may choose to accept the penalty and do so. Alternatively, so long as they are near the Leviathan (perhaps attempting to attack it) they may act freely.

“Depth 0”: Birthright of Sanctity

“Depth 1”: Those that hear the voice move towards the Leviathan for a single turn.

“Depth 2”: As above, but the compulsion lasts an for one turn per Success, to a limit of (Leviathan's Presence) turns. Multiple applications don't stack - the new roll replaces the old one.

“Depth 3”: As above, and the Leviathan may expend an additional 1 Ichor to increase the duration to one minute per Success.

“Depth 4”: As above, and the limit on duration increases to (Presence + Sheol) Successes.

“Depth 5”: As above, and the Leviathan may continue to play a weaker version of her luring tone after the duration expires for no cost. Subjects may freely choose whether they wish to remain by the Leviathans side or not, but so long as they choose not to they suffer a -2 penalty to all actions until they decide to return to the Leviathan or can no longer hear the call. Only people affected by a proper activation of Call of the Depths can be affected by this lesser tone.

“Depth 6”: The Leviathan may expend 3 additional Ichor to make the call last five minuets per Success.

Unholy Disharmonies (O) - In Depth 2 or lower the Leviathan is able to use Call of the Depths and speak normally at the same time.

Song of Madness (OO) - In Depth 3 and lower, those affected by the call also suffer from any derangements possessed by the Leviathan. Those that resist by expending Willpower also resist the derangement. This Adaptation's effects end when the subject can no longer hear the Leviathan's Call.

Shackle the Mind (OOOO) - In Depth 5 or lower, a wake-vulnerable individual suffering from a derangement induced by the Leviathan must succeed on a reflexive (Resolve + Composure - Leviathan's Sheol) check to disobey or attack it. One attempt per turn may be made; success grants freedom of action for one turn. An exceptional success frees characters from this effect for the rest of the scene - inflicted derangements are not lifted. This Adaptation's effects end when the subject can no longer hear the Leviathan's Call.

Besieging the Tower of Will (Descendant Channel)

The Leviathan's innate ability to casually dominate the herd is refined into a cold psychic sword that drives humans mad even as it enslaves them.

Dice Pool: Manipulation + Intimidate + Sheol vs. Target's Resolve + Power Trait

Action Type: Instant

The Leviathan may telepathically communicate with any target in sensory range. Targets without recourse to telepathy must resort to mundane measures to talk back. The target is aware that the Leviathan is the one communicating with them.

"Depth 0": Birthright of Sanctity

"Depth 1": At the cost of 1 Ichor, the Leviathan may send a single message whose meaning can be summed in twenty words or less.

"Depth 2": As above, but the target may telepathically reply with a single message subject to the same word limit.

"Depth 3": As above, and the Leviathan may spend an additional 1 Ichor to inflict a minor derangement in a wake-vulnerable target, or to upgrade an existing derangement by one category, roll Manipulation + Intimidation + Sheol vs Resolve + Power Stat. The Leviathan chooses the derangement subject to the limitation that it always leaves the target beholden to or obsessed with the Leviathan in some way. Existing derangements that have been upgraded are warped to fulfill these conditions. The derangement or upgrade lasts for (Sheol) days. The Leviathan may only attempt this once per target per day. If the Leviathan does so she may give a simple command, one or two sentences which the target will endeavor to follow for the rest of the scene. People will not obey clearly suicidal commands, including commands not to defend themselves. Issuing commands that send a person against their moral identity is hard but not impossible: They roll Resolve + Power Stat + Morality with a target of the Leviathan's original successes.

"Depth 4": As above, and the Leviathan need only spend 1 Ichor per scene in order to enable continuous two-way telepathic communication with anyone it can perceive.

"Depth 5": As above, and telepathic communication is reflexive for the Leviathan and its targets. The Depth 3 and 6 powers of this Channel remain instant actions.

"Depth 6": As above, and the Leviathan may spend an additional 3 Ichor to instead inflict a severe derangement in a wake-vulnerable target, subject to the same limitations as the Depth 3 version of this power. Derangements inflicted in this manner last until the target receives intensive psychiatric support (successes required on therapy: twice Leviathan's successes) or the target becomes a Beloved or Ahab. If the Leviathan chooses to do so they may give an order, as long and complicated as the victim can be reasonably expected to remember. The victim will attempt to obey this order to the best of their ability but with the same limitations as the Depth 3 version of this power. Most figure out their compulsion is tied to their new Derangement and indeed, successful Therapy will end the order as will becoming Ahab but not becoming Beloved.

Adaptations

Mind Blast (OO or OOOO): In Depth 3 or lower, the Leviathan may unleash a psychic attack as an instant action. The Leviathan rolls Presence + Intelligence + Sheol and spends 1 Ichor, subtracting the target's Resolve + Power Trait. The effects of success depend on the number of dots in this Merit the Leviathan possesses. With the two-dot version of this Merit, the Leviathan inflicts Bashing damage with the Stun property. With the four-dot version of this Merit, the Leviathan gains the option to inflict Lethal damage with the Stun property. The Leviathan may choose to split successes among multiple opponents, subtract only the highest Resolve + Power Trait amongst the targets.

Assimilation (OOOO+): Purchasing this Merit creates a Memory Slot. In Depth 3 or lower, the Leviathan may devour the mind of a recently deceased character. This requires a (Resolve + Stamina - Target's Intelligence) check on the part of the Leviathan. On a failure, the mind is destroyed. On a success, the Leviathan fills one Memory Slot and benefits from one of the following:

A one-dot increase in one social or mental Attribute the devoured had at a higher rank than the Leviathan.

The devoured's rank in one skill.

One Ritual possessed by the target

The Leviathan is also capable of recalling any particulars of the devoured's lifestyle or history, within the usual limits and rolls for memory (or with the Channel Memories Before Time). Additional dots in this Merit confer one Memory Slot each, allowing the Leviathan to store multiple memories or store the

same set of memories several times for additional benefits. If the Leviathan wishes to benefit from devouring minds after its Memory Slots are filled, it must first empty a slot, losing the associated benefit and knowledge of the target's history if no more Memory Slots from that target remain. Note that slaying a human for the explicit purpose of devouring his or her brain, like all forms of cannibalism, is a Tranquility 3 Sin. Atolls cannot be assimilated, though persistent rumors say that a Leviathan can gain the serenity of an Atoll's presence permanently by assimilating her mind.

Psychic Shockwave (OOOOO+): In the Depth 6, the Leviathan may spend 1 Willpower to instead create a minor derangement (or upgrade an existing one that the Leviathan created) in all wake-vulnerable targets that can see it. At Sheol 6 and 6 Merit dots, the Leviathan may use this power reflexively and for free the first time in a scene that it enters the Apotheosis Form. This does not let the Leviathan issue commands. When in Depth 6, any wake-vulnerable character with a (Willpower + Power Trait) that does not exceed the Leviathan's (Presence + Sheol) and witnesses its Aura suffers from a minor derangement of the Leviathan's choice for a scene.

Piercing the Veil of Slumber (Descendant Channel)

"Depth 0": Birthright of Sanctity

"Depth 1": The Leviathan may observe the dreams of others while asleep. Any character who interacts with the Leviathan on a regular basis may be observed for 1 Ichor per scene. Characters may resist with a Wits + Subterfuge roll against the Leviathan's Intelligence + Occult.

"Depth 2": As above, and the Leviathan is master of its own dreams. Add (Sheol) in automatic successes (or twice Sheol to its resistance trait) to all attempts by the Leviathan to maintain or defend his dreams against invaders. add Sheol to attempts to invade the dreams of others

"Depth 3": As above, and the Leviathan may spend an additional Ichor to invade the mind of a character whose dream they are observing. Asserting control over a dream is an Intelligence + Occult check opposed by the Resolve + Power Trait of the dreamer. While in control, the Leviathan may perform any social action that they could perform in person to the dreamer, but with an equipment bonus equal to his (Sheol). The targeted individual behaves upon awakening as if the social action occurred in conscious reality, though they do not necessarily believe the dream to have been real. Every time the target suffers damage from any source while their dream remains under the Leviathan's control, the target may attempt to awaken with a reflexive (Resolve + Power Trait + Total Damage Taken) roll against the Leviathan's original successes on the control check.

"Depth 4": As above, and the Leviathan may affect the dreams of any character they have seen in the last thirty days.

"Depth 5": As above, and the Leviathan may affect the dreams of any character who has ever seen them in Apotheosis form, or any character within (Sheol) miles of the Leviathan's slumbering body.

"Depth 6": The Leviathan dreams and changes the world. He first sets an ultimate goal ("My cult shall seize 37th street." "Doctor Johanss will stumble across an idol and spiral into madness." "The Mayor will die." "I shall rise again, when the stars are right"). The Leviathan then spends 4 Ichor and slumbers as an extended action (1 day per Intelligence + Occult + Sheol roll) for up to (Sheol x 2) rolls. Each success can be used to add one die to any action that might advance his goal, or to subtract one die from an attempt to prevent it. Successes last for up to Sheol days after waking up or Sheol months so long as the Leviathan slumbers. The Leviathan may have up to Sheol goals active at once, each goal requires an additional four Ichor and extended roll (The Leviathan dose not have to wake up in the interim). Each goal must be unique although the Leviathan may sacrifice any remaining successes and start a goal afresh. Successes accumulated can also be used to affect the dreams of others as per the previous iterations of this channel, or to increase the number of targets whose dreams the Leviathan can

invade - each success thus expended doubles the number of targets the Leviathan can affect. Use the highest Resolve + Power Trait out of all targets.

Adaptation

Dream Awareness (OO) - While he is Dreaming the Leviathan may retain an awareness of what is going on in the waking world, from any viewpoint within her Wake.

Dream Contagion (OOO) - The Leviathan may spend a Willpower and then declare a dream it is control of contagious; it will affect all individuals within (Leviathan's wake diameter) of the original target. Roll Intelligence + Occult vs. the highest Resolve + Power Trait out of all targets: on a success, all characters in range have similar dreams over the course of several nights. The Leviathan's social actions in the original dream are replicated (using his original roll results) and tailored to individual targets.

Lord of Nightmares (OOOOO) - In Depth 3 or lower, the Leviathan may, after making eye contact with a target, spend 1 Willpower to send the target into a waking dream. This is an instant action. The Leviathan rolls (Intelligence + Occult + Sheol) opposed by the target's (Willpower + Power Trait). On a success, the target experiences several hours of subjective interaction with the Leviathan in the span of a turn, as if they were dreaming. The target is incapable of performing non-reflexive actions that turn, but is not considered helpless. On an exceptional success, the Leviathan may opt for the target to experience the dream in real time, asserting total control over the target's senses as a concentration duration effect. A character whose senses are being controlled may spend a Willpower to attempt to break free from the effect, rolling (Willpower + Power Trait) against the Leviathan's original successes. Lord of Nightmares may only be invoked once per day per target.

Vestiges of Vitality

The Progenitors were not invincible, if they were Marduk would never have been able to defeat them. However if any creature came close to the ideal of invincibility it was the Progenitors. The many defenses and armor gifted to the natural world by evolution; the shell of a turtle, the poison of the toad, these are all available when the Tribe peruses the vestigial traits of Vitality.

The icons of Vitality of portray the Vestige as interlinked with perseverance and duty but also status and privilege: It is a king whose strong back carries the weight of his crown, a citadel standing against adversity, yet the best known icon is the oldest. A deception of Bahamut itself carrying a city. Unchained Bahamut was said to be the largest and most invincible of it's brethren and the Bahamutans are the tribe's unchallenged masters of Vitality. The Nu, Tanninim and the Thalassans also show aptitude for Vitality.

[PICTURE: The Icon of Vitality: A ziggurat; a sinuous wave that represents the surface of the sea almost reaches to the top of the first step. Below the wave all is black save for the slightest hint of an eye in dark grey suggesting that the ziggurat is built atop some mighty creature. This image serves as a watermark]

Birthright of Vitality

The Birthright of the Vestige of Vitality is the Boon of Tides. While this power is in effect, the Leviathan may breathe water as easily as air and is comfortable in any environment that is predominately water, regardless of temperature, pollution or pressure. The Leviathan also gains Armor 1 when at least half-submerged. Its effect lasts for a scene.

Cost: 1 Ichor

Lifeblood of Titans (Ancestral Channel)

The immense ancient creatures were beyond death as it is currently understood. A Leviathan who pursues the remnants of this power in its blood finds that same spark of terrible life, which refuses to be constrained to the scale of modern life.

“Depth 0”: Birthright of Vitality

“Depth 1”: +1 Size. Size from Lifeblood of Titans stacks with the regular increases from Transformation.

“Depth 2”: As above, and +1 Health Level

“Depth 3”: As above, but now +2 Health Levels.

“Depth 4”: As above, but now +2 Size.

“Depth 5”: As above, but now +4 Size.

“Depth 6”: As above, but now +8 Size and +3 Health Levels.

Drawback: Get used to destroying your clothes when you Transform. Adaptations

A Mountain Walked (OOO to OOOOO OOO, Requires Sheol 3+): In Apotheosis Form the Character may spend four Ichor and a Willpower point to grow enormously. They gain one size point a turn up until a final size determined by the number of dots in this Adaptation: Respectively: 20, 25, 30, 35, 40 & 43. Leviathans may purchase a number of dots in this Adaptation equal to their (Sheol). Size granted by this Merit, unlike Size granted from other sources, explicitly cannot be converted to Stamina via the Depth 5 iteration of No Mysteries of the Flesh. Once a Leviathan has activated this Adaptation the additional size remains until they Transform to a lower Depth. This Transformation takes longer than normal: one turn per point of Size from this Adaptation.

A Size 15 character is roughly 2 stories tall and weighs roughly 8,000 pounds, or about as much as a large SUV.

A Size 20 character is roughly 3.5 stories tall and weighs roughly 30 tons, or about as much as an IFV.

A Size 25 character is roughly 7.5 stories tall and weighs roughly 200 tons, or about as much as a blue whale.

A Size 30 character is roughly 14 stories tall and weighs roughly 2,000 tons, or about as much as a naval frigate.

A Size 40 character is roughly 30 stories tall and weighs roughly 20,000 tons, or about as much as an aircraft carrier.

A Size 43 character is roughly 45 stories tall and weighs roughly 60,000 tons, or about as much as Godzilla.

A Size 66 character is roughly 960 stories tall, the size of Mount Everest.

Sidebar: Size and Health

The rules for temporary health dots (WoD Core. P 173) state that when a character loses a temporary health dot such as one granted by A Mountain Walked they retain any damage within that health dot. While this rule works nicely for small health bonuses it can start to act a little odd when a character has a huge bonus. A minor wound could become fatal when a Character shrinks down after using A Mountain Walked. There are two options for this: The first is to embrace it, even a moderately wounded giant is trapped in its huge form until it can find a safe spot (not easy at titanic sizes) and heal. The second is to use an alternative system for temporary health: Work out the proportion of Aggravated,

Lethal and Bashing damage in relation to the total health dots and ensure the proportion remains the same after the character shrinks.

A second change you may consider is to make wound penalties apply earlier. For every 20 health dots a character has move the start of each wound penalty two dot to the left. For example a character with 20 health dots suffers -1 at 14 dots, -2 at 16 dots and -3 at 18 dots. Making wounds penalties start earlier provides a more natural progression than limiting them to the last fraction of a characters health but also allows an impressive gap between when a Leviathan starts to weaken and when it finally goes down.

Flesh of the Progenitors (Ancestral Channel)

The hides of the ancient ones could turn the blades of humanity's finest champions. With this Channel, a Leviathan can access that legacy of invulnerability.

“Depth 0”: Birthright of Vitality

“Depth 1”: The Leviathan develops 1/0 Armor (General/ballistic).

“Depth 2”: As above, but now 1/1 Armor

“Depth 3”: As above, but now 2/1 Armor, and the armor becomes bulletproof.

“Depth 4”: As above, but now 2/2 Armor

“Depth 5”: As above, but now 3/2 Armor

“Depth 6”: As above, but now 4/3 Armor, and the armor degrades all damage inflicted by mundane weapons by one level, bashing is unaffected.

Adaptations

Adaption to Harm (OO) - In Depth 3 and lower, the Leviathan may expend 1 Ichor to "adapt" to an attack that inflicts damage. The Leviathan's Armor is treated as being 1 rank higher against attacks of that general type (bullets, punching, blunt instruments, etc.) for the rest of the scene. The Leviathan may only be "adapted" to one such type of damage at a time.

Flexible Protection (OO) - In Depth 3 and lower, the Leviathan may roll Stamina + Sheol as an instant action. He may move ranks of protection equal to his successes from general to ballistic or vice-versa, increasing one by decreasing the other. He may not reduce a type of armor (general or ballistic) below 0.

Lead Ward (OO) - The ballistic values of the Armor granted by this Channel are all 1 rank higher.

Improved Carapace (OOO - OOOOO) - In Depth 6 the Leviathan increases the value of all armor granted by this Channel by 1. At four dots increase by two and increase provide a bonus of one in Depth 5. With five dots the bonus becomes +3,+2,+1 at Depths 6, 5 and 4 respectively.

Gift of the Turtle (OOOO) - In Depth 5 and lower, when performing a Dodge action the Leviathan may sacrifice her Defense to increase Armour by Defense. If she does so do not double Defense or apply merits such as Brawling Dodge.

Inviolable (OOOOO, requires Sheol 5) - In Depth 6, while being attacked by wake-vulnerable creatures, the Leviathan may opt to use the armor granted by this Channel as Durability instead.

The Toad's Curse (Ancestral Channel)

Approaching the ancient creatures of the depths was a hazardous experience; not only did they have great power to bring to bear against interlopers but their very presence could overwhelm with toxic secretions.

“Depth 0”: Birthright of Vitality

“Depth 1”: Unprotected beings in physical contact with the Leviathan suffer a -1 penalty on all actions. After the contact is broken, the penalty lasts for a number of turns equal to the amount of time spent in contact.

“Depth 2”: As above, but for every two rounds of full contact, the penalty increases by 1. If it ever rises above the subject's Stamina + Resolve, they pass out due to pain. When contact is broken, the penalty drops down to -1, and lasts as above.

“Depth 3”: As above, but now the penalty applies to any creature within close distance (close enough to touch, even if not touching) of the Leviathan. If the region is left, the penalty now gradually decreases (by 1 each turn), to a minimum of -1, which is suffered for the rest of the scene

“Depth 4”: As above, but now the penalty increases for each turn of contact.

“Depth 5”: As above, and creatures that have passed out due to exposure will suffer 1 bashing damage for each turn of continued exposure beyond that point.

“Depth 6”: As above, but the cloud now covers a region with a radius in feet equal to the Leviathan's Size.

Adaptations

Master of the Curse (OO to OOOO): The Leviathan can shut off this Channel reflexively and activate it as an instant action. With the four-dot version of this Adaptation, he may apply this Channel's effects selectively, omitting any allies in the radius.

World-Serpent's Endurance (Ancestral Channel)

The Leviathan's body channels more force than a creature its size should be capable of. It is a being of terrible power, capable of crushing the earth itself should it stretch the length of it, and should it decide to throw its force against the sea, great waves will rise up to drown the land.

World Serpent's Endurance is a Resistance Attribute boosting Channel. It boosts Stamina and has the following unique powers:

“Depth 0”: Birthright of Vitality

“Depth 5”: +1 Health

“Depth 6”: As above, and the Leviathan reduces all bashing and lethal damage he suffers by 1, to a minimum of 0.

Adaptations Tireless Vigor (OOO): In Depth 3 and lower, the Leviathan ignores up to his (Sheol) score worth of penalties applied due to wounds or fatigue.

No Mysteries of the Flesh (Descendant Channel)

Dice Pool: Intelligence or Stamina + Medicine + Sheol

Action Type: Extended (Each roll represents either one minute of work (first aid and diagnosis) or one hour of intense concentration (for long-term treatment and major physical reconfiguration)

The Leviathan can exert near-total understanding and control of the physical functions of his body, stopping or redirecting blood flow, diagnosing maladies, and repurposing muscles and organs to increase his capabilities. The lesser examples of this power are acts of will (Intelligence), while the more drastic changes are painful and strenuous (Stamina.)

“Depth 0”: Birthright of Vitality

“Depth 1”: By expending a point of Ichor, the Leviathan may diagnose illnesses in himself using this Channel; he suffers no penalties for lacking tools (and in fact gains bonuses due to his Sheol.) He may also perform minor field first aid, such as stopping a wound from bleeding and "setting" a broken limb.

“Depth 2”: As above, and the Leviathan may now apply any medical treatment that would be possible with advanced equipment, up to and including performing what is effectively surgery on himself.

“Depth 3”: As above, and the Leviathan may now use drastic changes to remove the need for sleep, air, water, and food. Each category requires 1 success for twelve hours of suppression. Healing time can be increased as well - successes are divided between duration (12 hours per success) and degree of increase (2 successes for a 100% improvement.) Increased healing burns increased energy. A Leviathan healing at an increased rate requires a proportional degree more of food, water, and sleep than usual. Suppressing the need for these only suppresses one "normal amount" of need, requiring increased successes to compensate for the increased needs.

The Leviathan may expend an additional Ichor to perform a check in less time - one turn or ten minutes depending on the procedure.

“Depth 4”: As above, and the Leviathan may now expend three successes on a drastic change to "shuffle" a dot from one Physical Attribute to another. The change lasts for one hour, and increased successes can increase the duration by thirty minutes per additional success. The Leviathan may only have dots equal to his Sheol "shuffled" at any one time.

“Depth 5”: As above, and the Leviathan may now control his density. He may "swap" his Size and Stamina with a drastic change. This requires one success for each dot of change (So a Size 5, Stamina 3 Leviathan would require two successes.) The change lasts for one hour, and increased successes can increase the duration by thirty minutes per additional success.

“Depth 6”: As above, and the Leviathan may now use a drastic change to increase one Physical Attribute by a single dot. This requires successes equal to twice the current rating. The change lasts for one hour, and increased successes can increase the duration by thirty minutes per additional success. The Leviathan may expend 3 additional ichor to perform a check reflexively or in a single minute, depending on the procedure.

Adaptations

Autosculpting (O) - The Leviathan may select a single physical Merit with a dot rating equal to or less than his Sheol. In Depth 3 and lower, he may use a drastic change to gain access to that Merit. This requires successes equal to its dot rating, and provides the Merit for an hour. Additional successes can increase the duration by thirty minutes per additional success. The Leviathan must otherwise qualify for the Merit when gaining it (but may use the increased traits of his Depth 3 form to determine if he does or not.) This Adaptation may be purchased multiple times, each time allowing access to a different Merit. Only Merits that can be explained as raw physical traits can be gained in this fashion (so no Stunt Driver or Fighting Styles.)

Vigor of Protean Kings (Descendant Channel)

Description

Dice Pool: Sheol, when relevant.

Action Type: Reflexive

The Leviathan may use Ichor to improve his Attributes, circulating his divine blood throughout his body.

"Depth 0": Birthright of Vitality

"Depth 1": The Leviathan may boost a single Physical Attribute by 2 for a single turn. He may not invoke this Channel multiple times for the same Attribute, but may have multiple instances active for different Attributes.

"Depth 2": The Leviathan may lengthen his limbs by one meter for each point of Ichor bound into this Channel.

"Depth 3": The Leviathan may spend an additional point of Ichor to apply the depth one iteration of this Channel twice to a single Attribute.

"Depth 4": The Leviathan may reflexively make shapechanging attempts.

"Depth 5": The Leviathan adds Damage to the "Attributes" he may boost with this Channel, essentially growing claws or teeth. This will be Bashing damage but if the Leviathan has natural weapons from another Channel they may enhance those instead.

"Depth 6": The Leviathan may expend 3 additional Ichor to extend this channel's effects on one Attribute to scene-length.

Adaptations

Potent Ichor (OOO to OOOOO) - At Sheol 3 and the third level of this Merit, boosted attributes are raised by 3. At Sheol 6 and the fourth level of this Merit, boosted attributes are raised by 4. At Sheol 9 and the fifth level of this Merit, boosted Attributes are raised by 5.

Tide of Flesh (OOOOO, Requires the Hydra's Rebirth, No Mysteries of the Flesh, and Sheol 4) - When transforming into Depth 6, or with a Transformation action in Depth 6, the Leviathan may choose to become a creature of formless protoplasm. Leviathans who do this frequently may even find that their earlier forms lead towards protoplasm. As a formless tide the Leviathan gains the following benefits: It can flow through obstacles, moving its full Speed across all types of terrain. Only a watertight seal can repel it. It attacks with the higher of its Dexterity or Strength.

Effects that target a specific part of its body, such as aimed attacks, fail automatically. It is immune to toxins and disease.

It may reflexively perform one of the following actions per turn:

If it successfully performed an Overpower maneuver in a grapple last turn, it may repeat the exact maneuver this turn.

Rearrange its Physical Attributes, excluding effects from this Channel, in any manner.

Enhance a Dodge, adding (Stamina) to its Defence this turn.

Rituals

The Wicked Tribe's reputation is forever stained by tales of horrific rituals, orgies of bloodshed and excess. To Leviathans and their Cults these are no mere stories but facts of life; baring certain Vestiges the divine power of Tiamat's blood flowing through the Tribe is unfocused and directionless. Only by using a Cult as a focusing lens can a Leviathan call upon their true birthright. To defy the limits of the post-primordial world and wield the power of a god.

Performing a Ritual requires a Cult and consumes a Task. More powerful rituals require more cultists, generally a Cult must have equal or more dots in Numbers than the Ritual's rank. A Ritual doesn't require the entire cult, but if you need twenty people in robes it helps having a significantly larger Cult to cover shifts, look after the baby or provide an alibi. When a Leviathan really needs a Ritual they can ask their cult to pull out all the stops: call in sick, leave the kids with unsuspecting friends and family or just not show up to prior commitments. Afterwards cultists require some time to smooth things over. Mechanically a Leviathan may spend two tasks to double Cult Numbers for the purposes of one Ritual.

The standard roll for a Ritual is Sheol + Zeal + Occult of the lead ritualist (Usually the Leviathan or a High Priest). Players who create consistent and well thought out symbolism or theology behind their Rituals may get bonuses. Most Rituals have a Sacrifice which can range from taking ritual drugs to murder. More ethical cults can use an Effigy instead of a Sacrifice although this creates a penalty equal to the Ritual's rank. Not all cultists are willing to kill for their god. "Lesser" torture that an average person can be expected to make a full recovery from requires Zeal 2. More serious torture that will leave permanent (physical or mental) scars or murder requires Zeal 3. A cultist asked to sacrifice themselves or a loved one needs a Zeal one higher than normal, there is no increased requirement for asking cultists to sacrifice a fellow believer. Of course unwilling Cultists will try their best to escape or disrupt the ceremony just like any other unwilling sacrifice. If the cult has insufficient Zeal a Leviathan may attempt to persuade them anyway. Roll Presence + (Persuasion or Intimidation) + Zeal – Required Zeal. A Leviathan who frequently persuades his Cult to perform hideous rituals should expect to see his Cult's Zeal rise.

Sidebar: Know Your Limits

The rules described below depict human sacrifice, torture and abusive authority figures within a religious framework. Although Leviathan: The Tempest casts players as members of "Earth's most Wicked Tribe" it is not a race to the bottom of monstrous depravity. A game where players try to construct a moral framework and social identity they can live with out of a monstrous heritage is as valid an interpretation of the themes as trying to become the tyrannical God-King of Innsmouth.

Players who are uncomfortable with human sacrifice, torture or outright evil portrayals of religion, whether or not a given Leviathan models his cult on, or disguises his cult as, a popular real world religion are not "playing the wrong game". The gaming group should discuss what they are comfortable with. It's ok to drop out of character for the duration of a horrific ritual and just roll dice without narrative, you can impose a rule that Cults cannot resemble any religion still practiced today. If you want to tone things down a notch remove the dice penalty for using an Effigy.

Know your limits and don't break them.

Learning new Rituals

Rituals come naturally to Leviathans. Both the act of leading the faithful in ceremony and steps of the Ritual seem intuitive, it feels right. That's not to say a Leviathan can just ad-lib their way to plagues of biblical proportions. Creating a Ritual requires study, intuition and experimentation: An extended Sheol + Occult roll requiring (Dots squared) Successes in addition to the experience points. Each roll takes one day.

An easier method is to adapt a pre-existing Ritual. This is significantly easier and only requires the exp cost of the Ritual, as well as a teacher or written instructions. Not all Leviathans write down their Rituals but most do: Nothing says "Important" about a religion like stone tablets. Rituals can't be used as is, or rather they usually can but from a personal perspective they're unsatisfying. All Rituals incorporate elements of their creators personal theories on tribal history, their place in the world and a wider mythology or cosmology. When you're devout your religion is an important part of your self identity and for a Leviathan that's no different. Using another's Ritual without adaptation is like a devout believer attending a another faith's service. It can be enjoyable, it can be interesting to see another culture but it's not your beliefs and it never will be.

Eldritch Lore (0 to 00000)

All Leviathans can lead their Cults in rituals which unleash great and terrible effects on the world. The least of this power, directing the Cult to perform rituals that replenish Ichor is known to all Leviathans, it comes as naturally as breathing. To do more requires study, dedication and understanding of Eldritch Lore.

A Leviathan can learn as many rituals as they have time and Experience points for but they cannot learn a Ritual with more dots than their dots in Eldritch Lore. Upon increasing Eldritch Lore a Leviathan learns a free Ritual equal to his new dots in Eldritch Lore. For example upon buying the third dot of Eldritch Lore the Leviathan gets a free three dot Ritual.

Portents

One common thread to the Tribe's Rituals is the power of the seas and the heavens. The fetters of geometry and time held the Progenitors lightly, their descendants may sometimes feel a connection to the movement of the planets and the changing of the tide. At no time is this expression stronger than when working the most abstract of their powers.

All the sample Rituals have one favorable tide and one hostile tide – the two are almost always opposite – as well as one favorable planet and one hostile planet. Every Leviathan's Rituals are different and not all follow the above system, some work according to principles quite unknown to human occultism and may even include omens unrelated to the sea or stars but for simplicity the sample Rituals use the planets of the Western Zodiac and a system of four tides of our own creation.

When the stars are right rituals are more effective. Each auspicious Portent that shines upon a Ritual gives +1 to the dicepool. However each ominous Portent gives a -1. If both auspicious Portents and neither ominous Portent are true then the dice pool also gets 9 again however attempting a Ritual when both ominous Portents are true without the security of either auspicious Portent degrades a normal Failure into a Dramatic Failure. Fortunately under the following system each 12 hour tidal cycle is divided into four tides that last four hours. Only the most ignorant or desperate Leviathan need perform a Ritual against a hostile tide.

Sidebar: Increasing the power of Portents (Optional Rule)

For simplicity we've kept the number of Portents in every Ritual to a minimum. It does however make sense that more powerful Rituals would require a more intricate balance of signs. Storytellers who wish to focus on the religious themes have two options for expanding the power of Portents. These rules may be done on a player by player basis, after all every Leviathan's Rituals are unique.

The first is to increase the number of ominous, but not auspicious, portents to represent the increased difficulty of more powerful Rituals. Either one negative portent per Dot or per two Dots rounded up.

The second is to allow the players to change the amount of portents in a Ritual in exchange for Experience points. Every auspicious Portent increases the cost by one and every ominous Portent decreases the cost of the Ritual by one. The Storyteller may include a minimum number of Portents.

When changing the number of Portents the Storyteller should consider how this changes the probability of getting only and all auspicious or ominous Portents. We recommend that the current effects occur if either side outnumbered the other by two Portents. If one side outnumbered the other by a

whole four Portents consider introducing a further effect respectively: 8again and no rerolls with 1s subtracting successes.

Sidebar: Signs and Symbols

If you are creating your own rituals and wish to include them within this system here are descriptions of the signs used:

High Tide: A High Tide is used whenever the Leviathan is directly using his powers or enhancing his own strength.

Flood Tide: A Flood Tide is favorable when the Leviathan is granting a blessing to others, most commonly her Beloved.

Ebb Tide: An Ebb Tide grants fortune when the Leviathan is placing a curse upon others, or granting a blessing saner individuals would consider a curse.

Low Tide: A Low Tide blesses any Ritual designed to weaken the Leviathan who performs it, it is rarely an Auspicious Portent

Mercury signifies social interaction.

Venus signifies love.

Mars signifies conflict and danger.

Jupiter signifies business and wealth.

Saturn signifies death and failure.

Uranus signifies change.

Neptune signifies mental disease.

Pluto signifies rebirth.

List of Rituals

Call the Leviathan (O)

Leviathans have powerful Channels that let them keep track and communicate with their Cult over vast distances. Sometimes its useful if the Cult can call back, this ritual allows a Cult to contact their god, to inform or beg her aid.

Sacrifice: A Cultist uses drugs to enter a suggestible state of mind. They will become the mouthpiece of their god. Typically the Cultist will suffer fevers (2 bashing damage) and a nightmares (one willpower point) for the duration of the ritual but barring frequent uses there are no long term effects.

Effigy: A Cultist uses meditation, massage or hypnotherapy to enter the right state of mind. They still suffer nightmares but not the fever and repeated uses of this ritual are not risky. Some find it gets easier with practice.

Auspicious Portents: Flood Tide and Mercury

Ominous Portents: Ebb Tide and Mars

Sample acts: The cultist meditates on a personal possession of the Leviathan. The cultist breaths deeply from a object that carries the Leviathans scent. The Cult burn or throw small bribes into a pool. The Cult spend time treating a cultist as though she was the Leviathan, such as by feeding her the Leviathan's favorite foods.

Roll: Sheol+Zeal+Occult

Suggested Modifiers: The Leviathan is dreaming (+1). The Leviathan possesses Eye of the Watchful Deity (+2). The Leviathan possesses Anointing the Prophet (+1). The Leviathan possesses Besieging the Tower of Will (+2). The mouthpiece has a mild derangement (+1). The mouthpiece has a severe Derangement (+3).

Dramatic Failure: The Cultist makes contact with some other psychic being who may be hostile and now aware of the Cult or perhaps the Tempest itself which doubles the negative effects of this ritual.

Failure: The effort is wasted.

Success: The Cult makes contact with the Leviathan. The connection remains open for as long as the Leviathan wishes and allows two way communication with the cultist in a trace Serving as both mouth and ears. Splitting focus levels a general -3 penalty but the Leviathan may put the Cult "on hold". Exceptionally long connections may cause additional problems for the cultist serving as the link.

Exceptional Success: No additional benefit.

Divining Ritual (0)

In order to attain one's goals, it is important to first know where your desired target is. This ritual enables a leviathan to find whatever it is they are looking for, whether it is the mortal investigator who was spying on them or ruins left by an ancestor's psyche within the rift. This ritual normally requires a name or object to use as a focus, a Leviathan can search for something general but this is limited to well known information.

Sacrifice: A bowl of water mixed with the blood and bones of a freshly killed fish.

Effigy: A bowl of water mixed with twigs floating on the surface.

Auspicious Portents: High Tide and Jupiter

Ominous Portents: Low Tide and Saturn

Sample Acts: The Leviathan meditates on the bowl while the rest of the cult chants, the Leviathan leads the cult in a chant praying for guidance before looking into the bowl, the cult meditates on an image of whatever it is the Leviathan seeks while the Leviathan himself stares into the bowl. The Leviathan interprets bones thrown or blood splattered onto a map.

Roll: Sheol+Zeal+Occult

Dramatic Failure: Rather than the Leviathan getting any information on their target, the target (or someone related to it in the case of an inanimate object) gets a sudden flash of insight that something is stalking them. A Leviathan looking for a rift artifact recovered by an archeologist may find that security on the warehouse where it is being kept has been tightened due to suspicion that a burglar will rob the place, for example.

Failure: The Leviathan gains no insight into the location of whatever they are looking for.

Success: The Leviathan knows exactly where the object of their desire is at the time of the ritual, and where it will be for a period of hours equal to the number of successes rolled.

Exceptional Success: In addition to knowing where the target is, the Leviathan learns something useful about the target, such as the fact that an artifact they are looking for is actually just a fake or that the Marduk operative they are looking for is currently with other members of his cell.

Suggested Modifiers: The Leviathan has the Oroborus' Kin Ancestral Channel (+2), The Leviathan has detailed knowledge of the target (+1), The target object used to belong to the Leviathan or the target person is one of the Leviathan's Beloved (+2), The Leviathan lacks any significant knowledge of their target, such as looking for "the man I glimpsed in the shadows spying on me yesterday" (-1), The Leviathan is looking for something general such as trying a skilled lawyer to recruit into their cult (-2). The Leviathan is looking for something currently in a Temple (-1 per dot of Security). The Leviathan is looking for something lost for decades (-1 per 10 years lost).

Rouse the Faithful (0)

While a Leviathan can always expect their cultists to worship or fight loyally, sometimes this isn't enough. Perhaps the cult is full of green members who don't have the faith necessary to carry out some of the darker rituals, or perhaps they simply don't have practical experience at kidnapping or murder. Regardless of the shortcomings of your cult, they can be overcome with sufficient faith. This ritual acts to increase the fanaticism of your cult temporarily, binding them in collective guilt and loyalty so they will fight all that much harder in your name.

Sacrifice: An enemy or failed cultist is publicly beaten, flogged or otherwise "made an example off".

Effigy: The Leviathan slowly destroys a representation of an enemy while whipping the cult into righteous anger.

Auspicious Portents: Flood Tide and Venus

Ominous Portents: Ebb Tide and Saturn

Sample acts: The Leviathan hosts mock combat to get the adrenaline flowing. The Leviathan leads the cult in a series of prayers to the Progenitors lasting a full day. The Leviathan preaches the inherent inferiority of unbelievers. The Leviathan leads their cult in a complex ceremony said to grant divine favor to the cultists.

Roll: Sheol+Zeal+Occult

Suggested Modifiers: The Leviathan has the Hunter's Terrible Beauty Channel (+2), The cult completed their last task with an exceptional success (+2) The Leviathan is greatly liked by their cult (+1), The Leviathan is greatly feared by their cult (+1), The cult failed in their last task (-1), The cult exceptionally failed their last task (-2), The cult lost a dot in either numbers or a temporary dot in zeal as a result of a failure in their last task (-2), The cult lost both a dot in numbers and a temporary dot in Zeal as the result of a failure in their last task (-3).

Dramatic Failure: The cultists are left either demoralized or complacent after your preaching. The next task you order them to undertake is made at a -3 penalty; if you order them to worship you next, you receive Ichor equal to your cult's Zeal-3.

Failure: Your efforts may invigorate the cultists temporarily, but you fail to truly increase the depth of their fanaticism.

Success: Your supernatural hold over the minds of your cultists is increased. For the next task you order your cult to undertake, you gain additional dice equal to the number of successes scored in this ritual. If you do not undertake another task within the next week, the effects of this ritual are lost. For as long as the Cult possesses this bonus they gain a mild Derangement to represent fanatical zeal, Narcissism and Vocalization are common, feelings of guilt may cause Suspicion as the cultist feels everyone knows what happened at the last meeting.

Exceptional Success: No additional benefits beyond gaining an even greater bonus to the next task you attempt.

Divine Mandate of Judgement (00)

This ritual enables the Leviathan lay a curse of vengeance on any Wake-vulnerable target that renders them vulnerable to the Leviathan's wrath.

Sacrifice: The Leviathan repeatedly scars himself. With each scar he names a crime committed by the accused and swears vengeance. These crimes can be anything provided the Leviathan genuinely believes they deserve punishment. Scarification causes two dots of Lethal damage which under normal circumstances will not heal for as long as the ritual is active. Supernatural healing can be used but this breaks the oath: For the remainder of the Ritual's duration both bonuses and penalties are reversed and the victim becomes immune to the Wake. The accused will still subconsciously recognize that the Leviathan is at a disadvantage, this does not override common sense.

Effigy: The Leviathan tightly binds knotted ropes, jewellery, or some other mnemonic to her body. If the mnemonic is removed for more than Composure turns this will break the oath.

Auspicious Portents: High Tide and Mars

Ominous Portents: Low Tide and Pluto

Sample acts: A defense attorney defends the accused but is defeated. The Leviathan makes reference to coded laws, either national laws or those of his cult. Witnesses are called to testify before the congregation.

Roll: Sheol+Zeal+Occult

Suggested Modifiers: The accused committed an actual crime such as theft (+1). A serious crime such as rape or murder (+2). An unforgivable crime such as murdering a baby (+4). The accused is a Beloved who betrayed the Leviathan or broke the laws of her cult (+2). Only the Leviathan could consider the crime worthy of punishment "She insulted me!" (-1). Even other Leviathans would consider the crime incredibly petty "He cut me off in traffic!" (-2). The accused is a police officer, judge or other servant of the law (-1). The Leviathan is a Tanninim (+1).

Dramatic Failure: The Ritual rebounds onto the Leviathan, he is considered to have broken the oath with successes equal to Zeal.

Failure: Nothing happens.

Success: The Leviathan receives a bonus equal to her Successes for physical attacks against the accused and any opposed rolls made by the accused to hide or flee from the Leviathan are penalized by Successes. This lasts a week. While under the rituals effects the accused feels a constant scene of dread while under the Leviathan's Wake and instinctively recognizes that the Leviathan is attempting to kill them though they might doubt their instincts if the Leviathan does nothing hostile.

Exceptional Success: No additional benefit above a very potent effect.

Drowning Ritual (OO)

It's a known fact that some people are just plain immune to becoming Beloved. Many would by kings among the tribe have been frustrated by their inability to recruit the local politician, richest man in town or sheriff to cement their rule. Though not nearly as useful as a true beloved Drowning can be the next best thing.

Ritually drowning can be used to create a loyal slave unimaginatively named a Drowned. The Drowned are a curious specimen. When following their instructions they possess all the skills and memories they had in life but lack any independent thought or initiative, this limits them to clear goals. "Take detective Jones off the docklands-ripper case" is good, "Run the sheriff's office like normal until I need you" just wont work. When a Drowned really is required to run the office most Leviathans assign a Beloved to do the thinking. Those of the Tribe who care still debate weather the original mind still exists trapped within the Drowned or if it perishes during the ritual, so far no psychic Channel of the Tribe has found any trace.

A Drowned can survive for one day per Sheol. After that they start to bloat and decompose like a waterlogged corpse losing one dot in every Physical Attribute per day. Once an Attribute reaches zero dots the Drowned is permanently destroyed. Curing a Drowned with anything less powerful than outright resurrection is probably impossible, if it can be done it hasn't come to the attention of the Tribe.

Sacrifice: A Wake vulnerable victim is force fed a live fish or creature that resembles the Leviathan (and it must remain alive, no chewing) then held underwater until dead by drowning. This for those who can't see the obvious, is murder. A willing Cult requires Zeal 3, Zeal 4 in the case of self sacrifice.

Effigy: None, the victim is the entire point. Technically an Effigy of the fish can be used at the usual penalty but by the time a Cult is performing this ritual they've long gone past caring about animal cruelty.

Auspicious Portents: Ebb Tide and Pluto

Ominous Portents: Flood Tide and Neptune

Sample acts: The victim is made to sign a contract of servitude. The victim abandons something symbolic to their old life. Practices from the cults funeral or birth services are incorporated into the

ritual. The victim undergoes the ritual after mundane indoctrination. The victim is sent into visionary trances themed around servitude or the Leviathan's magnificence.

Roll: Sheol+Zeal+Occult

Suggested Modifiers: The victim has a mild derangement (+1). The victim has a sever derangement (+2). The victim's Willpower is greater than the Leviathan's Presence + Sheol (-2). The Leviathan's Presence + Sheol is greater than the victim's Willpower (+1). The fish only vaguely resembles the Leviathan (-1). The Victim is an Ahab or Atoll (automatic failure but they will obviously still die if drowned).

Dramatic Failure: The victim becomes a Drowned but is violently insane and aggressive rather than obedient.

Failure: The victim dies naturally.

Success: The victim becomes one of the Drowned.

Exceptional Success: Not only does the victim become a Drowned it will last an extra day before decomposition.

Face-Stealing Ritual (00)

Using this ritual, a Leviathan can turn into a perfect duplicate of anyone they choose, enabling them to impersonate key figures to advance their cause.

Sacrifice: The Leviathan must devour the person who they wish to imitate. For Leviathans with more discerning pallets, the sacrifice can be cooked or seasoned first.

Effigy: The Leviathan devours an effigy of a human with an image of the target attached. A man made out of sausages adorned with a photograph of the victim, for example. Yes, you have to eat the photograph as well.

Auspicious Portents: High Tide and Pluto

Ominous Portents: Low Tide and Mars

Sample Acts: Devouring the screaming victim whole while the cult chants, Having a cannibal feast where the Leviathan and members of the cult eat the victim together, Having the cooked flesh of the victim served to the Leviathan one piece at a time by the cult in a mockery of an extravagant dinner. The Leviathan adorns the victim's personal possessions or identification.

Roll: Sheol+Zeal+Occult

Dramatic Failure: The ritual distorts the Leviathan's features into a bizarre mix of traits from both his normal form and the victims form, such as having one of the victims eyes growing sideways on his forehead while a twisted, deformed arm dangles from his chest. For the next week, the Leviathan is obviously inhuman to all observers regardless of what Depth he is in.

Failure: The Leviathan looks the same as always.

Success: For the next week, the Leviathan looks perfectly identical to the victim while in Depth 0, granting +3 dice to disguise rolls (which increases to +5 if you also devoured the victim's memory with the Assimilation adaptation of Besieging the Tower of Will). In all other depths, the Leviathan retains their normal form. During this time, you cannot return to your normal depth 0 human form.

Exceptional Success: In addition to taking the victim's form, your body remains flexible enough to transform back to your normal shape. For the next week, you may switch between your normal appearance and the appearance of the victim while in depth 0 as a reflexive action.

Suggested Modifiers: You possess the No Mysteries of the Flesh Descendant Channel (+2), The victim looked fairly similar to the Leviathan (+1), The Leviathan's vice is gluttony (+1), The victim was a different sex than the Leviathan (-1), The victim looked absolutely nothing like the Leviathan at all (-1), The victim's normal size was different than the Leviathan's normal depth 0 size (-2, -3 if they were 2 points away from the Leviathan's base size.)

Chimera Ritual (00)

This particularly hideous ritual allows a Leviathan to turn a willing, or unwilling, mortal into a Lemashu. In the past this has been used to create armies of slathering Hybrids, to create more subjects for breeding programs (A venture doomed to failure. Hybrids created by this ritual birth children with horrible genetic defects but Tiamat's blood runs no thicker in their veins than it would had their parent not undergone this ritual.) Most horribly this ritual has been used to break the body and minds of those who displeased the Leviathan.

Forcing an unwilling mortal through this Ritual is a Tranquility 4 Disruption. Cultists will unflinchingly agree at Zeal 4 but remember that Beloved are considered unable to give proper consent no matter how willing they claim to be.

Sacrifice: The mortal who will become a Lemashu is the Sacrifice. They must take Ichor equal to their Stamina. The victim requires Zeal 4, other participants require Zeal 3.

Effigy: None, the sacrifice is the entire point.

Auspicious Portents: Ebb Tide and Pluto

Ominous Portents: Flood Tide and Neptune

Sample acts: The mortal destroys or gives away something representing their old life. The mortal adorns body paint or costumes so they resemble a Hybrid. Lemashu take the mortal from a group of mortals and walk him to the alter. The mortal shares a meal or some other domestic scene with Lemashu.

Roll: Sheol+Zeal+Occult extended. Mortals may resist with Stamina alone.

Suggested Modifiers: The Leviathan possesses Everflowing Fetid Growth (+2). The victim comes from a family closely marked by the Tribe (+1). The victim has little or no Tribe ancestry (-1). The Victim has Iron Stamina (-1 per dot). The Victim has Natural Immunity (-2).

Dramatic Failure: The mortal perishes, their corpse shows hideous mutations and may have to be discreetly disposed.

Failure or the Mortal wins the roll: The mortal takes lethal damage equal to the Leviathan's Sheol as their body violently rejects the ritual.

Success: The mortal gains the Lemaushu template appropriate to the Leviathan's Strain with it's appropriate Mutation and two additional dots of Mutations per Success assigned by the Storyteller. If the mortal was not Beloved they immediately become so although the mental strain causes a severe Derangement that lasts until they loose Beloved status. On rare occasions this rituals has been known to result in an Ahab, even if performed on a Beloved (actual Ahabs always remain an Ahab).

If the Lemashu's final Depth is low enough that their maximum Intelligence is lower than their current Intelligence then the Hybrid gains a permanent severe Derangement and loses two dots of Morality for every dot of Intelligence lost to represent catastrophic mental damage.

Some Leviathans have tried to use this Ritual on Atolls, perhaps thinking that a since a Hybrid Atoll would be separate from mortal society they would be forced to seek the company of the Tribe. This never works: Firstly Atolls have a much easier time resisting the ritual: They roll Stamina + Resolve + Morality. Secondly if the Ritual does succeed the Atoll immediately falls into a permanent vegetative state. Neither medical science or the Tribe's powers can hope to revive him. At the Storyteller's discretion other supernatural abilities might work, this requires moving the Atoll's mind to another body or removing the Hybrid template. For all intents and purposes assume the Leviathan has just killed an Atoll and must suffer all the repercussions that entails.

Exceptional Success: The Leviathan may choose where to apply half the new Aspect dots, the other half are chosen by the Storyteller.

Creating the Eternal Spring (000)

This ritual, quite simply, creates a tiny gate into the Rift, through which the waters of that strange realm eternally flow. The water from this spring behaves just like normal water except that if a Leviathan uses it to regain Ichor via Resonance it occurs at twice the rate, one Ichor per hour. The water pours out at about the rate of that from a garden hose.

Sacrifice: A mortal (willing or unwilling) is made to hold his wrist over a bowl and one of the arteries in his wrist is cut. Enough blood is drained into the bowl to fill it to the brim. Without immediate medical attention it is quite possible that the sacrifice will bleed to death.

Effigy: an animal of at least Size 4 is used in place of a human. **Auspicious Portents:** High Tide and Jupiter

Ominous Portents: Low Tide and Saturn

Sample acts: The blood in the bowl is mingled with a Leviathan's. The Leviathan exalts the power of the Progenitors to come into the world while the Cult dances in circles around him. The Leviathan

pours the blood onto the spot where the spring is meant to be. The blood is poured into an ornate fountain carved with ancient glyphs.

Roll: Sheol+Zeal+Occult

Suggested Modifiers: The location of the ritual is near a large water source such as the sea or a large lake (+2), the location of the ritual is near a moderately large water source such as a river (+1), the Leviathan performs the ritual in the Rift while the cultists perform it simultaneously in the normal world (+1), the location of the ritual is not near any significant natural source of water (-2), the Leviathan possesses the channel Being of Primordial Waters (+1).

Dramatic Failure: Instead of water pouring out, a supernatural venom erupts from the spring. Any who touch it suffer 1 point of Lethal damage for each turn they are in contact with it as well as extreme pain and disorientation. The spring flows for minutes equal to the Leviathan's (Sheol x 2) and when the spring dries up all extant poison vanishes as well. Any plants that touch the venom lose their leaves and die while twisting into shapes which almost make it seem that they are contorted in pain. Surfaces that the venom flows over gain decay; iron rusts, copper goes green with verdigris and wood rots.

Failure: The ritual has no effect.

Success: The ritual succeeds in creating an eternal spring of water imbued with the power of the Rift. The spring can only be destroyed by supernatural means or complete restructuring of the area.

Exceptional Success: The spring is noticeably larger, instead of a garden hose it is more like a low-powered fire hose.

Creating the Lesser God (000)

Leviathans do not just beget Leviathans, or even mortals or the half-mortal Hybrids. A Leviathan with the correct skills and knowledge can follow Tiamat's footsteps and birth monsters of their own. With this Ritual, a Leviathan's Cult can call forth one of those creatures known as "offshoots"

Sacrifice: A Cultist ritually scars himself and is thrown into a body of water large enough to completely submerge him.

Effigy: An animal no smaller than the offshoot being summoned is ritually scared and thrown into a body of water large enough to completely submerge it.

Auspicious Portents: Ebb Tide and Pluto

Ominous Portents: Flood Tide and Saturn

Sample acts: The cultist carves the features of the offshoot they want to become into their flesh. The cultist acts like the offshoot they want to become. Cultists chant about the virtues of inhumanity.

Roll: Sheol+Zeal+Occult

Suggested Modifiers: The Leviathan is dreaming (+1). The Leviathan possesses the Creator of Life Adaptation (+1). The Leviathan possesses the Craftsman of Life Adaptation (+1). The Leviathan

possesses Everflowing Fetid Growth (+2). The Cultist has a mild derangement (+1). The Cultist has a severe Derangement (+3) The Leviathan lacks Womb of Terrors (-3).

Dramatic Failure: The sacrifice's body tears itself apart and dissolves away.

Failure: The effort is wasted.

Success: The Leviathan is contacted and may spend 1 ichor + the degree of offshoot being summoned. If done so, over the next round the sacrifice's body unravels at the sites of the scars as a first or second-degree offshoot is birthed from its remains. The Leviathan may create a new offshoot when this Ritual is being performed, but doing so levies a -2 penalty to the roll. This offshoot is not added to the Leviathan's normal collection of offshoots. A Cultist transformed in this way keeps his Mental and Social attributes, skills, and merits. A transformed Cultist cannot regain Morality if lost, as in a fundamental way, they are no longer human. Every day the Cultist takes one point of aggravated damage until they dissolve into a pool of blood and seawater. An offshoot spawned from an Effigy lasts for a scene before dissolving away.

Exceptional Success: As a normal success, except a Cultist only takes a point of aggravated damage every other day. An Effigy survives as a Cultist would on a normal success.

Ritual of the Sacred Triangle (000)

Every year people slip through the Gatewaters and into the Rift, every few years an entire ship or airplane is drawn down into those tempestuous waters and sometimes it's no accident. When a Leviathan wishes to sink a ship without personal combat or draw it away from any witnesses they may call the Rift to rise up and drag entire vessels into the abyss.

Sacrifice: A Beloved must be near or on the target, a second Beloved linked by blood is then held under water and violently killed, mimicking the violence of the tempest.

Effigy: The second is held underwater and beaten, nothing more than mild bruising is required.

Auspicious Portents: High Tide and Uranus

Ominous Portents: Low Tide and Jupiter

Sample Acts: Jars of water from the Rift are left on the target. The Sacrifice is drowned within the rift itself. A "map" of the Rift is overlaid onto a map of the Shore and the ritual is modified for the target's position.

Roll: Sheol+Zeal+Occult extended.

Dramatic Failure: The ritual chamber is pulled into the Rift. The Leviathan will have to act fast to protect her Cult from the Tempest or just drowning.

Failure: The Ritual fails to take effect.

Success: The Cult makes progress on the Ritual, when Successes equal the target's Size it is pulled into the Shallows. Generally speaking humans will quickly drown. Ships might remain intact if they don't

land in a rough part of the tempest but they'll be inoperable. If they are not destroyed by the Tempest submarines remain functional but excepting downright implausible luck leading them to a large Gateway they're trapped in the Rift.

Exceptional Success: Not only does the Cult make significant progress, if the Ritual is completed the target will arrive in a convenient part of the Rift.

Suggested Modifiers: Natural Gateway present (+2). Naturally calm waters (-1). The Sacrifice and the anchor are related only by a blood brothers declaration (-1), they're blood family (+0), siblings (+1), fraternal twins (+2), identical twins (+4), the target is out of sight of land (+1), the target is near significant amounts of land (-1), the target is docked at land (-4), The target is in a Gateway (+2).

Plague Ritual (000)

Through this ritual, the Leviathan inflicts a supernatural plague upon an unfortunate target causing them to wither and, potentially, die over the course of just a few days. This ritual can effect supernatural beings if they are still susceptible to disease.

Sacrifice: The ritual sacrifice of a human suffering from a significant or terminal illness. If a suitably diseased human cannot be found, the ritual will also function by fatally poisoning a human and sacrificing them before the poison runs its course.

Effigy: Ritual chanting while the cult circles a human suffering from an illness or non-fatal poisoning. Poisoning a member of your own cult is an acceptable way of getting this effigy, though doing so would be a tranquility 5 disruption.

Auspicious Portents: Ebb Tide and Saturn

Ominous Portents: Flood Tide and Venus

Sample Acts: Blood or vomit from the sacrifice (or effigy) is splashed across an image of the target, the cult carries out the ritual dressed as plague doctors, efforts are made to aggravate the symptoms of the sacrifice's illness through drugs or other means prior to their death.

Roll: Sheol+Zeal+Occult vs the victims Stamina+Supernatural Power trait.

Dramatic Failure: The illness is completely wiped out by the victim's immune system. Further, exposure to this disease has left the victim's immune system highly active, giving them +3 to rolls to resist diseases for an entire month.

Failure: The disease fails to cause the victim any health problems.

Success: The victim contracts a serious illness which will severely limit their ability to act but is not usually life threatening. Though the cause is supernatural the illness itself is a normal disease for the region and responds as normal to medical treatment. See WoD Core p176 for rules on Disease.

Exceptional Success: The victim contracts an illness which while treatable has a good chance of being fatal without treatment.

Suggested Modifiers: The victim was already suffering from a very dangerous disease, such as drug-resistant tuberculosis (+3) The Leviathan has the Toad's Curse ancestral channel (+2), The victim was already suffering from a moderately severe illness such as the flu (+2), The victim was already suffering from a minor illness, such as a cold (+1), The victim lives and works in a very clean, sterile environment (-1), You used a poisoned sacrifice/effigy rather than one suffering from an actual illness (-1), The victim has the Natural Immunity merit (-2)

Isolation Ritual (000)

The Leviathan is insidious, it can worm its way into the heart of a community. Spreading its tendrils and cults into institutions and bind leaders to itself in madness and worship. Many among the tribe find that ease of travel makes it harder to take over. People traveling away leave the Wake's grip behind, changes that seemed subtle one by one become obvious warnings to a fresh pair of eyes from out of town.

When a Leviathan wishes to isolate a community they turn to this ritual and call down a wall of fog that saps the strength of any who wish to leave. Those left within are isolated pray for the Leviathan and its cult.

Sacrifice: A victim must be bound or caged and kept at exhaustion through sleep deprivation or drugs. Most Cults planning for an extended fog use drugs.

Effigy: Any form of doll, mannequin or similar object can serve in place of a victim.

Auspicious Portents: High Tide and Saturn

Ominous Portents: Low Tide and Mercury

Sample acts: The victim is some form of escapee, a runaway or escaped convict. The victim frequently travels, a trucker or sailor. The victim is kept cold. The victim is surrounded by danger real or symbolized.

Roll: Sheol+Zeal+Occult

Suggested Modifiers: Naturally isolated geography (+1). Naturally insular community (+1). Open geography (-1). Frequent travel (-1). Lots of water in the surrounding area (+1). Natural fog is present where needed (+2).

Dramatic Failure: The ritual produces the opposite effect. A psychic shock-wave spreads out clearing the weather. Mortals who feel it may be scared into leaving.

Failure: Nothing Happens.

Success: A hollow dome of fog forms with a radius of one mile per success. Less if the player chooses. Wake vulnerable people trying to pass through must succeed on a Resolve + Stamina roll with a penalty equal to the Leviathan's successes. On a failure they must turn back or collapse from exhaustion. The penalty decreases by one a day starting from the moment the victim is removed from the cage (effigies get one free day before the fog starts to fade) or recovers their strength with the fog

dissipating at zero. If the Cult is performing a task at the temple such as guarding it this may be extended to include maintaining the ritual at no cost.

The barrier is not unbeatable. It can be bypassed by tunneling underneath or with vehicle that will keep moving after the driver collapses (a risky strategy). While radio waves cannot penetrate the fog a signal traveling by wire can. To truly isolate a town may require that the Leviathan and her cult dig up cables.

Exceptional Success: No extra benefit apart from an unusually strong barrier.

Ritual of Sacred Ground (0000)

Through this ritual, a Leviathan folds reality in on itself, reshaping a location into a natural maze of obscene geometries. This ritual is commonly used to increase the size and defenses of a temple or other key location.

Sacrifice: You and your cult stalking a human through the location you wish to enhance with this ritual and eventually killing them. The human cannot have any knowledge of the layout of the target area in advance; they must be effectively lost while you stalk them. Note that in order for a victim to be able to become effectively "lost" in your temple, it must have at least 3 dots in size.

Effigy: Completing the ritual without the death of the human used as a sacrifice. You may incapacitate them and have them removed, or simply let them find their way out on their own.

Auspicious Portents: Flood Tide and Uranus

Ominous Portents: Ebb Tide and Mercury

Sample Acts: Efforts to encourage as much fear and confusion into the sacrifice as possible as they run, Having extensive work done on the area in advance to make it more "maze-like", Using mechanisms to actively change areas the sacrifice has already been through such as having a sliding wall mechanism that conceals a door that the victim used the last time they were in the room.

Roll: Sheol+Zeal+Occult with a target of Temple Size. For locations other than a Temple use equivalent sizes.

Dramatic Failure: For the duration of the story, the ritual's effect takes hold in the opposite way it was intended. If this ritual was used on your Temple, consider it's size and security both one dot lower due to the compact and straightforward access routes throughout the altered temple. If this effect was used on a location other than your temple, such as a swamp, all people passing through the area do so twice as fast as normal and get +3 on survival rolls to navigate the area.

Failure: Reality proves resistant to your efforts to distort it and does not change in any way.

Success: You have successfully distorted reality for as long as the area remains in use by the Leviathan, this requires around 20 hours per month. If this ritual was used on your temple, gain 1 additional dot in both Size and Security (maximum of 5), representing a greatly increased amount of room in the temple and a series of confusing hallways making it nearly impossible for an intruder to navigate. If the target area was not your temple, the area takes twice as long to traverse (as it effectively becomes twice as large) and rolls to find your way through the area are at -2. In either case, individuals in the affected

area may roll Wits+Survival or Wits+Science to realize that there is something strange about the location's layout.

Exceptional Success: Reality bends with exceptional ease at your touch. For the duration of the story, gain 2 additional dots to both size and security if this ritual was used on your temple. If this ritual was not used on your temple, the affected location takes 3 times as long to pass through and rolls to navigate the area are at -5 due to the alien and maze-like nature of the area.

Suggested Modifiers: The location you are modifying was already a literal maze (+3), You possess the Rain-Dance of the Tempest Ancestral Channel (+2), The area you are modifying was already difficult to navigate, such a dense forest or swamp (+1), The area you are modifying has a very straightforward design, such as an apartment building (-1), The area you are modifying is a wide-open plain, such as the surface of the ocean, or an airport runway (-3).

Calling Forth the Avatar (0000)

Sometimes a Leviathan's Cult needs her when she is in some distant place. Leviathans who know this Ritual can come to their Cult's aid.

Sacrifice: Your Cult captures a mortal or supernatural creature related to their difficulties and ritually kills and arranges their organs into pattern sacred to the Leviathan.

Effigy: Personal pleas written in the blood of each Cultist (causing at least one point of lethal damage) along the edges of a pattern sacred to the Leviathan.

Auspicious Portents: Ebb Tide and Venus

Ominous Portents: Flood Tide and Saturn

Sample acts: The cultists lead prayer sessions begging their patron for intercession. The cult performs a ritual symbolizing their troubles. The cult burns offerings of food to the Leviathan and scatter it around the sight of the Ritual.

Roll: Sheol+Zeal+Occult

Suggested Modifiers: The Leviathan is dreaming (+1). The Leviathan possesses the Creator of Life Adaptation (+1). The Leviathan possesses the Sculptor of Life Adaptation (+1). The Leviathan possesses the Hone champion Adaptation (+2). The Leviathan possesses The Hydra's Rebirth (+2). The Leviathan lacks Womb of Terrors (-3). The Leviathan lacks the Dread Champion Adaptation (-2).

Dramatic Failure: The Ritual summons a savage and feral beast, most often from the Depths.

Failure: The effort is wasted.

Success: The Leviathan is contacted and may spend 5 Ichor to create a third-stage offshoot at the site of the Ritual and possess it as per Dread Champion. If the Leviathan possesses the Hone Champion Adaptation, it functions as normal. The Leviathan may create a new offshoot when this Ritual is being preformed, but doing so levies a -2 penalty to the roll. This offshoot is not added to the Leviathan's normal collection of offshoots.

Exceptional Success: None except the extra successes for the Hone Champion Adaptation.

Traversing the Waves (0000)

The rift is a claustrophobic dangerous place, wrecked by the Tempest and patrolled by ancient instincts and neurosis. Even to a Leviathan it is not the safest way to travel but this Ritual can change that. By rapidly skimming between the Rift and the Shore a Leviathan can travel outside the limits of geometry circumventing the globe in the blinking of an eye.

This Ritual is limited to traveling between two points connected by navigable water. In this context navigable is defined as unbroken water deep and wide enough for the boat to safely travel. Locks, tidal dams (when closed) and other such features will block the Ritual. Generally a Leviathan with this ritual can reliably move from between any two points connected to the ocean but has more trouble inland. If in doubt it's best to think what leads to interesting stories rather than get out maps of the local waterways.

Sacrifice: Performing this Ritual is easiest with a counterweight. Something with strong ties to the Shore to balance the Leviathan's tie's to the Rift. Any human will do nicely, just one thing. Acting as a counterweight gives the sacrifice a front row seat to the desecration of natural geometry. If she fails on a Resolve roll she will gain a permanent mild derangement or upgrade an existing mild derangement to severe (for their own part Leviathans are safe, moving between the Rift and Shore is natural for the Tribe). Because this leaves permanent damage treat it as serious torture for purposes such as calculating the required Zeal. Traditionally the Sacrifice was nailed to the ship as a figurehead but this is not necessary.

Effigy: The Leviathan performs this Ritual without a counterweight.

Auspicious Portents: High Tide and Jupiter

Ominous Portents: Low Tide and Neptune

Sample Acts: The journey begins or ends in a storm. The ship is sent underwater to symbolize entering the Rift, since most Leviathan's don't own a submarine capsizing can be used instead, the ship will right itself if the ritual succeeds.

Roll: Sheol+Zeal+Occult

Dramatic Failure: The ship is thrown wildly off course and probably smashed to splinters. It might end up deep in the Rift or grounded in a desert but it's almost certainly far from where the Leviathan wanted to be.

Failure: The Ritual doesn't take effect. Unless you symbolically capsized your boat or did something similar there is no negative effect.

Success: The Ritual secedes and the Leviathan's speed is increased immeasurably. This ritual doesn't provide true instantaneous travel but it's fast enough that you can arrive anywhere on Earth within a few minuets.

Exceptional Success: No further benefit.

Suggested Modifiers: Stormy Weather (+1). Using this ritual while swimming rather than sailing (-3 due to split focus, the ritual would have to be performed on the Leviathan's back so a A Mountain Walked will be required.). Tranquility 6+ (+1). Tranquility 4- (-1).

Ritual of Transference (0000)

Leviathans and their cultists often end up in dangerous situations, where they can be afflicted with all sorts of diseases or wounds. While in most cases, these things will go away on their own given enough time, sometimes a Leviathan does not want to wait or wishes to reward particularly loyal cultist who received grievous wounds fighting in the name of their lord. Through this ritual, the ailments of one person are transferred onto another, presumably less important, individual. The beneficiary must consent to this ritual for it to have any effect, though the scapegoat can most certainly be unwilling.

Sacrifice: A human scapegoat to transfer wounds and/or diseases onto.

Effigy: An animal scapegoat to transfer wounds and/or diseases onto.

Auspicious Portents: Flood Tide and Uranus

Ominous Portents: Ebb Tide and Venus

Sample acts: The Leviathan or the cultists inflict wounds on the victim mirroring those possessed by the beneficiary of this ritual. The cult burns a series of brands into the flesh of the victim representing the various ailments possessed by the beneficiary. A blood transfusion from the beneficiary to the scapegoat.

Roll: Sheol+Zeal+Occult

Suggested Modifiers: The scapegoat is willing (+3), The scapegoat is in perfect health (+1), The ritual is only attempting to transfer wounds (+1) The scapegoat is already badly wounded if wounds are to be transferred (-1), The scapegoat is already sick, if illness is to be transferred (-1), The scapegoat is already badly wounded (at least half of their health boxes filled), if wounds are to be transferred (-1), The scapegoat has the Natural Immunity merit, if disease is to be transferred (-2), The scapegoat is already cursed, if a curse is to be transferred (-2)

Dramatic Failure: Rather than transferring any ailments, you instead intensify them. You receive all of the following negative effects that apply: If you were transferring wounds, one of your wounds is upgraded to aggravated damage (if all your wounds are already aggravated, you take an additional point of aggravated damage). If you were transferring a disease than you aggravate the disease resulting in it's negative effects intensifying.

Failure: The ritual fails to have any effect, beyond any potential damage from the torture you may have inflicted on the sacrifice/effigy.

Success: The beneficiary recovers their health, at the cost of that of the scapegoat. For each success rolled, you may transfer one curse or illness or 4 dots of bashing damage, 2 dots of lethal damage, 2 dots of bashing and 1 dot of lethal damage, or 1 dot of aggravated damage. No more wounds may be

transferred to the scapegoat than the exact amount that will kill them. Genetic disorders and supernatural templates may not be transferred with this ritual.

Exceptional Success: In addition to ridding themselves of a great number of ailments, the beneficiary feels particularly invigorated after the ritual. For the rest of the day, all physical rolls made by the beneficiary are at +1.

Birth Control Ritual (00000)

The Tribe have long sought a way to reliably birth pure humans or full blooded Leviathans. So far they've failed and this represents one of the many Rituals used in the attempt. It's important to remember that this ritual actually does work, a child born after this ritual really is more likely to emerge as a Leviathan (or be truly human, it depends which Ritual we are talking about), it's just that the more likely doesn't actually mean likely. Perhaps a family which regularly uses this ritual will see a full Leviathan emerge around once in 45 generations rather than 50.

If used for purely practical ends this ritual is only really suitable for characters whose goals stretch across centuries, anyone else is unlikely to see any return for their efforts. A loving parent who wishes to spare their child from the horrors of Leviathan life (or share it's glory) may use this Ritual. If this parent is a player character it could raise a dilemma: This ritual costs experience points and effort yet has no mechanical bonus. Spending experience and effort on a Ritual with an uncertain payoff is exactly what the Leviathan is doing in character but depending on the player it might not make for fun gaming. The Storyteller should consider offering discount, some form of reward for good role playing or even letting the Ritual work. Even in the World of Darkness, sometimes you get a miracle.

Sacrifice: Either parent must undergo some form of body modification to become closer to the desired child. This causes 5 Lethal Damage and counts as serious torture. If a skilled doctor is on hand this is no longer considered torture. The Doctor may roll Dexterity + Medicine, each success downgrades one Lethal Damage to Bashing.

Effigy: The parent uses cosmetics and costumes instead to appear closer to the desired child.

Auspicious Portents: Low Tide and Venus (When hoping for a human), High Tide and Venus (When hoping for a Leviathan)

Ominous Portents: High Tide and Pluto (When hoping for a human) Low Tide and Mercury (When hoping for a Leviathan)

Sample acts: The parents choose a name for the child only appropriate to a human or Leviathan. Cultists provide gifts to the unborn child only appropriate to a human or Leviathan. A "seer" or "prophet" undergoes or fakes a trance then pronounces good news.

Suggested Modifiers: The Leviathan is of Bahamut's Strain (+1). The Leviathan is of Dagon's Strain (-1). The Leviathan possess No Mysteries of the Flesh (+1). Both parents undergo the ritual (+2). The child was created with Incubation of the Second Self (-2 due to a lack of genetic diversity).

Hidden Divinity Ritual (00000)

Many Leviathans never come to terms with the Wake. For good reason, so long as he possesses the Wake a Leviathan can never deal with humanity as an equal, voices hush and none meet his eyes. Then there are the Beloved, simply by spending their days together an innocent being may never be sane again and the Leviathan is forever more responsible for their Beloved's actions and well-being.

Sometimes the Tribe seek to escape the Wake, it's not easy, it requires great sacrifice but it can be done. While escaping from the Wake, just looking a stranger in the eye, can be a morally and emotionally uplifting experience for the human part of a Leviathan rejecting her divine aspect for too long can disrupt the delicate balance of a Leviathans mind.

Sacrifice: The Leviathans heritage came from the Tempest and back to the Tempest it must go. To perform this ritual the Leviathan must sacrifice Ichor. At least four points per dot of Sheol to suppress. Alone this would be fine but transporting Ichor to the Rift requires a vessel: A living being that can hold the Divine Ichor in it's veins.

First the Leviathan must transfer Ichor into Hybrids (other Leviathans could be used, with difficulty) by using the Birthright of Fecundity. Because Hybrids are limited in how much Ichor they can hold this ritual usually requires mass sacrifice. Once the Leviathans Ichor is stored in Hybrids they must be killed in a matter which neither spills nor pollutes their blood, strangulation or smothering is favored. Finally the sacrifice is sent into the Rift. If the Ritual succeeds the Leviathans Divinity will go with them.

Effigy: The Sacrifices are sent into the Rift alive. They may be brought back at any time but this ends the Rituals effects immediately. Even near the surface the Rift is a dangerous place and to perform this ritual without sending hybrids off to their deaths requires extensive preparations. A Doldrum must be secured, provisions provided and the Hybrids must be trained and able to survive the Rift. At the very least gills are required.

Auspicious Portents: Low Tide and Mercury

Ominous Portents: How Tide and Mars

Sample Acts: Allowing a priest of the cult to lead the ritual with the Leviathan taking a role no greater than that of a normal cultist. As the Leviathan transfers Ichor the Sacrifices take over his role in the ritual. A cultist playing the part of the government welcomes the Leviathan with citizenship or a mundane part of everyday life like tax forms. The Sacrifices are wrapped with lead weights to carry gold and gifts along with the Leviathans divinity to the bottom of the Rift.

Roll: Sheol+Zeal+Occult, sending the sacrifices into the rift is included in this roll.

Dramatic Failure: The Leviathans divine nature surges out of control. For the next week the Leviathans Vice can only be satisfied alongside worship and dominance of lesser beings. A Glutton cannot simply eat, his cultists must prepare food for him with terrible punishments should they not satisfy. A Proudful Leviathan seeks self affirmation in Cultists suffering to prove that they are worthy of serving him.

Failure: The divine blood refuses to be suppressed and the Leviathan's wake remains as strong as ever.

Success: For a duration chosen at the time of the ritual's completion, up to one month, the Leviathan's Sheol is considered to be decreased by Successes. The maximum decrease is limited by the amount of Ichor sacrificed. The Leviathan's effective Sheol is used in place of their actual Sheol for focusing the Wake, the size of the Wake and creating Beloved. If reduced to Sheol 0 the Leviathan has no Wake. If the Leviathan ever acquires more Ichor than their effective Sheol would allow their effective Sheol increases by one, Sheol 0 allows only a single point of Ichor. Ichor may be spent on nothing as a reflexive action to prevent overfilling. Each month spent under the effects of this Ritual is a Tranquility 6 disruption, each week spent under the effects of this ritual is a Tranquility 8 disruption, and each day spent under the effects of this ritual is a Tranquility 10 disruption.

Exceptional Success: The Leviathan may treat the number of successes as one higher and the amount of Ichor sacrificed as four higher (if this means they have too much Ichor they may immediately spend it on nothing).

Suggested Modifiers: You have not left Depth 0 for a full month prior to the ritual (+3), You have not left Depth 0 for two weeks prior to the ritual (+2), You have not left Depth 0 for one week prior to the ritual (+1), You were in Depth greater than 2 during the last week (-1), You were in Apotheosis form sometime during the last month (-2), You were in Apotheosis form some time during the past week (-3). Deep Wake (-1), Muted Wake (+1).

The Tenth Plague (00000)

A Leviathan is a divine being. It does not bargain with kings or presidents; no, it merely states its wishes and woe befalls entire nations who refuse its divine mandate.

This Ritual has no Sacrifice or Effigy, its results are a sacrifice of epic proportions. To perform this ritual the Leviathan chooses one Beloved as an envoy and sends them to make demands of a leader of man. These demands may be so heinous or self defeating that no sane human will willingly agree but it must be feasible to accomplish then.

Accompanying the demands must be a dire threat. This takes the form of who will die: The elderly, the young, the clergy. Providing it won't kill more than half the population its entirely at the Leviathan's discretion.

From the moment the demands are spoken the leader will immediately be aware that this is not an idle threat but backed by a terrifying supernatural force. From this point she has ten days. The first and most obvious solution is to give into the Leviathan's demands, this ends the looming doom. Most people aren't aware there are is a second solution: Kill the Leviathan. Leviathan's with the Dread Return Adaptation must be killed fully but those able to return through the Depth 6 iteration of Incubation of the Second Self need only be killed once. If neither of these are done then everyone who is politically or personally under the jurisdiction of the leader and matches the set criteria rolls Stamina, if they cannot match the Leviathan's successes on this ritual they die.

Supernatural beings can be affected by this ritual but three strict criteria must be met: Firstly the leader must be a supernatural being with the same template. Secondly any supernatural being with a higher Supernatural Advantage than the leader won't be affected by this Ritual. Finally the leader must be Wake Vulnerable. Supernatural beings defend with Stamina + Supernatural Advantage.

A Leviathan using this ritual should take care, for the ten days it is active his Wake becomes more noticeable if not actually more powerful. Anyone sensitive to the Wake, such as an Ahab, in the area targeted by the Leviathan's curse is immediately aware that something big is happening.

Auspicious Portents: High Tide and Mars

Ominous Portents: Low Tide and Mercury

Sample acts: The Leviathan justifies this ritual as retaliation for communal crimes. The demands are spoken every day for the ten days. The Leviathan's followers visibly separate themselves from the targeted community by marking their homes or clothing.

Roll: Sheol+Zeal+Occult

Suggested Modifiers: The Leviathan's Cult has a significant religious presence in the affected area (+1). A major presence (+2). No more than a few disorganized Beloved (-1). The leader does not have his people's interests at heart (-2). The leader is a puppet of a supernatural or foreign power inimical to her people (-4). The leader is a puppet of the Leviathan before or at any point during the Ritual (automatic failure). The Leviathan possesses the Anointing the Prophet Adaptation (+1).

Dramatic Failure: The titanic and devastating energies are unleashed upon the cult and the Leviathan itself. Lose a dot of both Sheol and Cult Numbers then fill the Leviathan's health track with Aggravated damage except for the last box which is filled with Bashing damage.

Failure: Nothing happens. Anyone sensitive to the Wake feels that a huge event was building but failed to amount to anything.

Success: The Ritual is primed. The Leviathan has twenty four hours for a Beloved to reach a leader or else the ritual is wasted.

Exceptional Success: The Leviathan's exceptional attunement to their Ritual allows them to treat the slaughter as a monumental sacrifice to themselves. Should things progress to death the Leviathan regains one point of Ichor for every person dead, for simplicity just refill the entire Ichor pool.

Leviathan Tempest: Chapter Five

By the time he reaches the docks, he's already out of breath. His knee hurts with every step, so he takes away the torn fabric to expose the wound. It has already scarred over, a white, translucent tissue that radiates an impossible cold inside his leg. You can still see the shape of the sucker, right where the tentacle struck him. He winces as he lets his pants back over the wound.

To figure out where he is, he looks around the deserted port. Most of the lights have been taken out, along the years, by bored youth or by methodical professionals who wanted as few witnesses as possible for what they were doing. The smell of brine, and gasoline, and garbage fills his head. It's not altogether unpleasant.

Then he hears it. A low rumbling, like the squirming of blind, chitinous things rubbing against each other under the earth. Maybe to other people, it would be revolting. To him, it sounds almost melancholy.

He pulls out his pistol and starts walking until he reaches a wide, round door that leads underneath the easternmost dock. For a moment, he almost gives up. How could he possibly even contemplate doing this?

But then he sees, in his memory, the crushed hand of the girl, her smudged make-up, her sad eyes over what remained of her mouth.

Slowly, silently, he opens the door, and the noise gets louder and louder. He glimpses eyes in there, a bearded face, and the remains of a two-piece suit, but in a grotesque fashion, it's the vast array of antennae that are familiar to him.

He takes a breath and steps in.

«It's over, Dad. I'm going to have to make you stop.»

Antagonists and Related Characters

Our Family

Other Leviathans

Of all the threats Leviathans face none are a more common presence than their own family. From bestial Typhons to the alien madness of the Ophions, a Leviathan who looks will have little trouble finding monsters in their own family tree. Among the Tribe it is considered a sacred duty to purge these insane creatures, both as an act of mercy and for the sake of their own security: most Typhons see other Leviathans as a threat and react appropriately, usually violently, while at any moment the Ophions' incomprehensible goals may turn out to involve the destruction of you and yours.

Yet far more frequently a Leviathan will come into conflict with the more Tranquil members of their family. It's not that Leviathans don't need to be consumed by the Tempest to be monsters, though that's certainly true. Other Leviathans have the same needs: Access to large bodies of water, impressionable or well placed humans to serve as Beloved, Heirlooms and other pieces of Tribal history, the attention of Atolls. A careful Leviathan can avoid conflict with a Typhon or Ophion but the only way to avoid another Leviathan is to give up on something you want.

Conflicts between the Tribe are an unusual thing. They are cruel, vicious, spiteful conflicts and yet it is rare for two Leviathans to actually come to blows. Both the Leviathan's Bestial and Divine natures are instinctively opposed to the idea of Transforming and charging in a trashing maelstrom of teeth and claws, while the human nature is usually the least violent of the three. Like an animal the Bestial nature knows how to fight without escalating to any real risk of harm, and it instinctively prefers to loose than to risk injury or death. The divine nature also avoids direct combat, but for different natures. The Tribe's primordial divinity is expressed through power and dominance, the divine nature wants it's foes to remain alive. Aware that they have lost, that they are lesser than it.

A direct violence is avoided, conflicts between Leviathans instead express themselves as instinctive ritualised battles for social dominance. They display claws or teeth, see who has the bigger crest, try to get neutral parties – human or Tribe – on their side and have their Cults perform elaborate rituals or raids (Though Leviathans rarely harm each other, killing or worse against another's friends, family or cultists is common) to show their strength. The most apt metaphor among human society may be an exceptionally vicious divorce where both parents see nothing wrong with trying to get the kids on their side, then having the kids fight to the death to get one over the ex. These conflicts usually end with the defeated Leviathan backing away from the contested resource, leaving the bodies of cultists and ritual sacrifices in their wake. When gods fight, it is mortals who bear the suffering.

All this changes when a Leviathan crossed The Line. Exactly what the line is varies to individual Leviathans, it may be killing a much loved family member or cultist. It could be trying to force a Leviathan to back off when they have nowhere to back off too. It could be putting two big fish in too small a pond until they snap. Trying to "steal" an Atoll usually qualifies. Most of the time crossing the line just means you've pushed one Leviathan too far but sometimes you can trigger every last Leviathan, consorting with the Marduk Society or using Marduk's sigil for example. Regardless of what caused it, crossing the line means that the other Leviathan wants you dead. No games of dominance, no threats or bargains, no backing down. Their instincts are screaming to Transform and fight to the bitter end. The Bestial nature knows that revenge or proving a point means nothing, in the ocean survival is everything and once you've crossed The Line it's him or me.

Neith

Attributes: Intelligence 3, Wits 2, Resolve 2(4), Strength 3(5), Dexterity, 3 Stamina 4, Presence 2, Manipulation 3, Composure 1

Skills: Medicine 2 (Parthenogenesis), Occult, Athletics 1 (Swim), Brawl 3 (Grapple), Stealth 2 (Her Cave), Survival 1, Expression 3 (Singing), Intimidation 2.

Strain: Oceanus

School: Clay

Sheol: 3

Virtue: Justice

Vice: Pride, Lust

Defence: 2

Tranquillity: 3 (Obsessive Compulsion [Large worms visibly crawl under her skin], Megalomania [Hair is made from ropey strands of murky rainbow coral])

Health: 12

Size: 5

Speed: 11

Initiative: 4

Willpower: 5

Channels: Lord of the Sea, Incubation of the Second Self (Fast Growth 2, Opportunistic Parasitism 4), Womb of Terrors (Reflexive Genesis 3), The Hydra's Rebirth (Dread Return 3), That Hideous Strength (Rightful Place), Mind in Motion (Mind over Matter 2), Mortal-Devouring Armory, Stalker's Shifting Hide, Indomitable Solipsist-Tyrant, Call of the Depths (Song of Madness 2), Besieging the Tower of Will (Mind Blast 2), Piercing the Veil of Slumber.

Other Merits: Cult (Numbers 3, Zeal 3, Fervour 4, Home Turf 1 – Her Cave, Old Hands 3 (Kidnapping), Danger Sense 2, Iron Stomach 2, Striking Looks 2, Mandate of Babel 1, Temple (Size 2, Amenities 1 [Armoury], Security 1), Vicious Strain 1.

Background: Once Neith was normal for a Leviathan, who after learning of her heritage decided to find a quiet seaside town to become its goddess and queen. In this she was ruthless and effective, her Beloved occupied important political, professional and social positions. Neith's rule was hidden but absolute and all felt its touch.

Without a goal to occupy her focus Neith turned to indulging herself. Her fiefdom became a buffet of vices to satisfy its unholy mistress. As Neith pushed her cult to greater depravities both her and her Beloved began to degenerate. In their failing mental state the Cult of Neith began to lose its grip over the town. Seizing the advantage a cabal was formed under the leadership of Miles O'Hara, a police sergeant who overthrew his Beloved superiors, Dolly Peel, a retired fisherwoman whose knowledge of old sailors tales were an invaluable source of information, and Don Barks, a businessman and avowed atheist whose refusal to join the Cult led to threats and legal thuggery against his business and employees.

With O'Hara's armed police, Peel's knowledge and Bark's funding Neith's Cult was forced out of town and are now forced to hide in a sea-cave where only their Goddess' presence has kept them safe. Ironically this defeat has refocused Neith, curbing her excesses and returning some of the competent strategist she once was. What it didn't do was restore any measure of her sanity, Neith is compelled to

procreate and demands a surrogate mother every few days. Neith's Beloved seek victims lest they be chosen while O'Hara's men and their allies patrol the night.

There are signs that the endgame is approaching. Neith has begun aggressive recruitment through her powers of Sanctity while among her opposition two new figures have risen to prominence: Julia Thatcher, a shopkeeper who's earned a reputation for fearlessness, skill in battle and advocacy of all-out attack before Neith regains her strength. Perhaps more significant is the addition of Howard Ward, a local doctor and self-taught specialist in removing Neith's eggs (at least those that were found). Working alongside Dolly Peel and Mary Carter, a librarian, he has begun studying these eggs and has amassed a quite impressive collection of notes.

Description: Neith usually remains in her Apotheosis, which resembles an enormous frog with irregular clusters of transparent scales, patches of bright yet mucky coral and dozens of unblinking eyes. Any Cohort who crosses paths with Neith is likely to encounter at least one of her eggs, these take the form of surprisingly solid jelly swarming with tadpoles that fight and devour each other.

Storytelling Hints: Upon arriving at Neith's former dominion the first question the Cohort will have to ask themselves is whose side they are on? Neith is a monster in the worst sense of the word, a cruel tyrant that has undoubtedly abused the trust of her Beloved, outright ruining their lives, but she's family. On the other side the humans are armed, organised and they certainly don't want another Cult moving in. Even those not in the know, even those who outright refuse to face the uncomfortable truth know that you tell O'Hara before turning your back.

The Cohort may wish to remove Neith quickly before any more knowledge of the Tribe gets out, this will probably require an alliance with the town, since at this stage it is unlikely they will have the power to fight an entire cult themselves. Alternatively the players might show a little family loyalty, Neith is even less likely to trust other Leviathans and simply helping her is only a short-term solution. She didn't do so well at rulership last time and that was before she acquired severe derangements. Helping Neith might look more like staging an intervention and that brings us back to the problem of her aggressive Cult.

With a little tweaking this setup can be used for players who are disinclined to get involved in the struggles of others. Simply add some collective criminality and guilt and you have a self-isolated town that's already been "broken in" as it were. All the players have to do is remove both sides before settling in. Depending on how many of Neith's eggs had been found by Dr. Ward, there may be a lot of Neith's children around. For players interested in expanding their cult with Lahmasu this turns Neith into a valuable resource. Players who care more about their genetic lineage than just Lahmasu servants could still make use of Neith by using the Hyperparasitism Adaptation on her Eggs but this is a serious Disruption of Tranquillity.

Typhons

When a Leviathan gives into base urges and monstrous abuses of power without self-restraint, degeneration eventually strips him of both his human and divine natures, leaving only the beast behind. These unfortunates are called Typhons by the Tribe. Their degeneration leaves them locked in their transformed shapes, unable to interact with the human world, while their sundered minds are overcome with atavistic urges. Typhons show little restraint beyond what is necessary to survive, and pose a colossal threat to communities near their lairs, devouring sailors and destroying boats.

Many members of the Tribe see it as a sacred or moral duty to destroy Typhons. Others just see it as a matter of self preservation. If you want to live long you don't live near the lair of an unstable monster, either get rid of it or go somewhere else. The elaborate ritualised conflicts displayed by the Tribe don't apply when Typhons are involved. Typhons see other Leviathans as a threat, and their degraded nature - broken and mad even by the standards of a wild animal - pushes them to go for all out combat. The Leviathan's own bestial nature knows well that when your opponent fights to kill your only options are to run or respond in kind.

Becoming a Typhon: Falling into the Storm

When a Leviathan becomes a Typhon the following changes occur: Firstly, the Typhon loses his faculties of reason. Mark "neg" next to Intelligence, unlike a 0 in an attribute (WoD Core: p43) an attribute marked as negligible can be rolled but the character gains no dice from that attribute. Don't remove the Typhon's Mental Skills but treat them as zero for any purpose other than activating Channels, the -3 unskilled penalty applies as usual. Channels which provide a bonus to Intelligence or Mental Skills will provide extra dice when a Typhon attempts to activate a Channel but not in any other situation. Typhons never benefit from 10-again, 9-again, 8-again, rote actions or similar modifiers when using Intelligence or a Mental Skill. Just in case it wasn't obvious: a Typhon, or any animal with negligible intelligence cannot be trained.

Secondly, the Typhon gains two new Specialties to represent the development of bestial instincts. They also use the higher of Dexterity and Wits for Defence, just like a wild animal would.

Thirdly, the Typhon loses the ability to benefit from its cult. Rituals won't function and it gains no Ichor from worship. The Cult may remain for a while but their god sees them no differently from any other human.

Finally, as a Typhon degenerates into base instincts, its Strain comes to prominence. Typhons follow recognisable behaviour patterns based on primordial instincts, each Strain gets two Impulses that govern its every move. Succeeding in a minor Impulse gains one point of Willpower as though the Typhon had fulfilled a Vice and a major Impulse restores all Willpower as though the Typhon had fulfilled its Virtue.

Strains of Typhons

Bahamutans tend to be passive Typhons, dwelling in deep sea trenches or remote lakes. They can and often do go centuries without activity but when their lairs are threatened or sufficiently provoked their wrath can be apocalyptic. Their Minor Impulse is territorialism, they regain Willpower by driving others away from their Lair. Their Major Impulse is vengeance, they refill their Willpower by raining devastation upon those who offended them.

Dagonites have given in entirely to their reproductive urges. They care nothing for consent or even supporting their brood, only the act of reproduction matters. A Dagonite who can reproduce asexually may never seek other beings at all, but even in this case they can be dangerous, for the area surrounding a Dagonite's lair is soon frequented by all manner of feral Lahmasu. A Dagonite's minor Impulse is to create a child, fulfilled upon conception. Their major Impulse is to protect their children until birth, every ten children born or hatched fulfils this Impulse. After hatching a Dagonite's spawn are left to fend for themselves.

Lahamin Typhons are rarely seen or heard but their actions are often felt. The Lahamin watch safely hidden on the seabed or other remote areas, only surfacing to inflict spite driven vengeance on those they envy. Even then they act through stealth and ambush. A Lahamin fulfils its minor Impulse when it hides from a threat and its major impulse when it ruins someone's life without directly harming them.

The spawn of Nu are the most alien of Typhons. Though their Impulses push them to immense feeding their habits are driven by the weather rather than any sensible hunting strategy. A Typical Typhon of Nu's Strain will respond to a growing storm by making a hurricane and a waning storm by dispelling it entirely. If it's lucky the turmoil will leave dead food scattered upon the sea. A Nu fulfills its minor Impulse when it magnifies an existing shift in the weather and its major Impulse when it feasts.

Oceanids are driven by the need to dominate others. They don't actually need to do anything with their victims, being in a position where they could do anything is enough. The image of the Sirens, whose song kept sailors enthralled until they starved, is closely associated with Typhons of Oceanus' Strain. Their minor Impulse is to dominate a human, their major Impulse is to dominate a "hero", defined as anyone trying to and having a chance of dominating (i.e. killing) the Oceanus in turn.

The Tanninim make the least subtle Typhons. Their urges are simple, once a Typhon has chosen a sinner for some unknown crime it will pursue him across oceans and finally devour him. A Tannin regains willpower when it pronounces judgement on – that is, kills – a sinner. If the sinner fights back that's all the more satisfying: The Tanninim's major Impulse requires that the sinner and perhaps allies were able to show effective but eventually futile resistance.

Thalassans are driven by boundless greed to amass ever growing hoards. These hoards can consist of anything that requires some amount of effort to collect, from whale bones to bric-a-brac taken from smashed ships. Most Thalassans will add any available Heirlooms to their hoard no matter how out of place they would be. Thalassans fulfill their minor Impulse when they defend their hoard and their major Impulse when they make a significant addition.

Kraken

Attributes: Intelligence neg, Wits 2, Resolve 3, Strength 3(5), Dexterity, 5(6) Stamina 5, Presence 3, Manipulation 1, Composure 2

Skills: Athletics 3 (Swim), Brawl 4 (Grapple, Against Ships), Survival 3 (Ocean), Intimidation 2.

Strain: Thalassan

Sheol: 5

Armor: 4/3

Defense: 9

Health: 38

Size: 30

Speed: 18

Initiative: 7

Willpower: 5

Channels: Uncrowned Fisher King, Magnanimous Host to All (Brawl, Athletics), The Hydra's Rebirth, Fluid Icon of Grace, That Hideous Strength (God-Hurling Sinews 5), Overpowering Strength of Titans (Undertow 4), Many Flowing Limbs, The Tyrant's Privilege, Mortal-Devouring Armory (Rending Claws 2, Gaping Maw 2, Savage Focus 1), Lifeblood of Titans (A Mountain Walked 5), Flesh of the Progenitors (Adaptation to Harm 2), Vigor of Protean Kings.

Other Merits: Direction Sense 1, Iron Stamina 3, Iron Stomach 2, Quick Healer 4

Background: The Leviathan who would one day be known in legends only as The Kraken once followed the School of the Reef. It was her duty to guide cousins across the oceans and guard them from the ships of whalers, navy or far more likely the Marduk Society. As the years turned, wooden ships became iron and iron men became stronger yet, defeated and broken she was driven to the

deepest parts of the ocean. Separated from any sort of contact for centuries she forgot everything and became The Kraken.

Description: The Kraken is mostly as recorded in myth. Colossal in size: matching naval frigates and more or less a giant octopus. In Apotheosis mortals have trouble remembering the finer details of a Leviathan's appearance so feel free to make embellishments: Perhaps its suckers each contain a small biting mouth or maybe there is row after row of serrated teeth behind its beak.

Storytelling hints: As a Thalassan, the Kraken impulsively collects pieces of ships and sailors' possessions in a massive rotting hoard at the bottom of the ocean. She's been quiet for decades, her urge to collect suppressed by her survival instinct and the growing danger of ships. The most obvious way to include the Kraken as an Antagonist is making her have something the Cohort wants. Heirlooms perhaps, but she could just as easily have made her nest near a sunken ruin the Cohort wishes to explore and dislikes rivals getting too close.

Alternatively the Kraken's reappearance after decades or centuries could be the catalyst for the actual plot. Perhaps one or more of the players is part of the hunting party going after it and must contend with tribal politics and divine egos in addition to the Kraken's combat ability. Maybe the Kraken's reappearance is the result of a failed Marduk attack and some highly incriminating technology (even the most idealistic Marduk member knows their weapons program is extremely illegal) remains in a scabbed wound. Now the two ancient enemies find themselves as uneasy allies hunting the Kraken before the navy catches her and exposes both of their secrets. To truly mix things up maybe an Ahab hunting Kraken is the only person who can reliably find her in the huge ocean.

Ophions

When a Leviathan abuses the power of the Wake and the trust of her Beloved, degeneration causes her divine aspect to grow until it eclipses both her human and bestial natures. Locked into her most glorious and terrible form she becomes an Ophion, following incomprehensible and contradictory goals that change with the Currents of the Tempest.

Without his human and bestial natures to act as an Anchor, an Ophion is overwhelmed by the Tempest. Ophions follow numerous goals called Currents; individual Currents bear no relation to each other or an overarching goal. Quite the opposite: Often two Currents oppose each other. An Ophion draws most strongly from the part of the Tempest which corresponds to his own Strain. This leads to somewhat standard behaviour patterns and proportionately more Currents from their Strain's Vice. Not all Currents are completed; they appear and vanish with the flow of the Rift. Normally this is a slow process – some Currents remain for decades – but on occasion an Ophion draws from the most tumultuous parts of the Tempest, gaining and losing Currents over minutes. In this state the Ophion is effectively paralysed. Some theorise that this is the usual state of an Ophion, and if it were true, then without drawing attention to themselves Ophions could remain unnoticed in deep seas and at the bottom of the Rift for a very, very long time.

As with Typhons many Leviathans see it as a sacred duty to destroy any Ophions they encounter.

Becoming an Ophion: Unity with the Storm

Each Ophion gains six minor Currents, two major Currents or one major and three minor Currents. More if the Storyteller desires. Each Current is a specific objective based on a Vice and an Ophion

always has at least one but usually more Currents based on their Strain's associated Vice. Completing a minor current earns a point of Willpower while a major Current refills the entire Willpower pool when completed. Even the crudest Vices such as Wrath or Gluttony rarely create Currents flowing towards cheap instant gratification. Lacking their impulsive bestial nature Ophions tend to achieve their objectives through careful planning at best and tangled webs of intrigue at worst.

Ophions cannot regain Ichor through Havoc, it is the bestial nature of a Leviathan which seeks satisfaction through instant gratification and pointless violence.

An Ophion's greater connection to its divine aspect makes them unparalleled in leading their Cults.

Upon becoming an Ophion, increase your Cult's Zeal by one.

Finally when a Leviathan becomes an Ophion, roll Resolve + the lower of its Cult's Numbers or Zeal.

Unless the Ophion gets a number of Successes equal to its Sheol, it immediately travels to the nearest suitable source of water and enters the Rift. Few Ophions maintain their footing on the Shore as the Tempest floods through them, but after the initial surge many seek a way to return, requiring powerful Rituals.

Strains of Ophions

Bahamutans seek to follow their Currents through their Cult, spending much of their time Dreaming. This occasionally reaches the point where some Ophions never even attempt to leave the Rift and instead rely on Cults as their sole agents on the Shore. Those that do leave the Rift still favor direct plans with little personal effort, aided in part by the fact that many of their Currents spring from Sloth and don't require them to do much at all. Despite this they can show enormous energy and proactivity to protect their future rest and when driven to intervene personally they do so with overwhelming force. Dagonites follow Currents that lead them to expansion. More Beloved, more territory, more worship. As Ophions Dagonites tend towards extraordinarily complicated plans, often of a highly political nature coupled with never-ending recruitment. The danger of opposing a Dagonite Ophion is immense, they often possess more disposable troops than other Leviathans' entire cults and should they have left the Rift their tendency towards the Vestige of Fecundity swells their ranks with large numbers of powerful Lahmasu (they rarely breed the normal way, all potential partners are too far beneath them.) Playing a Dagonite at its own game is a dangerous prospect, the best way to deal with them is cutting the metaphoric head off the snake by attacking the Ophion while they rest in the Rift, separated from the support of their cult.

Lahamin make some of the hardest Ophions to oppose, while no stronger or weaker than their cousins in combat, you have to find them first and finding the Lahamin is never easy. Even if you do know where to look, it's almost certain to notice you first and move. Tracing them by their actions is no easier, though their Currents run as strong as any Strain the Lahamin are masters of achieving the maximum effect for the minimum effort. Their plots are built upon staggering amounts of observation and careful preparation, only after which will they indoctrinate their cat's paws and unleash them in a carefully choreographed sequence of events that ends with the fulfilment of the Ophion's Current, most often ruining a life out of simple spite. It is the gift of the Lahamin to create workable plans which to the outside observer look like a sequence of improbable random events. It is their curse that they are limited to such complicated and unreliable methods to further their aims.

The Currents that Nu's Children follow lead to the most alien of the Ophions. Though many are dedicated and focused while trying to escape the Rift, upon the Shore most lack the inclination to have any meaningful interaction with mankind. Cults are frequently abandoned or eaten once their purpose is served. The stereotype places the Ophion far from land, invisible in the water and content to devour whatever sea-life they come across. This is true to an extent, but like all Ophions a Nu will follow Currents from all Vices and even Gluttony can lead to delicacies unavailable in the ocean. When the Currents bring a Nu to land it tends to show little concern for a sustainable power base, Cults are

temporary and the full fury of the elements is used safe in the knowledge that the aftermath only affects other people.

As an Ophion the Oceanids are never still. Their Currents run wide but are as shallow as the rivers their Progenitor claimed dominion over. As Ophions Oceanids tend to be impulsive, unsure of where the Currents will take them, they cast their nets wide. Their Beloved are often little more than a piggy bank and a source of quick gratification. Large in number but disorganised and interchangeable. As Ophions go the Oceanids can seem relatively harmless but theirs is the Vestige of Sanctity. When opposed, an Oceanid's first resort is to force compliance and they possess an instinct for turning friends and allies into weapons. Should the fight turn personal, Oceanids often show surprising martial powers. Though perhaps not as destructive as other Strains, the broken lives left in their wake are all the more painful for the personal touch in their destruction.

Tanninim are driven by the Currents to amass power, not for its own sake but for practical ends. Frequently driven to punish, the Tanninim take a proactive stance to their goals and take measures to ensure that whoever their gaze falls upon they will already be in a position to pronounce sentence. Their Cults and the organisations that come under the Tanninin's grip tend to be well oiled machines ruthlessly purged of weakness and hyperfocused to the Ophion's goals but this focus ignores vital work required for long term survival, leading to an unending cycle of acquisition and decline.

The Thalassans pursue wealth for its own sake and do so through the formation of self sustaining Cults that survive with a minimum of supervision. This is not laziness or unwillingness to get their hands dirty but simple practicality. Even an Ophion has a finite size on what they can personally control, only through delegation can they amass the hoards they desire. It would be foolish to assume that a Thalassan's Currents end at acquiring money but it's not entirely untrue to say that they mostly start with it. Their plots are as intricate as any Ophion's, but usually take an economic flavor. Sometimes a Thalassan simply buys whatever their Currents point at, but just as often other Currents prevent them from spending their wealth and elaborate plots must be formed to work around self imposed limitations on their greatest asset.

Our Distant Family: Lahmasu and Hybrids

Not all who bear the blood of the Tribe become Leviathans. Most are merely carriers, ordinary humans with something ancient hidden in their genes, waiting for two distant trickles of Tiamat's blood to unite when the stars are right. Sometimes, when cousin meets cousin one too many times, when a human carrying recessive markers lays with a Leviathan. Sometimes the Tribe is too strong within a person to be entirely dormant but the environmental, genetic or even mystical conditions required to produce a full blooded Leviathan are unfulfilled. Sometimes you get a child of two Tribes. Sometimes you get a Hybrid.

Psychologically Hybrids are human. They do have instincts that reflect their heritage – a Hybrid that's half alligator will have predatory instincts – but they have an easy time choosing not to follow their instincts much like a human and very much unlike your typical Leviathan. Mechanically Hybrids follow Morality and though Hybrids tend towards the lower ends of the intelligence curve a Hybrid with Intelligence 2 is no different from a human with Intelligence 2. Even when a Hybrid isn't sapient they still show recognizable human traits and behaviors, many are much smarter than animals and can be trained in complex tasks. Mentally what really separates Hybrids from humanity is social factors. Most come from where the Tribe's blood runs thickest, their family environment often a culture unto itself. Such a culture shaped by the Wicked Tribe is rarely a healthy one. Even those human enough to socialize with humanity often look different enough to grow up with funny looks if not outright discrimination.

The Hybrid Template

Hybrids are considered to be a minor Template. Philosophically and mechanically they're human with a little extra. Yes some of them are physically more fish than man but man was never defined by the color, or shape, of his skin. The Hybrid template consists of: Strain, Mutations, Depth and Ichor.

In addition to actual Hybrids this Template can be used to represent Leviathans who are in the process of Emerging but have not yet gained the full Leviathan Template, when doing so feel free to bend any rule written below.

Strain

Each Strain of Leviathans births a line of Hybrids that it claims as it's own. These lines are called Lemashu and tend to be more stable than regular Hybrids, both in that their Mutations follow more predictable lines and in that they are spared the worst effects being a Hybrid has upon the body and the mind.

The first Mutation acquired by a Lamashu is set by their Strain.

Abuu, born of the Dagonites: Brother to the Fishes (OOOO)
Gibborim, born of the Tanninim: Natural Weapons (OOOO)
Gugal, born of the Bahamutans: Increased Endurance (OOOO)
Hemitheos, born of the Thalassans: Increased Strength (OOOO)
Heqen, born of the Nu: Diving into the Tempest (OOOO)
Mahhu, born of the Lahamu: Prophecy (OOOO)
Pelopsids, born of the Oceanids: Increased Resolve (OOOO)
Hybrids, born of no Strain, or many: Four free dots in any Mutations.

Mutations

Within the genetic code of every Hybrid lies Mutations, strands of DNA from an earlier age of the world that guide the body in ways unimaginable to natural evolution. A Hybrid may be born displaying all their mutations or they may activate over the course of it's life. If there is a correlation between how a Hybrid appears at birth and it's eventual state the Tribe hasn't identified it. Unlike Leviathans who can guide their genetics through dedication and self discovery Hybrids get what they're born with. Though this means the character has no control over their Mutations the player retains full control.

Lemashu begin play with a single Mutation chosen by their Strain, Hybrids have four dots to spend as they wish. Additional Mutations can be brought with Merit dots, as always the fifth dot of a Mutation costs double. During play Mutations can be brought for experience points and cost new Dots x 2. There is a further restriction for Lemashu: They have a favored Vestige as per their Leviathans' Strain. Lemashu must place a number of dots into their favored Vestige or universal Mutations equal to Depth -1, their Strain's starting Mutation does not count towards this requirement. The Favored Vestige doesn't provide experience discounts on mutations.

Not all mutations are cool powers. Hybrids must take two flaws to represent harmful side effects of their mutations. Neither of these flaws provide experience though they may take a third flaw which will provide experience as normal. Lemashu are not immune to harmful mutations but it's considerably rarer, they do not require any flaws but may take one as usual.

Sidebar: Genetic Mayhem, an Optional Rule

The most powerful Hybrids are the ones with the most mutations. But surely the most mutated Hybrids would have a host of disorders as well as their abilities. There are two ways to represent this, both should not be used for player characters unless the gaming group is confident they can manage them.

The first and simplest is to give an extra flaw to Hybrids and Lemashu every time their Depth decreases. At the Storyteller's discretion this may be tempered with a new Mutation (O – OOOO), each dot allows the player to remove one genetic Flaw. This Mutation either is Universal Affinity or goes under Vitality, Storytellers choice.

The second is to allow players to take as many additional flaws as they want. The first additional flaw grants experience as usual. Extra Flaws – which must plausibly be the result of genetics – provide “genetic experience” which can only be spent on Mutations. The advantage of this system is that not all Hybrids or Strains of Lemashu are noted to be equally healthy, a fact which for simplicity's sake is not represented in the mechanics. As for what happens when a player has run out of room for Mutations but still has Genetic Experience: sadly that experience is useless, no one ever said genetic disorders were nice.

Depth

All Mutations affect a Hybrids appearance. To represent this Hybrids have Depth, Hybrids use the same scale as Leviathans but suffer slightly smaller social penalties: Treat everyone as Atolls. Unlike with Leviathans a Hybrid's Depth does not govern the extent of their powers or provide a free increase in size. Some Mutations are given a minimum Depth, this is not because a Hybrid with at a shallower Depth isn't "powerful" enough, but because that Mutation cannot pass as any more human than the Mutation's listed Depth.

A Hybrid's Depth is defined by the number of dots they have in Mutations and is ranked from one to five: No Hybrid ever has human form or Apotheosis. Depth in turn sets a limit on a Hybrid's Intelligence and the likelihood of it being non-sapient. The stability of a Lemashu's genetics over a Hybrid provides a measure of protection. For the purposes of Intelligence and sapience assume a Lemashu has a Depth one step closer to human.

DEPTH	MUTATION DOTS	INTELLIGENCE MAXIMUM	SAPIENCE
1	1 to 10	5	Always
2	11 to 15	4	Always
3	16 to 20	3	Mostly
4	21 to 25	2	Rarely
5	26 to 30	1	Never

Hybrids can and often do reach lower Depths over the course of their life but a Hybrid never loses their mental faculties, those are defined at birth. A Hybrid with Intelligence 4 simply will not gain an 16th dot of Mutations and similarly a Sapient Hybrid cannot reach Depth 5.

Ichor

All Hybrids can carry the Divine Ichor within themselves. A Hybrid's Maximum Ichor pool is equal to Stamina + Depth and their per turn expenditure is limited to one. Lacking both the bestial and divine natures found within a Leviathan their methods of regaining Ichor are limited. Only Resonance and Immersion allow a Hybrid to gain additional points of Ichor.

Mutations List

Universal Affinity

Deep Eyes (O): The Hybrid suffers no discomfort from keeping their eyes open in even the most polluted or diseased waters. So long as they are below the surface they can see comfortably providing there is a trace of light.

Gills (OO): The Hybrid can comfortably breath underwater and can keep their eyes open with no discomfort if the water is reasonably clean.

Superior Lungs (O - OO): The Leviathan adds 2 to their stamina for the purpose of holding their breath. At two dots this becomes three and they no longer lose air faster because they are in combat.

Awareness

Angler Lantern (O, Depth 3+): The Hybrid gives of a lantern's worth of light from glowing eyes, bioluminescent skin or some new organ.

Reflexive Evasion (OO): The Hybrid has Defense equal to Wits even if their Dexterity is lower.

Echo Location (OO): The Hybrid gains the ability to see with echo location, they can ignore all darkness penalties and can see around corners. The conductive properties of water means that they can triple the range of a regular perception check when submerged. Drawback: The Hybrid has sensitive ears, when exposed to loud sounds roll Stamina with a penalty based on the volume. On a failure you get -2 to all actions and -4 to Perception for as long as the noise persists.

Empathetic Sense (OOO): The Hybrid may make Wits + Empathy rolls to smell, see, taste or even psychically detect emotions. This is interpreted by the brain as an Aura. Normally this roll is uncontested but supernatural abilities may provide protection. Airtight clothing, full body robes or other tricks may block specific empathetic senses.

Nightvision (O): The Hybrid can see clearly in low light.

Prophecy (OOOO): The Hybrid selects a person, object or location they can see clearly, pays one point of Ichor and begins an extended Wits + Occult roll. Every roll is equivalent to three minutes of serene meditation or thrashing fever dreams. Prophecy provides sensations that give a hint of the most "important" event to affect the subject within a time frame governed by the number of successes: 2 successes gives seven minutes, 4 successes gives seven hours, 8 successes gives 7 days, 16 successes is the maximum and offers seven months.

Elements

Child of the Waves (O or OOO): The Hybrid gets 9 again on Athletics rolls when in the water, at three dots: 8 again.

Diving into the Tempest (O, OO or OOOO): The Hybrid can willingly enter or exit the Tempest at a Gatewater. To do so she must spend a point of Ichor and roll Occult + Survival. At two dots the Hybrid can sense the presence of a Gatewater in Depth*10 miles by spending a point of Ichor and rolling Wits + Survival. At four Dots they may enter and exit anywhere a Leviathan could. Without a Leviathan to carry them Hybrids can never go deeper than the Shallows.

Home in the waters (OO): The Hybrid gets 9again on Survival rolls when outdoors in an area with large amounts of water.

Smell of Salt (O): The Leviathan can make a Wits + Survival roll to instinctively know the direction of the nearest large body of water. This Mutation will not locate water that is indoors or underground.

Weatherproofing (O to OOO): Each dot in Weatherproofing gives the Hybrid one dot of armour against the effects of weather and reduces situational penalties caused by rough weather. This applies both above and underwater, such as when swimming against a strong current.

Fecundity

Blood is thicker than water (OO): The Hybrid has a natural instinct for working with his's own kin. They gain 9again on Teamwork actions and at the storytellers discretion on other group actions such as Stealth rolls to set up a coordinated ambush. To gain this bonus the Hybrid must have shared a working relationship for around a month, or a communal living for a weak. With close blood relatives, no more distant than cousins, reduce this to a week and a day respectively.

Brother to the Fishes (OO or OOOO): The Hybrid's natural affinity to sea life allows her to communicate and eventually control non-sentient animals of Size 5. At two dots the Hybrid may spend a point of Ichor and roll Wits + Animal Ken to establish a psychic rapport that allows communication to the limit of the animals intelligence. At four dots the Hybrid may spend a point of Ichor and roll Presence + Animal Ken to issue a command which the animal must obey to the best of it's ability for the remainder of the scene. Animals will not perform blatantly suicidal actions, the survival instinct is too strong. If the targeted animal is not aquatic or amphibious there is a -3 penalty.

Fast Healing (OO or OOO): The Hybrid may spend a point of Ichor to heal a dot of bashing damage. At three dots they may spend two points of Ichor to heal a point of Lethal damage.

Might

A burst of speed (O): The Hybrid adds five to their speed for the first turn of a chase or combat. On subsequent rounds they may spend a point of Ichor to benefit from this Mutation again.

Bestial Vandal (OO): The Hybrid gains 9again when attacking inanimate objects.

Increased Strength (OOOO): The Hybrid gets 9again on Strength rolls.

Oxen Backed (O - OOO): The Hybrid counts their Strength as dot points higher for using heavier weapons

Leap from the Depth (O - OOO): The Hybrid adds (2x dots) feet to the height and (4x dots) feet to the length of all jumps.

Natural Evasion (OO): The Hybrid has Defense equal to Dexterity even if their Wits is lower.

Predation

Camouflage (OO): The Hybrid gets 9again on Stealth rolls.

Leech's hunger (OOO): The Hybrid can drink human blood and convert it into Ichor at a rate of two Ichor per point of Lethal Damage. Many Hybrids with this mutation require regular drinks of human blood as part of their nutritional needs.

Natural Weapons (OOO - OOOOO): The Hybrid has natural weapons. At three dots they do +0L damage, each additional dot increases the damage by one. If the Hybrid cannot use it's weapons without a grapple increase the damage by two.

Predictors Instinct (OO): The Hybrid has Defense equal to Wits even if their Dexterity is lower.

Ranged Weapons (OO or OOO): The Hybrid can spit acid, fire spines or has some other natural way to attack at range for one Ichor per shot. Short range is Stamina+Strength, medium range is twice short range and long range is four times short range. Despite the unusual nature of this attack the roll is Dexterity + Firearms with no weapons bonus, at two dots it does bashing damage, three dots upgrades to lethal.

Sharks Skin (OO): The Hybrid gets +2 to damage opponents in a grapple and +2 to escape a grapple due to shark like skin, protruding spines or venomous stingers.

Sanctity

Increased Resolve (OOOO): The Hybrid gains 9-again on Resolve rolls.

Mind Blast (OOOO): The Hybrid pays one Ichor and rolls Presence + Intelligence – Resolve + Power Stat to inflict bashing damage with the stun property.

Siren's Song (OO): The Siren may spend a point of Ichor and roll Presence + Expression. Wake vulnerable individuals who's Resolve + Power Trait is lower than the Hybrid's Successes spend a turn moving towards the Hybrid unless they spend a point of Willpower. This power is limited to the range the Hybrid's voice will naturally carry.

Unearthly Beauty (O - OO Depth 2-): The human side of the Hybrid's DNA has a stronger effect than normal. While the Hybrid does have some tribal traits they are significantly muted blend into human features in a way that looks exotic rather than horrific. Each dot reduces the social penalty of depth by one and incurs a -1 penalty on any Noticing Transformation rolls.

Fascination (OO): The Hybrid does not have a true Wake, but by spending a point of Ichor they can manifest a much weaker ability giving them 9again on all rolls to attract or keep someone's attention.

Voice of the Mind (OO): For one Ichor the Hybrid can telepathically send a message who's meaning can be summed up in twenty words or less. Only Leviathans, other Hybrids and at the storytellers discretion non-Tribe psychics can receive these messages.

Vitality

Armour (OOO – OOOOO): The Hybrid has natural armor. At three dots this is 1/0, each additional dot provides +1/+1.

Increased Endurance (OOOO): The Hybrid gets 9 again on Stamina rolls.

Increased Size (OO or OOOO): The Hybrid gains +1 or +2 to size. This is a cheaper alternative to the Giant merit and the two should not be combined. Other sources of increased size may be considered at the storytellers discretion.

Poisonous (OOO): Anyone in contact with the Hybrid suffers a -1 to all actions, after contact is broken this lasts for 5 – Stamina turns.

Slimy (O): The Hybrid gets +1 to wriggling through or out of things, including grapples.

Harmful Mutations (New Flaws)

Weak DNA: The Hybrid's genetic structure is exceptionally vulnerable to damage. Whenever the Hybrid rolls to resist a harmful genetic effect (such as developing cancer) deduct its Depth from its dicepool. Whenever another character tries to influence the Hybrid's genetics (such as a Genius with biological Metaptropi or a Mage using the Life Arcana) add the Hybrid's Depth to their Dicepool. This includes the Channel Everflowing Fetid Growth and cancels out the natural effects of being a Hybrid: Treat the Hybrid as a human for this Channel.

Visible Mutation: The Hybrid's mutations are exceptionally pronounced and noticeable. Treat the Hybrid as one (or more if the player wishes) Depth lower when using the rules for Detecting Transformation or the social effects of Transformation. Even with this Mutation Hybrids do not reach, or appear to reach, Apotheosis: Depth 5 Hybrids cannot take this Flaw. If a higher Depth Hybrid with this Flaw reaches Depth 5 either replace this Flaw with another or simply remove Visible Mutation. When taking Visible Mutation as an optional Flaw the player may specify that it only applies to part of their body, if they do so they only gain Experience when the affected area is exposed or when keeping it concealed causes a problem. The deeper Depth provided by Visible Mutation counts towards the minimum Depths for Mutations. If only part of the body is affected the Storyteller should apply their own judgement.

Waterlocked: The Hybrid suffers Ichor loss when away from water like Leviathan's in Apotheosis. A Hybrid's water requirements are slightly more bearable than a Leviathan: They don't have to be physically in the water, within a few feet or under a shower is fine. The Hybrid may go Stamina minutes before losing Ichor, afterwards they lose one point of Ichor per minute. Unlike a Leviathan they will not go mad if stranded without Ichor, instead they take one Bashing damage per minute.

Merfolk: The Hybrid has a fish tail, a set of tentacles or some other form of aquatic locomotion that is unable to function on land. They're not entirely immobile on land but they're close to it: Speed is equal to Strength alone and the Hybrid cannot double speed by running. Since they are almost certainly crawling around use the rules for going Prone (WoD Core p 164). Hybrids with this Mutation are rare above the third depth, but some can pass as human provided they keep their tail covered (use Visible Mutation).

Vulnerability: The Hybrid's body is vulnerable to something normal humans are not. They may share a Leviathan's fear of electricity or suffer from severe allergies, any sensible weakness can qualify.

“Father” Abdeel

Attributes: Intelligence 2, Wits 3, Resolve 2, Strength 2, Dexterity, 1 Stamina 3, Presence 4, Manipulation 3, Composure 2

Skills: Medicine 2, Occult 2 (The Tribe), Athletics 1, Brawl 1, Firearms 2, Survival 2, Weaponry 1, Expression 4 (preaching), Intimidation 2, Persuasion 2, Socialize 1, Subterfuge 2 (Doublethink).

Mutations: Deep Eyes 1, Brother to the Fishes 4, Mind Blast 4

Strain: Abuu

Virtue: Faith

Vice: Pride

Depth: 1

Defence: 1

Morality: 5 (Fixation)

Health: 8

Size: 5

Speed: 8

Initiative: 3

Willpower: 4

Other Merits: Meditative Mind 1, Allies 4 (Family), Resources 2, Contacts (Other Tribe families).

Background: Despite his low depth “Father” Abdeel has lived for a long time, he's taken upon himself the roll of shepherd to his extended family. Keeping them pure to half remembered ideas and rituals created the last time a Leviathan was found among the family tree in readiness for the birth of his next lord and master.

Description: Father Abdeel is a striking man who carries himself with an air of unchallengeable dominance. Even in what appears to be middle age he is the picture of health and his long black beard is unmarked by even a single grey hair. All in all he is a man who radiates confidence, charisma and virulence. He does have a tendency to spoil the image by dressing in a homemade outfit based off a Babylonian priest.

Storytelling Hints: The assumption with Father Abdeel is that he's a blood relative of one of the players. To them he will have been a shadowy figure in their past, undoubtedly the head of the family yet distant from his more human blooded relations – including most Leviathans before they gain the Template. The relationship is not necessarily adversarial, Father Abdeel sees himself as a cross between an adviser, high priest and right hand man to his Leviathan. While his knowledge is not amazing he's far more informed about the Tribe than most starting Leviathans and can be a valuable asset, it's not unreasonable to assume he owns a heirloom or two even if he cannot benefit from them himself.

The drama with Father Abdeel comes from one simple fact: He's been imagining this moment for a long time and has some very clear ideas about what life under a Leviathan will be like. These may be harmlessly self serving: Himself as high priest with his deity's favor and followers to lead. Outright heinous: Blood cults, racial purity and crusades against humanity. Or just plain odd: Uproot the family

and resettle inside the Rift. Whatever his goals expect his advice to push an agenda even as he remains convinced his only wish is to serve.

The Achelous Sisters

Attributes: Intelligence 1, Wits 3, Resolve 3, Strength 4, Dexterity 3, Stamina 2, Presence 4
Manipulation 1, Composure 1

Skills: Investigation 1, Occult 1, Athletics 4 (swim), Brawl 3 (drowning), Stealth 2, Survival 2 (ocean), Animal Ken 2, Empathy 1 (each other), Expression 4 (singing).

Strain: Pelopsid

Depth: 2

Virtue: Faith

Vice: Gluttony

Defence: 2

Morality: 1 (Fixation, Vocalisation)

Health: 7

Size: 5

Speed: 12

Initiative: 6

Willpower: 4

Mutations: Gills 2, Child of the Waves 1, Blood is thicker than water 2, Increased Resolve 4, Fascination 2, Siren's Song 2, Unearthly Beauty 2, Visible Mutation (tail only) Waterlocked, Merfolk.

Other Merits: Striking Looks 4, Direction Sense 1, Fast Reflexes 2

Background: The Achelous Sisters, Agatha, Phoebe and Thelma, were born into a their father's Cult. As babies the three were normal and human looking save for deformed and non-functional legs but came into their mutations early in life. Their father saw them merely as animals (which wasn't much difference from how he saw his human Beloved) and when they lost the ability to survive on land he simply threw them into the ocean outside his Temple. Being in a relatively stable and thus affectionate part of his life he instructed his followers to throw food to the sisters then promptly forgot all about them.

As the sisters grew into their more subtle powers the Cult put them to work, hiding the temple by luring people away and snatching the occasional lone sailor to serve in the Cult or on the alters. A Leviathan can only commit nefarious deeds for so long before someone notices, aided in part by the Ripple effect the uncharacteristically high number of people missing at sea drew investigators. Some Leviathans move on and start afresh elsewhere, others hide literally or beneath legal smokescreens, their father did neither. Unable to cope with the opposition he degenerated, heaping abuse upon his Cult, as the smartest and most strong-willed of his Beloved fled the sisters went with them.

Description: If you were to measure by features alone the sisters are stunningly pretty. They have perfect golden hair, amazing figures and delicate faces. Add on their Tribal heritage of unnaturally pale skin and large unblinking eyes and feelings get a lot more confused. In effect from a typical human perspective they are stunningly attractive but with a hint of otherness that adds an edge of both excitement and hesitation.

It's worth noting that none of them speak more than a few words of English but they can communicate with each other.

Storytelling Hints: It wouldn't quite be fair to call the sisters immoral, amoral is far closer to the truth. Being raised without any real social contact than each other then put to immoral work means that they never really developed a moral compass and have see no important distinction between people and animals. Sure people struggle and fight if you try to eat them, but so do fish.

The sisters live a nomadic life in the ocean, they hide from dangerous predators, hunt what they can. When the opportunity presents itself they'll lure people close to the water by singing before drowning and eating them. It's not luxury but they have each other, they're happy enough.

Earth's Most Mighty Tribe

Sidebar: Hunters

If you've read Hunter: The Vigil you're sure to be asking the obvious question: The answer is yes. Ahab's, The Marduk Society, The Irrational Economic Actors Task Force and The Season Letters are all Hunters. However the rules below can be used with nothing more than the World of Darkness core rulebook.

Groups who own Hunter: the Vigil may wish to try the following new Professions to for that two fisted Marduk feel: Adventurer (Socialise and Survival), Sailor (Crafts and Drive), Archaeologist (think Indiana Jones: Academics and Larceny), Genealogist or Historian (Academics and Investigation). The Irrational Economic Actors Task Force has a fair crop of Civil Servants, Bureaucrats and politically or socially focused Academics (Academics and Politics).

Atolls

[Picture: A young Japanese woman is lying fast asleep on a handsome giant turtle' head, with her head resting on it's shell. She's using a tanning mirror. The turtle has a blissed out expression, the kind that usually requires illegal drugs. All around them the sea is calm.]

The mirror image of the Beloved, an Atoll is an otherwise normal human being who, for whatever reason, exert a fascination on Leviathans. They are the leading lady in Creature of the Black Lagoon, the relentless investigator in Cthulhu mythos stories, or the one blonde girl who survives in the surf horror movie. They serve as naturally-occurring sinkholes for the forces surrounding the Tribe. Leviathans can only watch from afar, but are unable to keep away for long. Atolls are their doom and their salvation.

This ability - to stand unmoved and untouched by the Deep - also means that contact - social or physical - with an Atoll has an immediate calming effect on members of the Tribe. An Atoll's touch, or smile, clears churning primordial instincts that surround a Leviathan, leaving them with a deep sense of peace and security. Unsurprisingly, the Tribe are obsessed with Atolls, reacting to them in much the same way as they react to anything else they want - overwhelming desire, tinged with the implied privilege of their divine natures.

But Atolls are untouched by the supposed majesty of the Tribe; if a Leviathan wants to interact with one, they have to do so on the level of mere men. Frustrated Leviathans, desperate for the Tanquility of

contact with an Atoll, go to huge lengths to attempt to secure them - resorting to kidnapping or stalking. More moderate Leviathans are no less obsessed, merely more subtle - they find themselves drawn to the places the Atoll works or resides, and attempt, with all the awkwardness that the absence of the Wake brings to their social endeavors, to find a place in the Atoll's life.

Even if access to an Atoll can be secured, the threat to a Leviathan is not diminished. The addictive effect of an Atoll's presence is such that an Atoll, wittingly or not, can easily manipulate a member of the Tribe - the terror of losing their source of comfort can drive them to absurd lengths to please the Atoll. Unscrupulous Atolls who become aware of what power they have can enslave a Leviathan and his Cult with hardly any effort at all.

Nobody knows what makes an Atoll so special. Leviathans, mostly those of the School of the Fog, have determined that Atolls are almost never related to Tribe families. One hypothesis holds that Marduk was the first Atoll, and he was able to approach Tiamat through the love she had for him.

In rules terms, consider that not only Atolls are immune to the Wake, but they actually exert a powerful Wake on Leviathans themselves. They benefit from the Rote Action rules on all Social Skill rolls against Leviathans, and Leviathans suffer from a penalty on their Subterfuge rolls against them equal to their own Sheol. A Leviathan in the presence of an Atoll treats her Tranquillity as though it were three dots higher for Tranquillity rolls, measuring which Derangements and Afflictions are currently active, the benefits of Still Mind, and of course for behaviour purposes. This bonus has no effect on Tranquillity Disruptions, or the rolls to see if a Leviathan develops a Derangement or Affliction after degeneration.

If a Leviathan has met and identified an Atoll and knows she is in the area, it becomes difficult for the Leviathan to think of anything else. Spending too much time away from the Atoll becomes a sin against Tranquillity. Some Leviathans have been known to finally detach from this fascination through sheer willpower, but in most cases, it will only end with the death of one or the other party.

Ahabs

[Picture: A window looking out onto a suburban street lit by streetlamps. A webbed hand rests on the window and a young girl around 15 is visible as a reflection, her face shows deep anxiety. Visible outside the window is a man in dirty clothes with long unkempt hair and beard. He also wears a sandwich boards that reads Isaiah 27:1 He stairs up at the girl.]

A Leviathan cannot help but affect people; smaller minds are caught in their wake. Sometimes this isn't all that noticeable, the Leviathan's actions simply have more impact than they should. Other times people are caught fast, trapped in the wake, their lives bound to the Leviathan. These are the Beloved. And sometimes the wake ensnares with Hate. The Tribe has chosen a fitting name for these men: Ahab.

Exactly what makes an Ahab is unique for every individual. Sometimes a Beloved snaps; maybe they were ignored or treated cruelly. Perhaps their Leviathan asked for them to sacrifice the one thing they never would. Sometimes it's not a Beloved at all, a son or daughter joins a cult and their mother gives chase. A Leviathan walking through the wrong end of town is ambushed. His attacker, bleeding in the dust, simply cannot let it go. Sometimes they've never met the Leviathan at all; a life is lived in the ripples caused by a Leviathan. He can feel it something dwells in his town but he can't tell what, feelings grow into paranoia until one day he sees bulging eyes or a webbed hand and it all makes horrific sense.

There are no mechanical rules to say when exactly someone becomes an Ahab, but there are some requirements: Firstly not everyone can potentially become an Ahab, the people who can are the same group as those who may become Beloved. An Ahab's hatred is the other side of a Beloved's devotion. Secondly no-one with a Supernatural Advantage can become an Ahab, Hunters and Hybrids can become Ahabs and at the Storyteller's discretion it might be possible for people with other Minor Templates. Finally during that fatal moment when a person becomes an Ahab they must be either inside the wake or some telepathic communication with the Leviathan such as the Channels: Piercing the Veil of Slumber or Besieging the Tower of Will. When all the other factors are in place it can take just an instant with a Leviathan to turn someone Ahab.

Powers and Advantages

An Ahab's madness gives them strength and abilities beyond the average man. Ahabs get the following advantages:

When becoming an Ahab either Strength or Resolve increases to five dots, if you are creating an Ahab at character creation this may be done before spending any attribute dots.

An Ahab can always feel the presence of the Leviathan that created them; they can reliably tell direction and have a vague sense of distance. Once the Ahab gets close, typically the same community as the Leviathan and within its Ripples their sense starts to say "right here". The final leg of the journey requires old fashioned sleuthing.

At short range an Ahab can sense a Leviathan's presence; again this typically requires an Ahab to be within the Leviathan's Ripples. Ahab's can tell the number of Leviathans present and recognise different Leviathans by their feel.

An Ahab gets extra health boxes equal to his Resolve, these are to the right of regular health boxes. When one of these boxes is marked with damage the Ahab may add his Resolve to his next attack. When an Ahab's last health box is marked with lethal or aggravated and if they were conscious before that box was marked they may make one final, reflexive attack benefiting from 8-again. All-out attack and Willpower may be used. "From hell's heart I stab at thee".

An Ahab is entirely immune to all psychic abilities possessed by Leviathans.

If you own a copy of Hunter: the Vigil than you can add the Hunter Template, but this is not required.

Going mad and getting better again

An Ahab's madness gives them strength but it is also a terrible curse. An Ahab suffers from the following compulsions and drawbacks.

An Ahab's madness is frequently visible in their face, body language and often in their words. When talking to other humans Ahab's suffer a -3 penalty to social rolls, this does not apply to other Ahabs and at the storytellers discretion Allies or other long term close friendships may be exempt. This penalty dose not apply to Intimidation.

Every scene when the Ahab is not working towards the destruction of a Leviathan they must roll Resolve + Composure - 2. On a failure they are overcome by their madness and will obsessively peruse their hunt. This rises to - 4 if they are chasing the Leviathan who made them an Ahab.

When it comes to selecting a target an Ahab always goes for the Leviathan that created it, they will chase it across oceans if they must. Should their creator be dead then an Ahab may choose their target freely and may change targets at any time. If an Ahab's creator is dead and it gets into a fight with a

Leviathan where neither die, once the fight is over roll the number of lethal/aggravated wounds taken. On a success treat that Leviathan as the Ahab's creator.

An Ahab cannot simply keep planning forever, after a while they simply must attack; with allies or alone, with a plan or with a weapon and a prayer. An Ahab can spend up to Resolve days planning and preparing. After that upon waking up each day roll Resolve with a calculative -1 penalty per day. If they fail, ready or not today they'll make their move.

After an Ahab successfully kills a Leviathan and if they cannot sense any Leviathans in the area an Ahab's madness may go into temporary remission: Roll the Ahab's Resolve + Composure.

Failure or Dramatic Failure: The Ahab immediately returns to the hunt, they may scour the internet for information or just start walking until they sense something.

Success: for one week per dot of Resolve the Ahab's madness goes into remission: The compulsion to hunt fades but the social penalty remains, this is usually enough to prevent an Ahab from creating any stability but for a brief while they can rest, earn some money and build themselves up for the next hunt. This rest period ends immediately if the Ahab senses a Leviathan.

Exceptional Success: The rest period lasts indefinitely unless the Ahab's Leviathan sense is triggered or they make a conscious decision to return to the hunt.

Sidebar: This seems Familiar

Serial murderers given supernatural powers by their obsession with killing, are Ahab's Slashers? By a purist's definition of Slashers they are not. A Slasher might start with a dedicated goal such as protecting mankind from the depredations of the Tribe but it's in their nature that their targets gradually expand until they kill for it's own sake as much as for any higher purpose. Ahabs retain their focus on hunting the Tribe.

A more pragmatic view is to say it doesn't really matter. Whether or not they are Slashers has no effect on the story.

But then there's the cosmological view, how do Ahabs fit into the World of Darkness? Well their power comes from madness and an obsessive need to kill so to start with we can say they're a form of Slasher. Next we have to ask what keeps them focused on the Tribe rather than murder for its own sake, looking at the origins presented for Ahabs above it's clear they're trapped by the Wake like a Beloved. So Ahabs are a combination of Slasher and Beloved. This raises some obvious questions: Could some of the other Undertakings become ensnared by the Wake and focus their perversions entirely on the tribe? Could the Ahab Undertaking appear independently of the Tribe to create unshakable trackers that follow human targets around the globe? We leave this question to you.

Finally if you really see a need to make Ahabs fit the Slasher template note for note here are some guidelines: Rippers get the extra benefits from Resolve, including the final strike, and the compulsion to hunt. Scourges get the ability to sense Leviathans and the social penalty, in addition to the Ripper benefits. Immunity to the Wake and other Psychic abilities come from the Beloved side of the equation. Ahab Undertaking Skills (if you don't have Slasher: You choose two undertaking skills, they must have two dots and at least one speciality. There are no other effects.) are: Investigation, Occult, Drive (Drive is included on this list for sailors.), Firearms, Stealth, Survival, Weaponry, Streetwise. Scourges may also choose Animal Ken or Crafts.

Chief Takutea

Attributes: Intelligence 2, Wits 3, Resolve 5, Strength 5, Dexterity, 3 Stamina 4, Presence 3, Manipulation 2, Composure 3

Skills: Crafts 2, Investigation 2, Medicine 1, Occult 3 (Leviathans), Politics 3, Athletics 4, Brawl 2, Stealth 2, Survival 4 (Ocean), Weaponry 4 (Spear), Animal Ken 3, Empathy 1, Expression 2, Intimidation 2, Persuasion 2.

Virtue: Fortitude

Vice: Envy

Defence: 4

Morality: 4

Health: 15

Size: 6

Speed: 13

Initiative: 8

Other Merits: Danger Sense 2, Direction Sense 1, Fast Reflexes 2, Giant 4, Iron Stamina 3, Quick Healer 4, Strong Lungs 3, Allies 4 (Neighbouring tribes), Contacts 1 (Traders), Fame 1, Status 5 (Chief). If you have Armoury Reloaded add the Spears Fighting style (Sojutsu/Jukendo).

Weapons: Spear: 3(L), roll 13 dice. +1 Defence.

Background: Chief Takutea's tribe spent many generations worshipping a Leviathan. If they provided for it's often deplorable needs they were rewarded with fair weather, rain for the crops and prophecy. Should they displease their deity they suffered terrible storms and every family was required to personally feed their first born to their god, just to make sure everyone knew their place. The very worst thing, by the time Takutea was born this was considered normal, even moral: Stockholm Syndrome on a communal level.

Why Takutea felt differently isn't something he can explain. Perhaps the Leviathan was a little too smug about things, maybe he recognised the Wake as feelings not of his own heart. All he can say is that a terrible righteous fury came upon him, he rose up and slew a god. If this was a story that would be the end. It wasn't the end, it was the start of creating a new way of life after everything they believed was destroyed.

Appearance: Chief Takutea is a huge man, over seven foot of muscle. Anyone who heard the story would not be disappointed to see it's protagonist, Takutea looks like a man who could defeat a god personal in combat. It's clear that chief Takutea is not quite right in the head, the Ahab condition is incurable, but unless until he sees another Leviathan it's in permanent remission. Those who know him accept this, who said a man who killed a god is normal?

Storytelling Hints: Takutea is the chief of an undefined remote tribe (for the curious he's named after an uninhabited Pacific island), the cohort might find him deep in a jungle or on some remote island. Wherever he turns up it's pretty much the same tribe: Their customs are based on generations of slavery to a Leviathan and rejection of a false god after it was killed, not any real life cultural practices.

In a story Takutea could simply be an opponent, for a weaker or non-combat focused Leviathan he's a formidable opponent and can call upon both his own warriors and allies from neighbouring tribes. Against an Ahab it's literally impossible for a Leviathan to hide their nature and as a chieftain he's socially and strategically capable.

Just as easily Takutea could be a commentary of the Tribe. After travelling to a remote part of the globe the Cohort finds evidence of the Tribe's touch. Even here it is as anywhere else: Monstrous, pointless depravity. For a Cohort seeking to escape the feuds and warring Cults of their cousins it can be quite

horrific to realise they're not escaping evil. They're bringing it with them and even in the most remote parts of the world mankind knows and casts down Earth's most Wicked.

The Marduk Society

[Picture: a man with a heroic lantern jaw stands on a rock above a dark pool. He is wearing rugged outdoor clothing but it's ripped and stained with a large bloodstain on his chest. In his left arm he holds a five year old girl who clings to him. A nine year old boy hides behind his legs. This man is clearly pained yet his face shows determination. His right hand holds a slightly cheesy ray-gun pointed at something just outside of view, only a hideous deformed claw can be seen.

The scene takes place within a crystal ball, a old man, almost a skeleton watches dispassionately.]

History

The Wicked Tribe has existed since the primordial era, preying on humanity, crushing hopes and dreams as they mould people into slavish worshippers. But one group has said no more! Adventurers! Men of Science! Guardians of the weak and defenders of justice! The Marduk Society!

Well it's not that simple, it never is. In actuality the Marduk Society harks back to the disciples of Marduk, he who drew upon humanities desperation, defeated Tiamat and freed mankind from the shackles of the Progenitors. Marduk taught his magic to disciples, grew old and then died. His disciples turned their backs on Marduk's principles. To preserve their power they betrayed humanity; turned nation against nation, brother against brother, growing powerful on humanity's despair. To preserve their youth they hunted down those of the Wicked Tribe, gorging on divine flesh, a cancer in the heart of humanity and the greatest enemy of the Tribe.

Actually that's not it either. The real truth is that the Marduk Society are not more good or evil than other people. A loose movement of sorcerers, priests, kings and warlords who banded together in ancient Mesopotamia for mutual protection against the Tribe. The armies of man took arms against the cultists of the tribes. Priests and Magi bargained for power to oppose the Tribe's eldritch might. And they were victorious. The alliance grew and spread, sweeping the Tribe ahead of them into the mists of history.

Or perhaps it's none of the above, or some combination of all of them. All that can be said with certainty is that the Marduk society appear in the earliest records of the Tribe. Hunting Leviathans with sky splitting sorcery. It may not even be the same society, thousands of years is a long time. The society may have been usurped or be multiple groups thorough history. Each adopting legitimacy by taking an earlier Conspiracies name or making use of the mystically potent Sigil of Marduk. There's translation errors in the Tribe's records as well as "obvious" interpretations for phrases like "our great enemy".

As records progress Marduk shows increasingly technological methods. According to tribal lore Marduk's disciples discovered that without humanities oppressors the population of man grew rapidly. They alone were simply too few to either save or damn mankind but were loath to share their powers with others who might decide they were made for greater roles than servitude. The disciples turned to artifice and refined Marduk's sky sorcery into powerful tools for their servants so that they would not need to teach the secrets of true power beginning a shift that has been a constant in the society's history. Today Marduk operatives hunt the Wicked Tribe with submarines rather than sorcery.

The second great shift in Marduk started, according to varying sources, either as early as the 15th Century during the Age of Discovery or as late as the 19th Century. Hiding their motives behind a façade as academics, archaeologists, philanthropists and scientists the Society began to receive interest from actual scholars and charitable gentlemen. At first these idealistic members served as unwitting pawns and cats-paws for the conspirators, but their numbers grew.

Before too long entire branches were entirely staffed by this new breed of Marduk. Worse, while conspirators by nature distrust their own the new idealists talked to each other. They shared information and watched each others backs. They may have been ignorant about their own society: the Leviathan breeding programs, the dark pacts, wicked deals and blasphemous immortality at the heart of it all. But as “gentlemen adventurers” they were second to none. The original disciples watched in horror as cults were smashed, victims rescued and Leviathans hunted down, their flesh left to rot.

In the heart of the Society sit six immortal Old Men, perhaps Marduk's original disciples, perhaps not. Once they ruled, now they are reduced to manipulating their own organisation from the shadows, but they've had a very long time to get good and they're holding on, for now. Of those few Leviathans who know of them most long for the day where the Society turns upon the Old Men and dream of dancing on the graves of the Wicked Tribe's most ancient of enemies. The others dread it, for when that day comes Marduk will still be hunting. Yet without evil at the heart of the Marduk Society the Wicked Tribe will no longer take comfort that “humans are the real monsters”. They are the monsters, alien and harmful to the world, oppressors of humanity. And the heroes are coming for them.

Members

It wouldn't be entirely accurate to say that the new breed of Marduk are all jut jawed heroic defenders of humanity, rather this is the ideal they try to live up to. Here one falls, tempted by the conspiracy within Marduk or his own vices. Another armours her delicate idealism beneath bitterness and cynicism while a third drowns the horrors he has seen with drink. Yet here is one who manages to be everything Marduk claims of its members.

Neither are all members are two fisted men of adventure. Marduk employs researchers and engineers to keep itself equipped; academics, genealogists and historians to uncover secrets and track the blood of the Wicked Tribe while social manipulators discredit cults and expose hideous rituals. Many of these are also trained combatants but just as many are not, working in the background as support to there more active field teams.

And the conspiracy isn't dead yet. As much as thirty percent may still be oppressing humanity or perusing blasphemous studies but mostly they try to pull the strings of their more idealistic peers. Entire cells of idealists may unwittingly play to the script of one or two conspirators but these days more often than not “manipulation” merely means following and waiting for an opportunity to grab some of the spoils.

Committees

The Standing Committee is the gentleman adventurer, hot on the trail of evil in some remote jungle. The shell shocked veteran descending into another suburban temple because someone has to. And sadly, the dark suited face in a crowd with a vial of poison following some decent investigator who knows too much. Members of the standing committee are responsible whenever battle needs to be done.

Free Specialty: Socialise (Well Travelled)

The Philanthropy Committee are the public face of the Marduk Society. They are the ones donating to museums, funding excavations and archaeological digs as well as the latest in scientific research and putting Marduk's name on new schools, hospital wards and works of art. They're also the ones who blacken the reputations of a Leviathan's cult, send people targeted by Leviathans on all-expenses paid round the world trips and they're the ones who provide a nigh-impenetrable smoke screen to protect both the Societies justified extra-legal actions and heinous crimes.

Free Specialty: Persuasion (Public Relations)

The Cross Disciplinary Committee are the back office staff of the Society. They handle the paperwork and finance. Design the new Super Science, run the factories that build it and they're the ones tracing bloodlines or knee deep in poisoned marshlands digging up relics from before history. Of the Committees they are the least likely to be involved in any actual combat.

Free Specialty: Occult (The Wicked Tribe) or Politics (Management)

Status

The Marduk Society has two separate status tracks depending on whether a hunter is an idealist or a conspirator. One cannot have status in both.

Idealist

Marduk Idealists gain status by showing they are worthy of it. They must show competence at their current position, potential for future roles higher up the ladder. In addition Idealists are expected to conduct themselves with honour, dignity and virtue. These are of course somewhat open to interpretation, some members value big picture thinking and taking the necessary steps. Others believe you should rescue the children, even if it means letting the Leviathan escape. Generally members who find positions where their values are respected rise faster than those who try and win respect by changing their values.

Status O: You've gone through the training course and are ready to serve humanity. You may purchase Super Science Endowments, as an additional benefit Leviathan's find it harder to turn you into a Beloved: Deduct your Status in Marduk from the Leviathan's Successes.

Status OOO: The way you carry yourself speaks of your heroic deeds, so long as your Morality is greater than 5 you get +1 to all social roles to encourage or inspire and people trying to blacken your name get a -1. This rises to +2/-2 at Morality 7.

Status OOOOO: You're an old hand; you've faced things blasphemous to reality itself and have the scars to prove it. What hasn't killed you makes you stronger, refined you to a paragon of humanity. You gain a second Virtue and may regain Willpower from your Virtues twice per chapter.

Conspirator

Conspirators rise in status in one way: They must deliver the flesh of Leviathans to the Conspiracy. It doesn't matter if you get your entire team killed, if you took the time avoid collateral damage, if you're embezzling from the conspiracy. If you're making a regular tithe of flesh then providing you don't do anything that threatens the conspiracy as a whole, either from forces within or outside the Society, you're going to get promotions. This does mean that vital work unrelated to hunting Leviathans frequently gets overlooked when the time for promotions come, many members rise early in their

career then get remain stagnant after getting desk jobs. Many consider this an internal retirement and aim to be promoted into obscurity and a big pay check.

Status O: You've been inducted to the secrets of the Marduk Society and are on the path to true power. You may purchase Super Science Endowments, as an additional benefit Leviathan's find it harder to turn you into a Beloved: Deduct your Status in Marduk from the Leviathan's Successes.

Status OOO: You've been entrusted with the hidden coffers and spy networks of Marduk. You gain three dots to be placed into Allies or Resources as you please.

Status OOOOO: One of the disciples has taken you on as a protégée, a rare honour. You gain a five dot Mentor.

Sidebar: The Sky Gods

How to use the Old Men themselves in your stories? It's probably not a good idea to use the Old Men as the villain of the week. Killing even one would represent a major moment in a war that according to the Tribe's admittedly shoddy records has been ongoing since before recorded history. Even if the Marduk Society isn't actually connected to the man (who might not actually exist) that killed Timat (who might not actually exist) we are still talking about the leaders, perhaps founders or perhaps usurpers, of the Tribe's most constant enemy. They're far bigger than just antagonists for a Cohort of Leviathans.

The first question to answer is why are they getting involved personally? They haven't done so for the last thousand years. Is there a world shaking event at foot? Have the players joined or even started an all out war between the Tribe and mankind? You can't go far wrong with having the Old Men personally show up to challenge the Sheol 10 Leviathans leading the charge. After all if the very long and very profitable war is going to end they could do a lot worse than visibly picking a side. To try another angle perhaps the Marduk Idealists discovered the Conspirators forcing the Old Men to jump ship. Now have to hunt their own Leviathans. Maybe the players have dedicated themselves to hunting down the Old Men and it's time for the climax. The important thing is to make this feel historic.

If you decide that the Old Men are Marduk's literal disciples with thousands of years of magical experience then you can do a lot worse than biblically themed magic. Not only does portraying the Old Men with the powers and trappings of a deity provide a nice foil to the Tribe's tendency to set themselves up as gods but also taps into a rich mythological vein: The ancient sky gods fought their monster: Zeus fought Typhon, Jahova defeated Leviathan and yes, Marduk slew Tiamat. Time for a rematch.

For one final twist you could make them Atolls.

Endowment: Super Science.

The Marduk Society employs top gun researchers and engineers from all fields, and it has money, lots and lots of money. Combined these allow Marduk researchers to push the boundaries of science crafting new tools to take the fight to the primordial gods. Most Super Science resembles the "raygun" styles of classic science fiction. This is often considered outdated or even cheesy by its detractors, to the idealists in the Marduk Society old science fiction is the product of an era filled with hope for the future and they wear its trappings proudly.

Some Endowments are renewable. At the end of each chapter the device is replaced with a fresh fully charged version.

Utility

Waterproofing (O): This endowment is applied to normal technology to gain complete protection from water. (Super Science is waterproof by default). Many agents take a waterproof bag rather than individually protect every item they carry.

Example. Jackson of the Philanthropy Committee needs proof that a cult practices animal sacrifice and they practice their rituals on a small island in a lake. Fortunately Jackson is a very good swimmer.

Using his Resources merit Jackson buys a directional microphone and a high quality telescopic video camera. He then buys the Waterproofing merit twice and marks it on his sheet:

O Waterproofing (telescopic camera)

O Waterproofing (directional microphone)

Jackson is now all set for his swim.

Marduk Wetsuit (OO): A Marduk wetsuit provides 1/1 armour, inbuilt radio, twelve hours of oxygen, can safely dive to 6000 feet yet see clearly. A detachable backpack provides propulsion with an acceleration of 10 mph, a safe speed of 20mph and a maximum speed of 30mph. Checks are made using the lowest of athletics and drive.

Personal Forcefield (renewable OOO): Never leave home without one. This device is about the size of a mobile phone and provides 3/3 armour. The battery life lets it be used for ten scenes after which it must be sent back, the society of course will provide a fully charged replacement.

Thumper (OOOO): A portable shockwave generator about the size of a man. Thumper send a massive pulse through water several times a second at a slightly irregular rhythm. The unpredictability can be very distressing to sentient beings. Leviathans, who spend their lives on edge, are especially sensitive and unless engaged in some emotionally focusing activity (such as combat) suffer an Outburst every Resolve + Composure turns. Marduk have long used Thumpers to flush out Leviathans from underwater hiding spots.

Jetpack (OOOOO): Fresh out of Research and Development Marduk jetpacks are an art deco masterpiece of sleek curves and fins. This device provides both practical transportation and the ability to fight from well beyond the reach of most Leviathans. They're not yet in mass production, but the society's membership is just itching to get their wings.

A Marduk Jetpack has an acceleration of 20 mph, a safe speed of 30mph and a maximum speed of 60mph. Checks are made using the lowest of athletics and drive.

Weaponry

Stun Gun (O): Idealists in Marduk hope to rehabilitate rather than kill cultists while conspirators frequently see the value in taking someone alive. A stun-gun is a microwave weapon, it deals zero damage (bashing) with a range of 30/60/120. However no matter how much damage is done it will not wrap around to lethal. Instead every attack that would wrap around simply forces a Stamina check to remain conscious. Supernatural beings who don't lose consciousness from bashing damage won't get knocked out by a stun gun either. Each power cell is good for 15 shots.

Dart Gun (OO): Not as effective as a Tesla Pistol but functional underwater. This weapon fires small darts around the size of an arrow head, each dart contains a pressurized air casual that provides acceleration. A dart gun dose 3 lethal, has 10 shots to a clip and has a range of 50/100/200 underwater and 10/20/40 on the surface.

Tesla Pistol (OOO): This sleek finned weapon is a convenient blend of power and reliability serving as the weapon of choice among Marduk Agents. It does 4 lethal (9 again, electrical) damage and for something the size of a pistol boasts shocking range: 200/400/800. Power cells have 20 shots each.

Babel's Wall (OOOO): Babel's Walls are something of a mystery even to the Society. Marduk's scientists know exactly how they work, they just don't have any clue why they're effective. They don't even know who designed it or why it's called Babel's Wall. Still, never look a gift horse in the mouth as they say. Babel's Wall is one of the most effective tools Marduk ever got their hands on for it can disrupt a Leviathan's connection to the Primordial Sea. Babel's Wall is a one damage dish and backpack array with a range of 20/40/80. The agent rolls Dexterity + Firearms + Damage vs Stamina + Sheol. If the Marduk agent wins the roll every additional success prevents the Leviathan for spending Ichor for one turn. Multiple shots do not stack.

“Plan B” (OOOOO): “Plan B” is the Marduk codename for their orbital death rays. Purchasing this Merit dose not mean a character owns a dedicated kill-satellite. Instead it means they have authorisation to order one strike per story. A satellite strike cannot target anything smaller than size 30, but a direct hit dose 40 automatic successes of Aggravated Damage. It also requires a satellite to be in position, which may take between one to twenty four hours. Firing at a moving target is possible but requires constant monitoring until a satellite is in position. For the purposes of the exceptional Size rules Plan B can be treated as Size 30.

Access to Plan B is considered a huge responsibility by the Marduk Society. Each individual shot is extremely expensive and using it often guarantees that the death of any innocent prisoners. An agent is expected to use it as a last resort and can loose this merit and status if they don't show appropriate restraint.

Information

Concealed Technology (O): This endowment allows any item of technology (including other Super Science) to be entirely disguised as another item. A Tesla Pistol may fold up into a laptop computer or a phone could be embedded into a shoe. Common sense still applies; a submarine can't be disguised as a wristwatch.

Truth Serum (renewable OO): A syringe with one dose of truth serum. The serum counts as a Toxicity 5 poison, "damage" reduces the target's Subterfuge score. If the target's Subterfuge is reduced into negatives all Subterfuge rolls automatically become a chance die. Effects last one scene.

Social Analysis System (OOO): This computer program is designed to rapidly analyse news, publicly visible social networks and other information sources looking for signs of a Leviathan's Wake. It cannot tell with accuracy but it can highlight suspicious events that might be related. When an agent is searching for a Leviathan with this device double the Ripple effect.

Automated DNA Test (OOOO). Around the size of a human hand and possessing an appearance that can only be described as “a gizmo” this devise is nevertheless the most user friendly DNA test known to man. Simply insert a drop of blood, skin or other genetic sample and after half a minuet of beeps it will display whether someone is a Leviathan, Hybrid or human. It cannot detect whether someone might gain the template later or otherwise posses dormant progenitor DNA (or rather, it can but dormant progenitor DNA is so common it's ignored).

Spy Drone (OOOOO): About the size of a tennis ball, wrapped in chameleon camouflage, flight capable, equipped with telescopic, x-ray and infra red cameras, rull run by a rudimentary AI roughly equivalent to a well trained police dog. Gentlemen behold the Marduk Spy Drone. Agents use these drones gather information and keep tabs on suspected individuals. Teams with enough clout to get several have been known to use them during raids scouting ahead for trouble. The small size and camouflage grants a +4 to Stealth checks for the Drone. The Drone has the following stats: Intelligence 1, Wits 2, Resolve 5, Strength 1, Dexterity 4, Stamina 2, Athletics 3, Stealth 3, Size 1, Structure 3,

Speed 15. Though the Drone has no Skills, it ignores the unskilled penalty for Physical skills. The Drone has no Social abilities and cannot spend Willpower but treat it's Composure as 5 for the purposes of Perception rolls. The Drone's artificial mind is usually immune to the Wake and cannot receive psychic signals in general but some Leviathans have worked around this with special Adaptations.

Sidebar: Super science at your local hardware store?

What keeps super science from going public? Well who's to say it won't? Marduk has a lot of money, it has to come from somewhere; with such a large research budget selling technology makes sense. Take a look at the consumer electronics you're using, how much of it would have been "super science" ten years ago?

The Irrational Economic Actors Task Force

History

Cleansing. It's not a nice word, and it's not a nice job, but it was done. After the Second World War, countries of Western Europe had to root out the collaborators, the traitors and war profiteers, and purge them from the positions of power they had attained under German or Italian occupation. In Germany and Austria, the territory was even occupied by the Allies, who ran this denazification programme. The investigators who did this were a unique blend of policemen, accountants and spies. Several of them, in the course of their investigation, discovered a terrible truth: that the men and women who had richly profited from the chaos and tyranny of war were sometimes more than humans. They say that man is the worst monster, but they're not always right.

Several investigators tried to strike back, and were destroyed utterly. But safety was in numbers. Former resistance networks were reactivated, weapons procured, requisition orders forged. In 1946, detective Edwin van Geerts, Major Gaston Buffalat and Occupation Commissioner Harold Fellowes held the first international cooperation meeting on supernatural cleansing. Experience came from any source they found: turncoat Nazi occultists, politicians with an in on the dark sides of the Church, American friendly special forces. The meetings became regular and eventually merged smoothly into the burgeoning European Communities.

Nowadays, the Irrational Economic Actors Task Force is one of the myriad bodies gravitating around the Commission building in Brussels. It is a think tank, a quango, a semi-private reflexion group dedicated to monitoring supernatural activity. With the quelling of continent-wide fears of warfare, its focus has shifted largely to economic analysis. It is also an informal meeting group for agents of several European intelligence agencies which have maintained a presence there, co-opting colleagues with a special experience in the field of monster hunting. Maintaining such a complex system as the European economy running is an exceedingly difficult task at best, and no one wants to deal with the effects of inhuman monsters exerting an undue influence on entire cities.

Members

The Task Force is found in the corridors of power, and its members are drawn from the bureaucrats and civil servants who keep the European economy running. This tends to give them an academic background, a measured approach and a focus on the big picture. Most would rather fight monsters with the stroke of a pen than the barrel of a gun.

That said, when it's do or die, the Task Force doesn't shy away from direct action. Its members are experienced and well-connected, and the balance struck between agencies and agendas means that it's not often they can sub-contract the elimination of a supernatural threat to a mundane agency without repercussions. They tend to act very professionally, even if they aren't equipped with the skills or gear the situation would require.

Parties

The Task Force itself is small, but its turnover rate and extended contact network means it can rely on many more people than those just on the payroll. Over time, differences of opinion emerge.

'Hacks' are devoted to keeping things running smoothly. They want what's best for Europe's citizens and markets, and nothing creates panic more than unwanted news. Many of them come from backgrounds in economics or government. They will keep the monsters down so everyone else can live, but it's just as important to be diplomatic and smooth than it is to go guns blazing. Free speciality: Persuasion (Politicians) or Persuasion (Public Servants).

By contrast, 'Troubleshooters' see themselves as consultants hired on retainer to solve particular problems. They often have previous monster-hunting experience and are called in when the Task Force encounters issues they cannot solve by activating their government or intelligence contacts. Free speciality: Subterfuge (Vacate the area)

Finally, 'Wonks' are the strategists of the group, the big thinkers with vision, or at least that's how they see themselves. They tend to come from business or academia, and compensate their lack of practical experience with a surprising breadth of knowledge. Wonks usually hold the Chairman position. Free speciality: Academics (Economics)

Status

The Task Force is just as much of a backbiting, scheming place as one would expect. Still, experience and skill sometimes get noticed and rewarded.

0: You've been asked to do a presentation for the Task Force, and consulted a couple of times. You gain the Economics specialty for free in either the Investigation or Politics skill.

000: You're on retainer or on permanent assignment to the group, and have started to build a network of contacts. You've also gone in the field at least once on an investigation or an elimination job, and you've more than likely taken serious risks for your life or career. You gain two dots in the Contacts merit.

00000: You are known as not only an expert in your field, but as the guy people should turn to when they meet unexpected trouble. You're so good at noticing telltale signs that you can do it unconsciously now. You gain the benefit of the Unseen Senses merit, but it is only triggered when you put together evidence of a supernatural being's activity (i.e., it does not work at close range).

The Season Letters

History

It began with little more than a desperate hope and a postage stamp. On a dark, wild night in 1912, Dr. Rupert Season of Providence, Rhode Island, wrote to his good friend Eamon Campbell. Season was an alienist who had been treating a patient so strange, so self-possessed and so haunted, that Season himself felt he was coming close to the edge of the abyss. Campbell, a professor of mythology at Trinity College Dublin, immediately wrote in turn to several friends of his, until one day, a few weeks later, a grim former medical surgeon knocked on Season's door. It was too late: the good doctor had already succumbed to the infectious madness his patient propagated, and was turning into a mindless monster. Season stalked his visitor throughout the night streets of Providence until he was cut short by a runaway train.

After this tragic experience, Campbell decided to look deeper. He structured his network of epistolary contacts into an intelligence-gathering information and tried to locate Season's original patient. But Campbell was not after revenge; it was curiosity that motivated him so. He finally found the man and, armed with certain precautions suggested by his friends, went to meet him. He survived the experience, and although he was plagued to the end of his life by nightmares, went on to write his most brilliant work.

Over the years, other cases have popped up of similar supernatural cases, and Campbell's group (now known formally as the Season Letters) reported them, corralled them and studied them. Originally mostly made up of academics in the fields of psychology and history, it has expanded into several other fields, including a number of military officers and businessmen. It still works mostly at a distance, with email and postage mail representing most of the work, until it is time to meet the creatures that go bump in the night.

Members

Unlike some groups which want to explain the supernatural, the Season Letters take its existence largely for granted. Their members come from academic backgrounds leaning towards the humanities: History, anthropology, philosophy. They aren't interested in studying how supernatural abilities work, but to learn from the people who are touched by something beyond the norm? What insights on history can be learned from an immortal creature of the depths? What aspects of psychology can be revealed by an inhuman intellect? Can spirits of the hive teach us why humans work together as they do?

Members of the Letters tend to be a cautious sort who use their network to it's fullest extent to learn of any risks and necessary precautions before making organising a meeting with the supernatural. Few are violent, and if they kill it is usually to protect themselves from retaliation.

Flocks

The network is too disorganised for structured factions to emerge. Nevertheless, for people who meet very rarely, reputation is everything, and certain tendencies have been clear for a long time.

You won't find 'Larks' in the field. They're happy to serve as sounding board, to provide advice and analysis, but they never get more involved than that. Most use pseudonyms and are only know to those who have recruited them into the network. Because more proactive elements resent them somewhat,

they spend their time currying favor to get feedback on fieldwork. Free speciality: Academics (Reviewing)

'Cuckoos' favor deep fieldwork, sometimes going so far undercover that their loyalties shift and they come to obey those they wanted to study. Nevertheless, much of the Letters' most important data has been gathered by them, and they inspire respect as well as fear. Free speciality: Subterfuge (Blending In)

'Starlings' are experts on meeting sessions. They routinely travel from location to location, setting up safehouses and wards to assist the local members. They generally stay during the meetings and are rewarded by information as much as money. Free speciality: Streetwise (Safehouses)

Status

The Letters are a very informal network, but reputations get built and traded on.

0: You have provided information on request by a member, and have been kept apprised of the result of the investigation. You are also starting to work at a distance through contacts. You gain a free Written Word specialty in the Expression or Persuasion skill.

000: You have participated in at least one meeting session, and are well-known for your insight within the network. You have come across dozens of reports from across the world. You gain two dots in the Allies merit.

00000: You are one of the central hubs of the network, and those members that you don't know personally you can probably investigate and discover. You have survived several meetings with creatures, and not all of them have gone well. You gain the benefit of the Encyclopaedic Knowledge merit, if you have the time to ask your contacts in the network and receive their feedback.

The Virtuous Tribe

Though mankind has long known of the Wicked Tribe and sought to defend itself from the depredations of Tiamat's brood the day to day conflicts between a Leviathan and humans are more likely to be caused by his actions than what he is. A Leviathan who seeks his very own criminal empire will find himself in opposition to established criminals from street thugs to Mafia empires. A growing Cult attracts worried family members, deprogrammers, reporters or condemnation from the pulpits.

In their own way such threats can be more dangerous than a rampaging Typhon or hunting Ahab. Not only are they far more numerous, a rampaging Typhon ends in blood and the Leviathan, should she survive, is free to get on with her life. Even Marduk has limited resources allowing a Leviathan to lie low until the heat is off. Humanity however cannot be fought, it cannot be escaped at least not if a Leviathan wishes to keep his mind intact. It can only be endured day after day while the Wake forms an impenetrable barrier to peaceful coexistence.

Marine

I'm not supposed to tell you this, but we fired depth charges on patrol last night. No one's saying why.

Attributes: Intelligence 3, Wits 3, Resolve 3, Strength 3, Dexterity 3, Stamina 3, Presence 2, Manipulation 2, Composure 3

Skills: Academics 2, Computer 2, Crafts 2, Medicine (First Aid) 1, Athletics 3, Brawl 2, Drive 2, Firearms (Rifle) 3, Survival 2, Weaponry 2, Intimidation 2, Socialize 2

One speciality has been left free to represent specialised training.

Willpower: 6 Morality: 7 Virtue: Hope Vice: Wrath Initiative: 7 Defense: 3 Armor: 2/3 (Kevlar body armor) Speed: 11 Health: 8

Other Merits: Allies (Comrades in Arms) 3, Contacts (Military) 1, Danger Sense 2, Fast Reflexes 1.

Special: The greatest advantage soldiers have over random brawlers is teamwork and the chain of command. Once per turn the highest ranking marine in the combat may reflexively roll Presence + Persuasion, on a Success he can spend a point of Willpower to add +3 (or +2 for defensive purposes) dice to the entire team. This stacks with any bonus they gain for spending their own willpower.

Weapons:

Assault Rifle: Damage (4), Range 125/250/500. Roll 11 dice.

Pistol: Damage (2), Range 20/40/80. Roll 9 dice.

Storytelling Hints

Discipline, teamwork, professionalism. A modern army has tools every bit as potent as the suicidal fanaticism of the most potent Cult, and a bullet is every bit as dangerous as a loyal Lahmasu's claws. Only the oldest and most potent Leviathans can take on a naval vessel in single combat. The Tribe has long made a point not to provoke humanity, and viciously enforce these rules upon their cousins out of fear for their own lives.

Somalian Pirate

We don't consider ourselves sea bandits. We consider sea bandits [to be] those who illegally fish and dump in our seas and dump waste in our seas and carry weapons in our seas. - Sugule Ali, Pirate leader

Attributes: Intelligence 2, Wits 2, Resolve 3, Strength 2 Dexterity 3 Stamina 3 Presence 2 Manipulation 2 Composure 2

Skills: Computer 2, Crafts 1, Medicine 1, Athletics 2, Brawl 3, Drive 2, Firearms 2 (rifle), Survival 2, Intimidation 2 Persuasion 2 Socialise 1 Streetwise 2

Somalian Pirates operate as a team with specialised skills, to represent this two speciality slots remain free. Typical teams may see specialists in Computers (radios, navigation equipment), Drive (speedboats), Survival (Ocean), Persuasion (Negotiations) or Streetwise (Black Market)

Willpower: 5

Morality: 4

Virtue: Hope

Vice: Greed

Initiative: 5
Defense: 2
Speed: 10
Health: 8

Other Merits: Resources 2 Contacts 2 (Fences, Suppliers) Allies 1 (Pirates) Allies 1 (Informants) Barfly 1

Weapons:

AKM Assault Rifle: Damage (4), Range 125/250/500. Roll 10 dice.

RPG7: Damage -1(+5), Blast Area 10, Force 5, Range 500/1000/2000. Notes: 9again, knockdown, effective size class of 5. Roll 4 dice.

Leviathans are drawn to the most lawless parts of the world. Without a stable government to oppose them they are free to carve their petty empires, the slow pace of news and unreliable information can help keep word away from Marduk's ears. Somalia, with it's practically non-existent government, abundant coastline and maritime piracy which can mask a Leviathan's own crimes. However doing so may bring him into conflict with the locals especially if he threatens their family, their bottom line or if a Leviathan draws in increased international policing through bloodlust or the Ripple effect.

Storytelling Hints

Somalian pirates claim to be defending their community, they bring up illegal fishing or waste dumping as justifications. While it would be naive to consider them true paragons of morality it is known that their profits have revitalised local economies and since they began driving away foreign fishermen both local fish stocks and fish catches have increased dramatically. This could be used to give hope to young aimless Leviathans travelling for a fresh start by suggesting it might also be possible for Leviathans to turn their naturally violent natures for positive ends. Alternatively pirates could be a foil for Leviathans by showing how it was teamwork, self restraint (Somalian pirates aren't renowned for bloodlust) and community, not violence that led to real improvements. This does run the risk of whitewashing piracy, but that's not always a bad thing if it leads to a good story.

And of course like all armed groups in the the more lawless parts of Earth pirates can simply be the opposition to a Cohort who fancies creating their own little kingdom.

Dezinens of the Deep

Sidebar: Swarms

Some of the creatures in this section are Swarms. In play a Swarm is treated as one individual creature. A Swarm's Size represents how many creatures are present and functions normally with the rules for exceptional size in combat. Swarms do not have health, instead damage reduces their Size: one point of Size is equal to two Bashing, one Lethal or half a point of Aggravated damage. To represent the combined effectiveness of what may be thousands of creatures Swarms may use the Exceptional Size rules as normal.

Swarms also have double defence against most attacks. If the Swarm makes a Dodge action triple their unmodified Defence, do not double their doubled Defence. However against bombs, flamethrowers or other weapons that do damage in a wide area Swarms have no Defence at all.

Rift Creatures

Hoard

The Rift dwellers known as hoards are believed to be the echoes of greed and jealousy; the desire to possess something not just because you value it but also to prevent another from enjoying it. These creatures are not exceptionally strong and are always found guarding a memory with value, something worth denying to others. Consequently spotting one normally heralds a successful trip into the Rift.

In appearance hoards resemble many tentacled octopuses.

Power 3 Finesse 2 Resistance 6
Size Varies with the size of it's treasure
Health Varies
Willpower 9
Speed 5
Initiative 8
Defence 3

Compulsion: A Hoard cannot abandon its treasure, so long as it possesses its treasure it's immobile. This also prevents it benefiting from its Defence.

Weapons:

Tentacle 2(b). Roll 5 dice.

Poison spray: Roll Power + Finesse to hit. On a hit this is a Toxicity 5 poison.

Pilot Fish

Its not known exactly what creates Pilot Fish, but conflicting instincts to defer to a stronger Leviathan and to overthrow it forms a popular theory. Another proposes that Lemashu cultists are the ultimate source. Whatever the cause Pilot Fish – which are not actually fish, they're a form of barnacle – are found at the second Depth; the first a Leviathan is likely to notice is the feeling of a good hard massage when a colony starts growing from their body from this point Pilot Fish begin their unusual symbiosis.

Pilot Fish are associated with a skill, usually something timeless and grant a +2 bonus to that skill however they also offer “advice”. When they spot an opportunity for the Leviathan to acquire power, be it monetary, knowledge or the death of a rival, they'll point it out. Sometimes this is just genuinely good advice but often this is self destructive. A short term gain based on betrayal that loses a long term ally or a violation of Tranquillity. When this happens ignoring the Pilot Fish requires a successful Resolve roll or a point of willpower.

Fortunately getting rid of Pilot Fish is exceptionally easy, physically they're laughable and are entirely powerless to resist a Leviathan who wishes to remove them.

Power 0 Finesse 3 Resistance 1
Size 1
Health 2
Willpower 1
Speed 0
Initiative 4

Defence 0

Compulsion: Pilot fish cannot betray their host, though its a matter of constant debate whether they actually want to harm their host or just give bad advice they cannot actually act against a Leviathan. Their only tactic is poisoned advice.

Idols

Idols are found in the second depth; formed of a contradictory mixture of pride and self loathing. Idols resemble a free floating rock, every inch covered with barnacles. The patterning of the barnacles give the impression of religious imagery without ever giving a clear form. Each Idol however is run through with flesh filled cracks leaking puss, squirming maggots or sinuous tentacles.

Idols are reasonably intelligent and usually know a thing or two about the local area which they're willing to share with anyone who appeases them with sufficient flattery. This isn't so simple as an Idol broadcasts its emotions around it leaving visitors both disgusted at the idol and too proud to praise it. A Resolve + Sheol roll or a point of willpower can overcome this effect.

Power 3 Finesse 3 Resistance 5

Size variable

Health variable

Willpower 8

Speed 6

Initiative 8

Defence 3

Compulsion: An idol cannot refuse a request from one who sufficiently praises it.

Weapons: Psychic assault. 6 - Resolve dice. Successes remove points of willpower before causing bashing damage.

Hierarchs

A Hierarchy is found at the first depth. Physically they resemble a mixture of tropical fish and shark. Each hierarchy stakes out a territory which may be a few miles to a mere hundred feet in diameter. Within their territories they play out an eternal metaphor of the Tribe's instinctual drive to procure worship: They brutally attack any passing creature in their territory. As the Hierarchy wounds its prey it becomes more fanatical in its worship. Eventually the Hierarchy or another cultist will kill them outright and the cycle begins anew.

Power 4 Finesse 2 Resistance 5

Size 7

Health 12

Willpower 9

Speed 6

Initiative 7

Defence 4

Weapon: Teeth 2 (L), a Hierach's attack causes obsessions, the target must roll Resolve + Composure and exceed the total damage done. If they lose the roll they have no drive except to follow the Hierarch around in awe. The effects last until the Hierach attacks again whereupon an additional contested roll is made. Anyone with a Supernatural Advantage is immune, as are Ahabs and Atolls.

Compulsion: A Hierach is compelled to attack any intruders, which is to say anyone, in its territory. Hierachs are not compelled to attack their worshipers, but they tend to do so anyway.

The Sacrificed

Some things that call the Rift home are not simply relics of a time before time or the dreams of Leviathans, some living, others long dead; no, some things were once human. The Sacrificed are one example of these creatures.

All Sacrificed share one thing in common: they were all Beloved who were sacrificed against their will at the behest of their Leviathan. Although many Beloved would gladly jump at the chance to die for their god, sometimes a moment of clarity will come to a Beloved at their moment of death. The pain and regret felt would usually lead to the formation of a ghost, but such a kind fate is not meant for one of the Sacrificed. No one knows for sure what makes this transition different, though many theorize that a combination of lingering devotion and the power of the ritual itself may weigh the nascent ghost down and force them to sink into the Rift.

Most Sacrificed are found in the Shallows; these are also the youngest. At this level, they all show the cause of their death along with a drowned or waterlogged appearance, but as they get older and sink deeper, they begin to become... stranger.

a Sacrificed is a ghost and built similarly with the following exceptions:

A Sacrificed lacks anchors. Sacrificed have no need to manifest in the Rift as they are already physical and are only bound in their movement by their depth. A Sacrificed does gain a point of essence every 24 hours and may consume ichor to regain essence if they have the opportunity. As a Sacrificed may interact normally with other things in the Rift, they may physically attack anything else they come across.

A Sacrificed cannot be freed from their fate through having their unfinished business taken care of, only through destruction. Mercifully, a Sacrificed can be destroyed through the loss of Corpus.

A Sacrificed may not change the Depth they are at, although they will sink deeper as time passes.

The Sacrificed are immune to the effects of the Wake, although they do seem to be drawn to it. Usually when confronted by a Leviathan, a Sacrificed will scream prayers and praise towards the Leviathan as they attack it. These words usually come out as an incoherent gurgling noise unless the Sacrificed possesses the Ghost Speech numen.

A Sacrificed will slowly take on the qualities of other beings native to the Rift as he drifts to a deeper Depth and grows in insanity. This can be represented by granting them the Aspects of a Hybrid.

Sample Sacrificed

Glub, glub, gurgle

Power 1 Finesse 2 Resistance 2

Size 5

Corpus 7

Willpower 2

Speed 13

Initiative 3

Defense 2

Virtue: Faith

Vice: Wrath

Morality: 2

Numina: Animal Control (Dice Pool 3), Phantasm (Dice Pool 3), Terrify (Dice Pool 3)

Weapons: Ceremonial dagger – Power + 1(l) (Dice Pool 2)

Note: Almost all Sacrificed are violently insane, and this become truer the older they get.

Molluskin

Thank you for giving me life.

Molluskin are an interesting lot. There aren't very many of them, but where you find one, you're bound to find dozens more. These Rift creatures are spawned from an emotion rarely felt by Leviathans, genuine gratitude. Bright and colorful, these creatures hold a vaguely humanoid form, but most resemble the offspring of a cuttlefish and a crab. They are often seen as easy prey by the predators of the Shallows, so they tend to hide in whatever nooks and crannies they can squeeze themselves into. Social and intelligent, if a bit simple, it is not unknown for different groups of molluskin to have different traditions, if not exactly cultures.

One thing all molluskin have in common is they are extremely grateful to any Leviathan that passes by. One of the few things that can reliably get a tribe of Molluskin to come out of hiding is the Wake of a Leviathan. They have trouble telling leviathans apart, so they treat each one with respect and kindness because any leviathan could be the one that spawned them. The thing about molluskin, is while they want to be helpful, their is very little they can do. They can sometimes describe items of interest that they have seen in their search for food, or give directions to places they have been, but beyond that, most Leviathans find them little more then nuisances. Some Leviathans have found them useful as watchdogs or even guardians against the inhabitants of the Rift, because despite their kind and cowardly nature, they will give anything, even their own lives, to defend a Leviathan in need. Of course this behavior makes them less then ideal for dealing with other Leviathans as they will treat them with the same love and gratitude as their master.

Power 1 Finesse 2 Resistance 1

Size 2

Health 3

Willpower 2

Speed 3

Initiative 3

Defense 2

Compulsion: Molluskin must always obey a Leviathan; and they will even go out of their way to provide services that they think the Leviathan wants even when not asked.

Weapon: Crab claws 1(I). Roll 2 dice.

Carnival Jellies and Reverians

The carnival jelly is an interesting being. Born from the curiosity that leads to the first hit of a powerful narcotic, these jellyfish-like creatures get their name from the circus tent appearance they have. Long tentacles extend out, shining with spectacular neon light. Any who approach one of these lures finds themselves compelled to follow it wherever it goes; and it always goes into one of the carnival jelly's door-like mouths. Once inside, the visitors quickly find themselves stung with tentacles filled with a powerful narcotic. Most things that wander into carnival jelly never leave, not because they are forced to stay, but because they want to. These poor visitors usually starve to death. At this point, the carnival jelly cares little for what happens to the remains as it feeds off the ecstatic feelings of its 'visitors'.

Those not affected by the drugs or entertained by the actions of those dwelling there are free to leave, if they can get past the gastropodean reverians who feast on the refuse the carnival jelly leaves behind.

Carnival Jelly

A musical humming

Power 2 Finesse 5 Resistance 5

Size 30

Health 35

Willpower 7

Speed 1

Initiative 10

Defense 5

Compulsion: A carnival jelly is compelled to cause no physical harm to its guests as long as it is not attacked first.

Weapons: Stingers. Causes no damage, but if hit the target must make a Resolve + Stamina roll penalized by the carnival jelly's successes on the attack or lose 1 willpower. Once the target has 0 willpower they must make a Resolve + Composure roll at a penalty of -2 to try and leave the inside of the jelly. (Dice Pool 5)

Lure bash* 1b. Roll 3 dice.

Flashing lure*. The target must make a Resolve + Composure roll or follow the lure to the best of their abilities for one round. Physical damage to the target will break this effect. This attack has a range of 10 yards.

Special: A lure is Size 3, has 3 Health levels and may be targeted by attacks. A lure has a Speed of 5 and can extend out 25 yards. Any damage dealt to the lure is also dealt to the carnival jelly. A standard carnival jelly has five lures. Once destroyed, the carnival jelly loses the ability to use them.

Reverian

Born from the failed urge to quit using hard drugs, Reverians look like large sea slugs with long, spiraled, comically small shells on what would be a human's neck. They somehow look less ridiculous when rotated forward and brandished as spears. When surrounded by compliant company, they enjoy playing games with unfathomable rules and performing strange dances. They seem to communicate through body language.

Power 3 Finesse 1 Resistance 2

Size 5

Health 7

Willpower 5

Speed 2

Initiative 3

Defense 2

Compulsion: Cannot allow anyone who has entered a carnival jelly leave unless appeased with an offering. Large quantities of meat, hallucinogenic substances, or toys tend to work best.

Weapons: Spiral lances 3(l). (Dice Pool 6)

The Kids

Where am I?

Creatures birthed from Leviathans who are nostalgic for their human lives. Even kids born from Leviathans who didn't change until they were very old seem to take the form of a five to twelve year old child. While completely human at first glance, closer inspection reveals there is always something wrong with a kid. Some have fish eyes while others have web hands, or scales. Regardless of their appearance, they all seem unaware that something is wrong. While they may be lost or even frightened, it does not so much seem like it is the environment that bothers them, but where they are in it. Despite their human appearances and memories, kids are Rift creatures and the Tempest is their home. Kids can be useful for digging up dirt on a Leviathan's past, but any information they give should be taken with a grain of salt as they tend to sugarcoat it.

Power 1 Finesse 4 Resistance 1

Size 4

Health 5

Willpower 2

Speed 8

Initiative 5

Defense 4

Compulsion: Kids must always seek "home." Very few Leviathans have ever bothered to figure out where "home" is.

Weapon: Fists 0(b). Roll 1 die.

Filcher

Can I have just a little taste?

Sometimes known as a "catfish burglar," these fish-like creatures look more like a dragonfish with four sets of eyes than anything. They picked up their nickname from the two long whiskers that they use to detect treasured memories. Filchers are usually spawned from lazy Leviathans who live vicariously through their cult-members rather than living a life of their own. Those inexperienced explorers that think these small creatures harmless quickly learn different or nothing ever again.

Power 2 Finesse 6 Resistance 2

Size 1

Health 3

Willpower 4

Speed 10

Initiative 6

Defense 6

Compulsion: The promise of easy memories is irresistible to filchers. For one willpower, a character can surrender one good memory to a filcher who will help its employer track down any memory for one scene. Of course the filcher also expects one good memory in payment for finding the target.

Weapons: Bite Size(l). Roll 3 dice. If a filcher gets a critical success on a target the same size or smaller then it, it may swallow them and devour their memories. Treat this as a grapple for the purposes of escaping from the filchers stomach. Each round spent in a filchers stomach causes the target to lose one willpower as their treasured memories are digested. This willpower is transferred to the filcher. If a filcher collects more then 10 willpower, they lose any excess after the end of the scene.

Eyes Bigger Then Their Stomach: Filcher's seek to consume treasured memories, even those that are much, much bigger then them. A Flicher may spend a point of willpower to increase its size by 3 and its speed by 5 for a scene. This ability may be used multiple times to reach truly gargantuan sizes and amazing speeds.

Memory Thief: A Filcher may roll Power + Finesse. They may detect any memory in successes x 10 yards. They automatically know the type of memory they detect, but not its details.

Glimmershrimp

Not so much an individual creature as a swarm of smaller ones. Glimmershrimp are formed from dreams. If you watch a swarm of glimmershrimp closely, you can make out hazy images and scenes from the conglomerated dreams of dozens of different Leviathans. Glimmershrimp can be broken down in various sub-categories based off the dreams that spawned them. Swarms of glimmershrimp seem to eat anything they can bring down, especially different swarms of glimmershrimp.

Power 1 Finesse 1 Resistance 1

Size Swarm

Willpower 2

Speed 15

Initiative 1

Defense 1

Compulsion: Glimmershrimp must group together with other glimmer shrimp of a similar type.

Weapons: Psychic assault. 2 - Resolve dice. Successes remove points of willpower before causing bashing damage. A critical failure brought on by a chance die causes a swarm of glimmershrimp to lose one willpower.

Missionaries

A religious Leviathan will accumulate memories of lore, doctrine and theology. In the Rift the beliefs that give these meaning take life as the nautiloid missionaries. Their long tentacles are soft and nurturing, their shells carved with meaningless glyphs and their eyes bloody stumps so they can see no heresy (this does lead to some debate on how they navigate, some say they're guided by faith. Less romantic Leviathans assume they depend on their sense of smell).

The Missionaries are normally found lovingly caring to the memories that spawned them, but when their numbers are sufficient raiding parties depart to seek out memories compatible with their doctrine, they will lovingly tend to these memories with their long caress and corrupt it to their cause. In time it too will spawn Missionaries of its own. In areas full of the right kind of memory whole routs of Missionaries engage in ceaseless silent jihads, warring with each other for the right to convert memories to the one true faith.

Experienced Rift divers can usually recognize when a memory has been converted and most consider such specimens worthless. Some destroy them on sight to prevent the corruption from spreading.

Power 2, Finesse 4, Resistance 4

Size 4

Health 8

Willpower 6

Speed 6

Imitative 6

Defence 4

Armour 2

Compulsion: Missionaries must spread the true faith, either by protecting converted memories or seeking new memories for the flock.

Weapons: Tentacles (2)b, requires a grapple to do damage. Roll 4 dice. Beak (-1)l, requires a grapple. Roll 1 die.

Converting a memory is an extended Finesse roll, it requires a grapple and Size + Resistance successes. Multiple Missionaries can convert as a teamwork action.

Maritime Hazards

From powerful yet mundane marine life to far stranger things the threats that Leviathans face while swimming Earth's waters as diverse as anything under the sun. Below are fully stated threats that your Cohort may encounter.

Saltwater Crocodile

Intelligence Neg., Wits 2, Resolve 1, Strength 4, Dexterity 2, Stamina 5, Presence 4, Manipulation 1, Composure 2

Skills: Athletics 2 (swimming), Brawl 2 (Grapple), Survival 3, Stealth 2 (Camouflage), Intimidate 2

Merits:

Strong Lungs (As per book)

Specialized Heart: Due to their (possibly unique) circulatory system, Crocodiles can hold their breath for the listed duration even while in combat. Out side of combat, Crocodiles can hold their breath for up to 8 times the listed duration.

Strong Jaws: Crocodiles double their strength on any test involving closing or keeping their jaws closed.

Grappling Jaws: If a Crocodile scores more successes with a bite than their opponent's defence they can reflexively roll to grapple.

A Burst of Speed. For the first turn of a chase a crocodile may triple its speed.

Armor 1/0 (thick hide)

Defense: 2

Health: 12

Initiative: 4

Size: 7

Speed: 2 on land, 6 in water.

Willpower: 3

Weapons/Attacks:

Bite 2 (L) roll 12 dice

Deathroll 4(L) roll 14 dice. Stun. Requires that a target is in a grapple.

Special: If a crocodile does enough damage to cripple a limb, then at Storyteller discretion, there is a chance the limb has been torn free, and what is left prey is now free to run (or crawl or hop or whatever it can still manage to do) away.

Ghost Ships

Those sailors and Leviathans who spend their lives at sea will hear stories of the rare few ships who sail on with tattered decks and patchwork sails run by a literal skeleton crew. These are ghost ships, forever doomed to sail the salty seas until they can fulfil their ancient charter.

Ghost Ships can cause an interesting dilemma to a storyteller for they have no special relationship to the Tribe. It's only through coincidence that the Tribe's attraction to the sea and coastal communities can cause the two to interact. Tying a Ghost Ship to the themes of an ongoing chronicle as anything more than a speed bump while swimming the ocean can be hard, but sometimes this disconnect can be an advantage. When the ongoing story has become mired in politics or self pity, a brief interlude of fun light-hearted silliness brought to you by the rum swilling, timber shivering ghost of Captain Blackbeard can be just the thing.

A Ghost Ship is an Anchor to a large amount of ghosts. Like all Anchors it can be destroyed or resolved. Typically a Ghost Ship originally set sail with a goal, weather that goal was piracy, war, or trade. Ships that lack such a goal rarely have a large amount of ghosts with the same unresolved business to create a shared Anchor. And it is the shared anchor that lets the crew combine their talents, much as they did in life, to run a powerful Ghost Ship and unlock Numina such as Fortify Anchor.

That's not to say it must be the only Anchor on board. The crew might be Anchored to the ship itself while a passenger is anchored to something in his cabin.

As a Ghost Ship ages general wear and tear or the occasional bout of combat will gradually destroy its Structure. The crew can use the Fortify Anchor Numina to replace lost points of Structure with Corpus. However if the ship loses its last point of structure it no longer functions as an Anchor and is destroyed. A Ghost Ship which is mostly Corpus may have only a few, or only one, treasured pieces of the actual structure remaining.

For simplicity the Storyteller may wish to assign the ship a Power, Finesse, Resistance and Essence value rather than giving attributes to the crew members. Since each ghost serving as crew can store Essence a large Ghost Ship often has a lot of Essence.

If Ghost Ship contained weapons carries then it can still use them. If the weapons are still in good repair with supplies of ammunition then they function as normal. Otherwise they can be recreated out of Corpus with the Fortify Anchor Numina and fired with a point of essence for ammunition. The Essence cost of a full broadside can be huge, but such ships typically have a large ghostly crew and therefore the ability to store large amounts of Essence.

New Numina

Anchor Mastery

A Ghost with Anchor Mastery may interact with their anchor as though they were still solid. All crew on a Ghost Ship have it and use it to sail the ship. No Essence or roll is required for Anchor Mastery.

Fortify Anchor

Every Ghost would like the ability to repair their Anchors but the fact is that only when many Ghosts share the same Anchor and combine their powers can they unlock this potent ability. To repair an Anchor a ghost rolls extended Power + Finesse check. The target is twice the amount of structure to be repaired.

Dramatic Failure: The ghost's attempts to repair the Anchor causes even more damage, a point of structure and essence are lost.

Failure: The Ghost makes no progress.

Success: The Ghost makes progress on repairing the Anchor. It takes two successes and a Dot of Essence to replace a point of Structure with Corpus but only a point of Essence to repair a point of Corpus. This essence can be regained by reducing the Anchor's maximum Corpus by one.

Exceptional Success: No extra benefit.

Twist Anchor

As more ghosts are linked to the same Anchor it becomes saturated with deathly energies. Becoming mailable and pilable in the ghost's will. A Ghost can roll Power + Finesse as an Instant action to warp their shared Anchor. A purely cosmetic change like blood dripping down the walls requires one

Success. A moderate change like increasing Durability by a point requires three Successes. A significant change, like turning a door into a wall requires five Successes. A ghost cannot create recognisable messages (without Ghost Sign) or affect anything not directly part of the Anchor. Twist Anchor may be used to Grapple.

Call Fog

Ghost Ships are often reported travelling within a thick fog, this Numina is responsible. By focusing their combined power in an extended Power + Finesse roll on the waters through which they sail the crew can cause it to release a thick fog. To hide, to hunt, or in the case of more self aware ghosts just because they think it's kinda neat. Call Fog can be used as a teamwork action, up to the Primary Actor's Finesse members of the same crew can join in.

Cost: 5 Essence.

Dramatic Failure: The water recedes from the ship, for the next hour it will appear float high in the water, regular people won't notice but any experienced sailor will have little trouble knowing something isn't right. For Ghost Ships which are more structure than corpus this can cause a serious hazard to staying afloat: -1 on Drive checks per 5 points of Structure. There is a maximum of -5 but with 30 or more structure the Captain must Succeed on a Drive roll every five minutes or capsizes.

Failure: Nothing happens.

Success: A thick fog surrounds the ship. This fog has a radius equal to the ship's Size in meters and lasts for one hour per dot of Power. Perception checks for the living are at -Power, but no worse than -5.

Exceptional Success: Treat power as one point higher, maximum of 5.

Press Gang

Attrition can wear down the crew of a Ghost Ship as much as anywhere else. From ghosts destroyed in combat, caught at one of their other Anchors and exorcised or just worn down by time until useless to the ship, after a while there might be a need to give someone the King's Shilling. To Press someone requires that they are physically on-board the Ghost Ship and restrained. The Ghost rolls an Extended Power + Finesse vs Resolve + Composure. If the Ghost gets Willpower Successes before the mortal gains Power + Resistance Successes then upon death the mortal will find himself Anchored to the ship. This Numina does not last long, so most crews who use this Numina will kill the Mortal immediately.

Because the Anchor is in a sense artificial, then assuming no other Anchors destroying the ship will free Pressed Ghosts rather than trap them in the Underworld. It is also worth noting that if the mortal agrees to join the crew then the Numina succeeds without rolling.

The Great and Terrible Wilderness: The Cryptids

Not all of Tiamat's children remained within the Primordial Waters, Behemoth crawled onto the land and Ziz grew wings to climb the heavens. There they dwelled, prospered and multiplied. They became Progenitors of the Tribe.

This was long ago, in an earlier age of the world. Marduk slew Tiamat and his order have put generations of the Tribe to the sword. The children of Bahamut and Ziz felt the fall of the Primordial Waters as deeply as any of their kin, deeper perhaps for lacking the safety of the depth they've suffered more than their aquatic cousins at the hands of the Society. The blood of Tiamat did not truly survive the hunts, what remains is diminished in some way. In each Strain one aspect of the Tribe's threefold nature dominates. Lacking the strength of all three aspects, the true Birthright is denied to the Cryptids.

At least that is today, who knows what tomorrow brings?

Byakhee

Quote: <<High pitched shrieking>>

Description: The byakhee resemble hybrids with the vague features of a mole, a bovine, a vulture, a human, and an ant. They have razor sharp claws at the end of their elongated forelimbs, and have membranous wings that fold up against the back. They generally range in size from that of a small dog, to that of a fully grown grizzly bear.

Storytelling Hints: Winged beasts native to the frozen mountains, byakhee are semi-intelligent creatures that can endure ungodly levels of cold and thin air. They are omnivorous in nature, generally acting as scavengers, though not without the ability to kill if desperate enough. They communicate via sound and sense of smell, their primitive shrieks and belching of gass from neck-sacs their way of warding off predators, as well as attracting potential mates. In groups, they display a herd mentality, following the strongest among them.

Attributes: Intelligence 1, Wits 3, Resolve 2, Strength 3, Dexterity 4, Stamina 4, Presence 3, Manipulation 1, Composure 2

Skills: Crafts (Nestmaking) 2, Investigation 1, Athletics (flying) 5, Brawl 3, Stealth 1, Survival 4, Animal Ken 3, Empathy 2, Intimidation (Shrieks) 3

Nature: Hybrid (bestial).

Willpower: 4

Defence: 3

Health: 7

Size: 7

Speed: 10 ground, 15 In flight

Initiative: 7

Merits: Fast Reflexes 2, Wings 3

Mutations: Wings 3, Nightvision 1

Flaw: Vulnerability: Byakhee burn from ultraviolet light, taking a point of bashing damage every turn when exposed to direct sunlight or another strong source of ultraviolet light.

Sidebar: The Skyfather's Wings

Cryptids descended from Ziz can (unsurprisingly) fly. Hybrids have a three dot "Wings" Mutation (Universal Affinity) that allows them to fly (often with a different species factor) and a Mutation Son of the Sky (O to OOO) under Elements that works like Child of the Waves only for flight. Deep Ones and Typhons may either buy Wings as a three dot Merit allowing them to fly at their usual speed or they may buy the unique Ziz only Channel "The Skyfather's Wings"; this Channel works identically to

Uncrowned Fisher King except for enhancing flight rather than swimming. Wings come free with the Channel.

Royal Apes

The kings of the jungle are very large powerful Cryptids, consequently they have trouble hiding and if any survive today they do so in remote corners of the world.

Appearance: The Royal Apes typically take after gorillas but on a massive scale. An adult can easily stand seven and a half stories tall and possess an impressive amount of muscle for beings of their size. Though they possess wicked teeth their jaws are no better adapted for combat than a typical gorilla's and in battle the Royal Apes depend on their mighty strength.

Storytelling Hints: The big question with Royal Apes is where do they come from. There certainly isn't a breeding population which leaves Leviathans to assume they're a throwback born to humans, some other variety of simian Cryptid or even actual gorillas. Royal Apes are very territorial and this forms their major Impulse but they are also social creatures and their minor impulse is to establish some sort of relationship with others, be they human, Hybrid or Royal Ape. They prefer predictable non-threatening relationships and can easily become violent when startled, some traces of their other Natures seems to remain for they are especially fond of Atolls.

Attributes: Intelligence Neg, Wits 1, Resolve 3, Strength 6, Dexterity 3, Stamina 4, Presence 4, Manipulation 2, Composure 1

Skills: Athletics 4 (climbing), Brawl 5 (Brute Force), Survival 2, Intimidation 3 (Chest Pound)

Socialise 1.

Nature: Typhon.

Sheol 4

Defence: 3

Health: 32

Size: 25

Speed: 14

Channels: That Hideous Strength (Rightful Place 3, God-Hurling Sinews 3), Lifeblood of Titans (A Mountain Walked 4)

Mothmen

One of the more worrying Zizian Cryptids. Wherever a Mothman is spotted, something terrible is bound to happen. A Mothman's arrival in an area is often marked by disturbing nightmares in the supernaturally sensitive members of the community. While it is usually those who possess the power to see the future who are stricken with these dreams, those who have a special affinity to other extrasensory abilities occasionally suffer from them as well, The contradictory evidence found by both Leviathan and Marduk scholars can't decide whether the Mothmen are trying to stop these calamities from happening or are there to make sure they do happen, but there is no doubt in either groups mind that if a Mothman appears something will happen unless stopped.

Appearance: Mothmen tend to share a similar body plan, even if their outward appearance can vary from Mothman to Mothman. Their wings can be mistaken for feathered bird wings, leathery batwings, or even insectoid wings depending on their skin pattern. Another thing that Mothmen have in common is an unearthly glow, often originating from the eyes.

Storytelling Hints: Mothmen tend to be drawn to regions facing calamity. As those Mothmen who deign to talk to mortals often have a somewhat... skewed perception of reality, it is often hard to understand what they are trying to communicate; let alone what their motivations are. The appearance of a Mothman are often best used as a mixed blessing as their arrival is both a dire warning of disaster and a chance to avert said disaster. It is important to note that Mothmen don't always get involved in a disaster, even when they appear; sometimes they just watch. Mothmen can make both great indirect antagonists and unreliable allies for a cohort. Woe-betide an area beset by multiple Mothmen, as such appearance is a sure sign of great trouble in the future.

Sample Mothman

Attributes: Intelligence 4, Wits 3, Resolve 3, Strength 2, Dexterity 3, Stamina 3, Presence 5, Manipulation 4, Composure 5

Skills: Investigation 5 (The Future), Occult 2, Athletics 2 (Flying), Brawl 1, Stealth 1, Expression 1, Intimidation 3 (Dire Warnings), Persuasion 2, Subterfuge 1.

Nature: Deep One

Sheol 6

Defence: 3

Health: 8

Size: 5

Speed: 5

Merits: Danger Sense 2, Eidetic Memory 2, Meditative Mind 1, Direction Sense 1

Channels: Lambent Eyes of Judgement (Lantern of Truth 1), Orobourus Kin (Divine Perspective 3, Third Eye 4), The Skyfather's Wings, Besieging the Tower of Will (Psychic Shockwave 5)

Current: Mothmen usually possess two major Currents based off of some combination of Envy, Lust, Pride, and /or Sloth.

Stranger Things in Heaven and Earth

There are things in the deepest parts of the Rift and the darkest corners of the oceans that seem to be off the tribe, yet try as they might the Tribe cannot fit them under the usual Strains of Tiamat's children. It might be a simple lack of evidence, it may be centuries of myth and wishful thinking clouding the truth, or perhaps there truly are more things in heaven and earth than dreamed of in the Tribe's philosophy.

The Maggot Gods

They call them many names: Pnthadholic Wurms, High Feeders, The Midwives of Life Within Death. But the name they are most commonly called is The Maggot Gods.

The Maggot Gods exist at all levels of the Rift, they're only rarely seen and always sighted devouring some Rift creature or remains selected according to inscrutable criteria. Sometimes a swarm will descend on a Leviathan. They also look like maggots, surprisingly they look exactly like maggots.

At least that's what the tribe can agree on, and it's enough to make most think something might be up. They're not called Gods because a single one could raise mountains and smite armies, they're called The Maggot Gods because the High Feeders have held a consistent if varyingly sized cult among the Tribe for centuries.

They're the the last children of Tiamat, stillborn within her womb at the moment of her death, chewing their way to freedom. They are creatures of the same order of being as Tiamat, scavengers who feed on her corpse and the closest living being to the holy mother known to the Tribe. They are mindless, their thoughts are hunger and their spirits hymns of gluttony. They are one mind in many parts, as far beyond us as we are beyond apes. They are destined to lead the Tribe to conquest. They are destined to devour the Tribe to the last. They are destined to consume the festering rot of the Rift and so return it to the Primordial Waters.

To the Tribe the Wurms are all these things and more, and less. Worship of the Maggot Gods stretches back further than any surviving records can attest. Eyewitness accounts, ancient records or "ancient records" as the case may be are frequent occurrences. The typical tale harks to the Maggot's ability to purify by eating rotten flesh without touching the healthy. Among the latest rumours are: They have eaten the political corruption out of a small town, a junkie's addictions and an Ahab's madness. Of course not all stories follow this model, claims of giant swarms or individual giant Midwives that stretch for miles are common while miracles ascribed to ordinary maggots are rare but not unknown, usually the teller of such stories dismisses the division between maggots and the Maggot Gods.

And somewhere, far below the debates and arguments of the Tribe, a tiny Maggot sinks its jaws into its next meal.

The Womb of Nations

They say Tiamat tore her asunder with teeth of rain-soaked continents. They say Marduk and his disciples split the sky to slay her in the greatest battle since the death of Tiamat herself. They say the first cities of man marched against her with armies, with bronze, with fire and with courage. Yet they all agree one one thing: In the early days of the world she competed for the right to rule the Earth and for her efforts she was scattered to the deepest corners of the world in the aftermath of humanities triumph.

To use her full name she is The Cnidarious Archaeology, Sister to Many and Matron of the Terrestrial who's Womb Births Nations. It's a rather long name so most shorten it to the Womb of Nations.

The Womb of Nations is a megafauna, a massive colony organism that resembles the most vibrant and alien of coral reefs. Teeming with symbiotic life both assimilated and intelligently designed for a purpose. The smallest, which can be as little as the size of a human hand, are considered by scholars of the tribe to be a larval stage and are known as Mothers of Themselves. Only when she reaches the size of a town does she come into her full glory, awaking into sentience she becomes a true Womb of Nations. A being of god-like intellect and eldrich might.

The Womb of Nations seek to engulf all life into one static biosystem. One complete, beautiful, monstrous, god-mind. Truly pan-dimensional she instinctively adapts and spreads across dimensions. Sometimes she is a cruel conqueror, her arrival heralded by miles and miles of hydras, men-of-war and legions of nine-legged venomous starfish that shatter the cities of her foes, forcibly imprinting captives with her own flesh and mind. Other times she is neighbourly content to grow in mutual coexistence. Ever patient, she plans to only wage war when the last virgin land is claimed. She gives no purpose to this quest; it is just the way of life to grow and consume.

A Womb of Nations possesses a Wake which grows in strength as she grows in size. Unlike the tribe it causes rapture and ecstasy not fear and awe. It's an insidious thing; it does not shatter minds but addicts

them to its song. Be they man or beast many willingly come and allow her to grow her coral through their flesh forever joining them to the Nation.

While the Womb of Nations is unknown to human society this is merely the result of how she was driven to the deepest corners of the earth and starved into dormancy. The size and speed at which the Womb of Nations can grow would leave little room for doubt should one reach maturity. The Marduk Society however know exactly what she is and exterminate her with the same fervour they show against the Tribe. The Society also knows the other way to combat her. Should two colonies come into contact the smaller and weaker will simply lie down and die, if they are of equal strength then both will engage in total war combined with a catastrophic mental breakdown.

Aboleths

In their Apotheosis a Leviathan can travel to the deepest parts of Earth. Sometimes one takes it upon herself to explore the great ocean trenches. There in the deepest waters untouched by the light of the sun they meet the Aboleths.

Aboleths resemble a cross between an eel and a trilobite with a set of four tentacles that emerge from just behind the head. They're a quiet, almost sessile species who spend their adult lives feeding on black smokers only moving to challenge another over a more favourable resting spots. Aboleths are powerful psychics and even have their own Wake with which they lure sea-life to supplement their diet. Essentially immortal Aboleths never stop growing until they exceed their ability to feed themselves and finally starve.

The reproductive cycle of an Aboleth is an unusual one. Their eggs released in great clouds, fertilised outside the body and rise to hatch far above the sea floor. A young Aboleth is a parasite that attaches to larger lifeforms and connects their circulatory system to it's own while forcibly suppressing then duplicating the work of vital organs to force dependency. Eventually the Aboleth moves on leaving its host to a quick death. As the young Aboleth matures it becomes increasingly vulnerable to the psychic calls of its kin. It's survival depends on it's ability to resist until it is strong enough to fight and claim its own black smoker. Only afterwards will it begin to grow its characteristic exoskeleton.

Aboleths are known to the scientific community from fossils but are wrongly considered to be extinct. Naturally the fossil record didn't mention their more supernatural traits but in turn the Tribe, at least those who don't read palaeontology journals, would be surprised to learn what humanity knows about the Aboleths: As recently as around four to five thousand years ago Aboleths were much more active and their habitat stretched across the oceans.

Storytelling

Campaign Types

Mystery Archeology - Exploration

The general gist is that the Tribe is, almost uniformly, preoccupied with history - their history and that of the Tribe as a whole. Clues about a Leviathan's nature, his ancestors, and the lost world of the Progenitors are all located both in human historical records, folklore, and relics of the fallen world. In this campaign style, the focus shifts towards the exploration of these sources, and the relentless pursuit of knowledge. The characters' Cohort is caught up in the search for some foundation of truth and stability on which to build themselves a future. This search can take place as actual archeology or in the study of folklore and history. For the purposes of this campaign style, however, the key element becomes travel.

The idea is that the clues won't come to the characters. Even if someone out there knew what they were looking for, they're unlikely to scan an ancient clay tablet or extensively photograph a newly-discovered ruin. Some of the knowledge that the characters seek might well be beyond the reach of normal mortal actors - sunk deep into the depths, or deliberately concealed by hybrids or other members of the Tribe. Regardless of whether the characters are looking for lost relics or ancient manuscripts, the point is to keep them moving. There are a great number of strange little places in the world, and the idea is to make use of them to provide a sense of mystery. As with most stories about the Tribe, this style runs best at the margins - an isolated town near the ruins of its centuries-old predecessor, or, more exotically, a tiny village deep in the jungle or otherwise insulated from the modern world, where folklore of twisted monsters is still an element of daily life, and little superstitions honor or ward off the supernatural. The use of multiple small towns allows for each to have a distinct flavor, while preserving the overall sense of a big, strange world, full of little pockets of weirdness, seemingly adrift in time.

These little pockets, in addition to providing a strong aesthetic background, provide the primary threats and conflicts to the characters. In addition to mundane concerns about insular communities coming into contact with disruptive outsiders (and it doesn't get much more disruptive than a Cohort), there's the possibility of other supernatural beings or forces that surround these relics and ruins. Rival members of the Tribe and teams of Marduk researchers might show up, but the threats might already be there - that quaint little village has its own Leviathan demigod, and he doesn't appreciate interlopers. Going deep into the wilderness presents its own threats in terms of isolation and inter-Cohort conflict, and also provides ample opportunities to run into clans of hybrids or even stranger threats. It's also not out of line to have the Cohort get a "false lead," and have whatever supernatural oddity present in the region have nothing at all to do with the Tribe and its cousins - ancient spirits or demonic entities, or pretty much any other element of the World of Darkness (if you're up to a bit of a crossover) - are all possibilities.

In terms of theme, this style deals mostly with the idea of self-exploration. In fact, it externalizes the process. The biggest hurdle, then, becomes finding ways for the finds of the Cohort to be interesting and revelatory without providing the full picture or, worse, dictating an absolute truth. The last might provide interesting fodder for a game in which characters align themselves in face of their new knowledge, but any "final answer" will obviously render further physical exploration somewhat redundant. It might be possible, with some difficulty, to "weave" a series of hints and clues throughout the finds as a sort of roadmap, leading towards the campaign's conclusion. Ultimately, though, the meat of the game lies less in what is discovered and more in the act of discovery. The focus should always remain on how the past is relevant to the characters, not on what the past is or means. The idea is that the characters are struggling to make an identity, not discover one.

Brawl of Cthulu - High-Action

Of course, it's not a requirement that members of the Tribe keep to the shadows. While they have many enemies, a Leviathan remains rather solidly at the top of the food chain in comparison to most of the antagonists. The Marduk society, rival cryptids, and obsessed hybrids all rely on the fact that most Leviathans are isolated and anxious. A Cohort composed of player characters doesn't have to take it lying down. A single Leviathan has considerable power, and a group working in concert is more than a match for all but the most dire of threats. In this campaign style, the potential to fight back is embraced. The Cohort takes a proactive view towards its enemies and attempts to bring the fight to them.

There are a couple ways to run with this. One practical method is to place the Cohort in a location, and throw threats at them. Perhaps there's something about the region that's attracting people and things "in the know" about the Tribe - some newly-discovered ruin or offshore breach into the Rift. Another possibility is that the Cohort comes into conflict with a well-established Legion, whose plans for the area the Cohort opposes, and whose diverse resources (Cults, lahmasu, other Leviathans, etc.) present a lot of options for threats.

A more mobile option is to unite this campaign style with "werid archeology," and divert focus from weird and horrific locales to more straightforward threats - in place of an insular cult of cannibals, for instance, the characters might be faced with something sealed inside a temple, or a clan of hybrids that still guards it after millenia. That's not to say that a high-action game can't be subtle or mysterious - merely that the basic assumption in this play style is that the characters have a hammer and they're going to make nails out of anyone that opposes them.

Thematically, this plays with the typical approach to violence in Leviathan and the World of Darkness as a whole. The assumption in most other campaign styles is that the Tribe's ability to do violence is equal parts attractive and repulsive - that attention will be paid to matters of guilt and that violent acts will be presented as having a mixed effect on characters. The mechanics for recovering Ichor through destruction are intended to highlight the ways in which a Leviathan will be both instinctually satisfied by violence while competing with the intellectual comprehension of his or her actions. In this campaign style, it might be better to downplay that element - it's directly at odds with the action-movie approach to problem solving. In its place, the characters might be more preoccupied with morality and drawing boundaries - finding ways to establish identities of "heroic" stature, using their divine blood to accomplish great feats. In this case, the primary focus becomes the concern with reclaiming the Tribe's legacy and purging past evils - either by righting ancient wrongs or, more literally, by taking down ancient and monstrous remnants of the Progenitor's world. A hopeful atmosphere wouldn't be out of place - a lot of Leviathan focuses on the anxiety of change, but it's also a source of promise and wonder.

Where Hell meets Good Intentions – The Idealists

One of Leviathan's themes is the concern about motivations and desires. One of the ways that this plays out is in the focus on power – having it, using it, and abstaining from use. Unlike Mage, which focuses on the ethical concerns of power as an absolute quality, Leviathan is more concerned with the possession of power which can only be deployed cruelly. The Tribe has the power of demigods, but it manifests itself in a distinctly vicious fashion. A Leviathan has more power to distort or destroy than they do to build or mend. In some games, this is a matter of temptation – “what would you do if you absolutely could just force your will on others?” However, in this campaign style, the attempt to use evil means for good ends is a primary concern.

The Idealists campaign type deals explicitly with the concepts of youth, dissatisfaction, and powerlessness. The last is not, in the case of members of the Tribe, the lack of power, but rather the lack of a voice. In this campaign model, characters are assumed to be in positions of weakness and marginality, but also to be motivated by a desire to establish some more correct or ideal world. Perhaps they're concerned with the environment, or social justice, or political reform. The reasons are secondary to a primary thematic concern: violence enacted for just motives is practically indistinguishable from any other kind of violence. In this campaign type, the motives of the characters come into conflict with their ability to be efficacious. How much wickedness does a noble ideal justify? For a member of the Tribe, whose mastery of their own mind and emotions is tenuous, is it possible to distinguish between a desire to reform the world through violence, and a desire to destroy it?

One of the key elements of this style of campaign is cultivating a connection between the characters and their causes, but the cause-as-movement and the cause-as-ideal are not necessarily identical. People get involved in ideals and movements for all sorts of reasons, and not all of them are noble. This campaign style operates in that uncertain space. Some people light fires to oppose their oppressors and break their chains. Some people just like to see buildings burn. A member of the Tribe can never be really certain which they are. A good backdrop for this sort of campaign will be oppressive, homogenous, and emotionally unsatisfying, emphasizing the diversity and vitality of the marginal. The “movement” that the characters participate in might be focused on a specific issue, but it's not even necessary to be a cohesive movement. The Cohort might be in a community of artists, or a small ethnic neighborhood. The important thing is that they're in a position of weakness and presented with an adversary that seemingly deserves everything they can throw at it. Violence can be a source of mixed impressions – something troubling but also beautiful.

For a campaign that's focused on acting, the primary focus of this style is not necessarily action. Far more important than the destruction of the adversary is the consideration of moments of intense, violent emotion, and the difficult way in which actions are contextualized by motives – or, more accurately, the difficulty of discerning one's true motives. Ideally, the characters will be uncertain about their own motives, permitting a great deal of exploration of their desires, both noble and not-so-noble.

The Demigodfather – Weird Underworld

Leviathan focuses a great deal on marginal figures, and while the primary assumptions dealt more with the disenfranchised and isolated, the margins of society are also home to the things that it fears. Adopting the theme of threatening margins, it's possible to run a game that embraces the Leviathan's role as not merely a metaphorical opponent of society, but a professional one. Criminals are marginal, and the more successful of them have a certain mystique. Highwaymen were canonized as folk heroes, mob bosses as paragons of a certain dangerous aesthetic. Most Leviathans are already criminals in some fashion – why not go “all in?”

The beauty of criminality for members of the Tribe is that it turns one of their most troubling traits – the ease at which they succeed in wicked and violent endeavors – and makes it into an unqualified advantage. The “weird underworld” of film and folklore has a certain respect for the power to do evil. The unrestrained exercise of cruelty and viciousness assumes the status of an emblem of personal freedom – the ability to do and be whatever one desires. The appeal of the diabolic lies in the fulfillment of desire, and Leviathans are nothing if not capable of breaking others in the pursuit of their desires.

A good approach for a campaign of this type focuses on the ways in which the criminal mystique is a construct, a re-evaluation of actions in an attempt to impart beauty on the grotesque. When a mafia hitman takes on a nickname or establishes some signature, he's not merely building up a professional reputation – he's trying to establish an identity for himself that he finds palatable. Perhaps he spares women, or children. Perhaps he won't kill a priest. All of these elements of “criminal honor” serve to insulate the criminal from the ways in which his actions are abhorrent to society as a whole. This process is analogous to the ways in which members of the Tribe damn themselves by degrees, accepting flimsy excuses to put a face of righteousness on their actions.

Crafting a “weird underworld” can be a great deal of fun, and when well-executed you should have a strong cast of colorful characters – both those of the players and their fellow inhabitants of the underworld. The major players in a fictional underworld always have a certain element of the mythic around them – think of a colorful mob boss from the comics, or Keyser Soze. The player characters can

fulfill this sort of role, their mystique as much a function of their role in the criminal world as it is of their actual mystical nature. Cults might be gangs, or gangs become Cults. It's not even necessary for the characters to be professional criminals – as long as they are in some way entangled with the underworld, the Wake ensures that they'll be considered players in the game.

The concept of a glamorous coating on horrible actions can be a great source of internal conflict for the characters. A good way to achieve this is to focus on the contrast between the fictional and the actual. The characters can be confronted with the real, blood-and-guts outcomes of their actions, while simultaneously being presented with the “scrubbed” narrative of their exercise of power from other sources. In general, the goal is to strike a balance between “action” scenes, in which the characters achieve their ends using the vast resources available to them, and get to enact their legendary status, and “introspective” elements, as characters are confronted with their acts outside of the context of the “criminal myth” which restructures them. Characters might deal with more outrageous or violent criminals, but they're just as likely to come into conflict with criminals of opportunity or necessity. Ideally, there will be elements of uncertainty and a suggestion of the ways in which the “criminal myth” fails to cover up the squalor, violence, and hopelessness of the underworld, and the doubt and uncertainty, even self-loathing, that accompany it.

Fin and Fanaticism – Immortal God Tyrants

The typical Leviathan game focuses on the quest for Tranquillity. The need to find some outlet for the Tribe's atavistic urges that still allows the Leviathan to fit within a moral frame work and survive in the modern world. In a game of Fin and Fanaticism players have not found Tranquillity, but a stable equilibrium in opposition to their members of the Tribe. This is a game of immortal god tyrants and ancient sorcerer-priests scheming from hidden temples and blood soaked alters.

A Fin and Fanaticism campaign succeeds or fails based on the player's characterisers. Every player should have a verity of long term, sometimes extremely long term goals, that either clashes with other players or their NPC rivals. Ideally these goals will blend occult religious ideas with more temporal desires. They should take months to accomplish at the bear minimum, years is better and it is not unheard of for a Leviathan to plot for decades or centuries to accomplish some singular goal. Skipping a decade or so between sessions may be helpful.

At the very least players should start the game with an established Cult and a firm grounding in Eldrich Lore. The assumption is that Leviathans will only directly intervene on rare occasions, so the ability to exert indirect influence is vital. Access to one or several retainers is also recommended, the player can directly control these retainers in scenes “on the ground”. An established group could create one character for every cult in play and rotate evenly through them, but care must be taken to ensure this remains fun for everyone. Not every player will enjoy being ordered around by someone else at the table, but players should expect a measure of loyalty and competence from their Beloved.

Thematically the goal is to create the feeling of ancient plots lurking in the shadows, goals and plans that follow logic alien to human minds and endless conflict where the sides remain unclear. That a random person's life could be manipulated from birth or ended because of the star sign he was born under, or something his ancestors did five hundred years ago. The players are not that person, they are the immortal gods at the very heart of the mystery. The ancient tyrants whose cults have been manipulating society for centuries.

Upon the Salty Sea - Nautical Cohorts

A recurrent phenomenon is the appearance of nautical cohorts, based on a riverboat or ocean-going vessel. It makes sense for Leviathans, who crave isolation from humanity and are deeply attracted to bodies of water, to just go sailing away from everything. A good number of younger Leviathans spend some time on ships but are quickly frustrated by human companionship, and attempt to correct this with all-Leviathan (or almost all) crews. It usually works, for a time.

Out in the ocean, you can take the time to hear yourself think. There are immensities where you can shapeshift into your most primordial form, where no-one can look upon you and be horrified. It's a relief to some of the Tribe, while others fear it would be too easy to lose themselves in this way. Sea life is also a hard experience. There is constant work, little sleep and many dangers, from storms to pirates to close inspection by the coast guards. But it is also a way to travel to undiscovered locales and investigate rumors of Progenitor traces or eldritch relics.

Modern maritime traffic is an unnoticed giant. 95% of all cargo transits through maritime means: it is the cheapest way to move people or things. It's also fairly slow and unpredictable, which suits most Leviathans just fine. A number of nautical Cohorts take on traditional shipping work. A modern ship can shift thousands of tons of merchandise with as little as 8 or 9 (overworked) crewmen. You can easily crew a large ship with a Cohort and its members' Beloved. A traditional ship has a Captain, or master, who runs the whole operation and represents the vessel owner. He supervises the departments. The Deck department, headed by a Chief officer or First officer, runs the crew, oversees the cargo and navigates the ship. The Engine department, as the name indicates, takes care of powering the craft, and is directed by the Chief Engineer. Ships which take care of passengers (usually ferries or cruise ships) have a Steward's department which deals with their needs. Many ships also have a Cook and/or a Purser (who buys and supervises equipment and consumables). Most of the activity on a ship is taken in watches, to ensure that there is constant vigilance should anything go wrong.

Shipping is a highly bureaucratized activity. Everyone with any rank has to have the relevant licenses, trips must be planned and declared beforehand, and there are hosts of rules and regulations to follow. It is possible to skirt the edges of legality, but the hassle is such that nautical Leviathans who can afford to turn away work prefer to find other ways to run ships. And there are plenty. Science vessels can gather data from biology to meteorology and be away for months on end. Some fishing vessels similarly trawl the bottom of the ocean, where there are many things that could interest a Leviathan. There are a few communities out there living on boathouses, some of which are ocean-worthy. It would be very hard to arrange for a military vessel crewed entirely by Leviathans and their allies, but that would be a very formidable force indeed.

In any case, a number of small ports have developed a support network for such vessels. They are referred to as Coves, and are usually run by a handful of Leviathans who offer their cousins shelter and discretion in exchange for cash or for a share in the crew's discoveries. They are adept at forging necessary paperwork and can be very useful, but crews should be aware that the Cove is very much foreign territory for them and home turf for the locals. Some of the larger ports also have a few "in the know" people, and therefore hold a Cove as an underworld within the big city port.

Thematically, this is one of the most open types of campaign. It is well suited to an episodic game, where characters travel to a place, enjoy the exotic locale, find out there is a problem there, solve it and sail away in time for the end credits. There are strong themes of freedom and isolation in such a game, and about finding your place within the group. It is also a way to provide enforced unity in the Cohort: everyone depends on each other. If a character joins in, there are immediate ways to integrate her in the current crew. Similarly, if a character leaves, dealing with their absence can be the basis for an entire

scenario. If you can survive the weather, the loneliness, and the close proximity with cousins who are just as monstrous as you, it's a good life out there on the waves.

Back to Basics – The Bronze Age

This by itself is not strictly a campaign type so much as a flavor that can be amended to another campaign. Historical venues such as the cradle of civilization or the fictional Bhogavati of the Vasuki can serve as a backdrop to any flavor of campaign, from intense high-action warfare in Babylon to political maneuvering in imperial Rome. Besides certain obvious effects on the type of characters that are likely to be appropriate, there are two major changes that a game in the distant past will be subject to. Firstly, the character's concerns about visibility are shifted considerably. In a setting in which intense religious fervor and superstition are considered typical, members of the Tribe have less of an air of the alien. In place of this, however, they have to deal with a world in which the memory of the Tribe has not faded, instead being canonized in myth and folklore. There are considerably fewer hurdles to demonizing a member of the Tribe if people are predisposed to believe in demons.

The other change has more to do with a character's internal state. While the players obviously (well, hopefully) will retain the morals of a modern person, the actions of a Leviathan in the past are subject to an older set of ethical standards. Part of the internal conflict that members of the Tribe must undergo deals with the urge to victimize others, an urge that is further stigmatized by their being placed in a civilization that has censured such urges and actions. Comparatively, a Leviathan in the bronze age is likely to have a different opinion of violence, as will his peers. This can exempt the characters from certain emotional themes, especially concerns about guilt, but it's not necessary. A Roman in antiquity might have been raised to think differently about the ethics of slavery, but that doesn't mean that he or she buys into what they learned.

A particularly “out there” possibility in this scenario is letting the characters take the roles of Leviathans in Bhogavati during its decline. They will have resources and power unimaginable to a modern Leviathan, but also be in contention with a large number of similarly-powerful members of the Tribe, including Legions with grotesque beliefs and desires, driven even further into fanaticism by the impending havoc. The insanity and violence of the last days of Bhogavati have a distinct and hellish aesthetic, with conjured storms scouring colossal, blood-stained temples, and dozens of cultists sacrificed to empower feuding Legions. Ideally, the characters will get caught up in the madness, playing on the core theme of the use and abuse of power – the players' Cohort will struggle to maintain their sanity in the face of greater and greater levels of political and physical violence, constantly tempted to participate in the carnage to stifle rivals once and for all.

The View From the Pew – Playing Cultists

This setting turns the usual assumptions of Leviathan upside down. Instead of playing as Leviathans, the players take the role of Beloved and cultists serving at the alter of a powerful Leviathan. A Cultists game could go in many directions, and is perhaps best thought of as a flavour that can be applied to one of the previous campaign types. Some will remain unchanged, a game of mystery archaeology works just as well if the players can't turn into giant sea monsters and an action packed game merely needs an appropriate choice of enemies; instead of rival Leviathan's the players will fight against mortals, rival Tribal cults, or even the cults of other supernatural creatures. Other styles will be turned on their heads, opening up new thematic possibilities. A game of Fin and Fanaticism looks vastly different from the perspective of the disposable pawns.

When playing cultists it is important that every player is on the same page about the Cult, as in many ways it will define their characters. The Leviathan is equally important, does it try to be moral or is it

casual in its monstrosity. Will it be an important NPC, giving orders and dispensing rewards and punishments, or will it be a more distant figure with the cult on a long leash. One far-out possibility is to have the players worshipping a Deep One; whose mad conflicting orders gives the players lots of room for “interpretation”. The players could even be cynical manipulators, manipulating a mad god through worship for their own gains.

While the players are Beloved, it is not necessary that they are powerless. It is quite possible that players are Hybrids or Lahmasu, alternatively they may have access to Rituals, perhaps against their god's will. If their god is not usually present, the ability to summon it deserves special consideration. It might be something the cult can do frequently when they need guidance, it could be the cult's long term goal, or it could be the cult's ace in the hole. A ritual they are loath to perform but occasionally mention whenever someone starts making aggressive motions.

Playing cultists is a great way to explore the themes of a Leviathan, for all the intimacy in the relationship between a Leviathan and their cult there is a great temptation for a Leviathan to depersonalise one's Beloved. The Wake divorces the tribe from the act of creating a cult, and their Beloved's obsession and obedience makes it easy to ignore their wants and needs. Playing as the Beloved will give the players a perspective of just what a Leviathan is doing to its cultists.

War is Hell – The Pacific Theater

The Pacific Theater of World War II was one of the largest battlefields in the history of mankind. The war was a continuation of the Sino-Japanese war and started with the Japanese invasion of French Indochina, Hong Kong and most of Southeast Asia. After that, and especially after the attack on the American base at Pearl Harbor, most of the war was «island-hopping»: a bloody, close-quarters conquest of island after island, parcel after parcel.

It is also one of the most complete war experiences you could wish to relive, using as it did the full extent of navy, air force, marines, infantry, armored vehicles, artillery, spying, insurgency and counter-insurgency, communications and cryptography available at the time, culminating in the only offensive uses of atomic weapons in the history of mankind. Conflict abounds in such a period, from full-fledged battle to black ops, submarine pursuit, spying operations, to smuggling and law enforcement. It's a world of death, blood and fire, and Leviathans are right at home in it. It is also a world where mortals are armed and can pose a great threat to what they may perceive as experimental weapons of the enemy. It's also a time of contrast, especially when comparing the simple lives of local populations with the gigantic and byzantine machinery that is a marching army.

There are two great thematic ways to use this period. The first is to take inspiration from the pulp literature of the time. Pulp means that things are simple, but it doesn't mean they are light-hearted. In it, men are men, women are fatally dangerous, criminals are without remorse, and death is cheap. Great terrifying monsters lurk in the jungles, which are full of degenerate natives twisted by the unholy abominations they worship. Whichever side of the war you are on, those on your side are good-hearted and brave, while the enemy is cowardly and treacherous. It's an opportunity for Leviathans to experience their monstrous puberty by conquering their fear and growing wise with the world, although more than probably jaded and cynical.

The other option is to take a cue from more recent drama and scholarship, showing that the war was essentially a place of lost moral compass. The Japanese are renowned for the atrocities they committed on the civilian and POW populations, but the Allies (American, British, Dutch, Australian, Philippine, and even a few Free French) were hardly blameless either. Some of the commanders were renowned

for their massive ego that led them to tactical and strategic blunders costing thousands of lives. Here, a Leviathan can use the Wake to inspire fanatical devotion in the troops he leads and utterly crush the spirit of whoever opposes them. It's a world of unchecked opportunity for domination and violence, and only conscious moral choices can bring you back from the brink.

Appendix 1: Evolutions

Much of a Leviathan's life is a quest for an identity. Faced with a truly monstrous heritage and a world belonging to another people a Leviathan must construct for themselves a way of life that accepts what they are with all its horrors yet is morally acceptable. They must do this without any authoritative history or culture to provide guidance, values or codes of conduct. No Leviathan has found the answer, there's no guidebook to success and harmony in the world of man or divine dominion over the seas. Yet though no Leviathan has found the answer some Leviathans have found an answer. It's not the right answer, the correct answer or even necessarily a good answer but it's their answer.

A Leviathan who has found their answer to the eternal question "what is a Leviathan and what does one do?" is said to have Evolved. This is both somewhat accurate and bitter self depreciation. It is accurate in the physical sense for a Leviathan's transformation is as much a reflection of their own mind as their heritage. An Evolution is visible in the transformed body and as new and unique Adaptations and abilities. Yet calling it Evolution is a bitter satire of the Tribe, an Evolution is not hereditary. Though it can be taught each Leviathan must learn it anew. Most Evolutions never see a second adherent and though some have formed the basis of Legions none have survived the test of time. To the astute observer the word Evolution only demonstrates the Tribe's millennia long failure to meaningfully evolve.

Creating an Evolution

The first step to creating an Evolution is for the player to explain to the group their character's philosophy of what a Leviathan is and what its place in the world is. This can be exceptionally specific, such as "A Leviathan is a living cargo ship and merchant," or something broader. This Philosophy will probably be related to the Leviathan's School; after all, a School is at heart how a Leviathan looks for a life-plan. An Evolution is a life-plan.

Once the philosophy is written the Evolution's mechanical effects must be codified. All effects should reflect the core philosophy. You don't just get control over electricity because you think it's useful; electricity requires a strong commitment to mankind and reason or electricity on a practical sense. For a group who play well together one very authentic option is for a player to describe their character's philosophy and the rest of the group to construct the evolution.

Evolutions have the following effects.

The Leviathan gets +2 to all Transformation rolls in one direction or +1 in both directions.

The Leviathan creates three unique Adaptations, rated at one, three and four dots. Sometimes these are outside Leviathan genetics and are truly unique but often they are teachable to others.

The Leviathan gains one truly unique power that fundamentally changes the nature of a Leviathan.

The Leviathan adds two new Tranquility Disruptions to the chart. One at seven or lower and one at five or lower.

Acquiring an Evolution is often a good justification for buying a dot of Tranquility. Certainly many of the most Tranquil and moral Leviathans have Evolved but then some of the Tribes most wicked monsters have an Evolution. Not all answers are good answers.

Sample Evolutions

Davy Jones, The Conqueror Worm

The school of the Abyss feels that the Tribe does not fit in this world and seeks to find somewhere that can call home. Davy Jones was simply more literal in his search. Over a long life Davy explored dozens of other realms seeking somewhere other than the Rift where he could truly feel at home. The underworld would have been another bust until he met a strange spirit who claimed they had every answer he would ever need, and entered him into a contract.

Now Davy Jones serves as a psychopomp, his job is to shepherd the souls of the dead and as a reward his employer provides him with time as mortal human. In this manner Davy has place where he fits. While on the clock Davy tries to avoid humans, sticking to the sea or beneath the ground. Even focusing his efforts on people who died at sea, or at least whose bodies have ended up at sea he finds himself spending more time on dry land than he'd like.

Appearance: It's hard to say exactly where Davy Jones has come from, he's spent so long travelling that his accent and mannerisms are a mix from all over the world, and even a few places beyond. Most people place him as from the Caribbean. If he actually wasn't born there his family certainly comes from the area. If asked he's likely to say something along the lines of "I'm from wherever I'm needed" or if off duty "I'm from anywhere with a good drink", if he's in good humor he might adopt a thick Jamaican accent for the occasion.

Davy is an early middle aged man in brightly coloured clothes and dreadlocks. He carries himself with the air of someone who has seen more tragedy than any man can be asked and yet as come to peace with the world and his place in it. In his Apotheosis Davy is a huge worm, as white as bleached bone and covered with faces. To a Leviathan these are either generic or featureless but humans often remember seeing dead loved ones and though they forget the words they remember hearing messages from beyond. Seeing Davy Jones in his Apotheosis is remarkable: He's something timeless, terrible beyond measure but also natural. Entirely inevitable until the only response is acceptance, and to live a while longer.

Storytelling Hints: Davy's behaviour depends upon whether he is on duty or off the clock. When performing his duty Davy is likely to be polite but generally disinterested in anything besides helping his current client. When he's cashing in some of his saved time Davy Jones looks for companionship, you'd likely find him in a welcoming pub where strangers share drink and conversation. The Cohort could easily be those strangers as Davy is as happy to shoot the breeze with family as with other humans but trying to ask him for advice or help with big issues will simply cause Davy to change the subject to more relaxed matters. If the issue seems dangerous enough he may decide to leave town entirely, no one can vanish quite like Davy Jones.

Aside from a drinking buddy or a perhaps bitter example of a very high Tranquillity Leviathan (copying Davy does sound uncomfortably like get a job) there is rich storytelling potential for meeting Davy Jones as a result of his Duty. When a character seems to be loosing touch with humanity perhaps a lost loved one might turn up as one of Davy's clients. A darker touch may involve one of the Leviathan's victims or a Beloved, freed from their obsession in death and demanding closure before they pass on. They probably won't be demanding a fight unless Davy made a serious error, he tries to stick to clients he feels he can help and that doesn't include those who demand violence. Partly because he's not a violent man, partly because he doesn't know how to fight.

Attributes: Intelligence 2, Wits 3, Resolve 3, Strength 2, Dexterity 4, Stamina 3, Presence 2, Manipulation 3, Composure 5.

Skills: Academics 1, Investigation 3, Occult 5 (Ghosts, other realms) , Athletics 3, Stealth 2, Survival 4 (ocean, underworld), Empathy 2 (Clients), Expression 3, Intimidation 1, Persuasion 3, Socialise 4 (over drinks), Streetwise 2, Subterfuge 2.

Strain: Oceanid

School: Abyss

Sheol: 4

Virtue: Faith

Vice: Gluttony

Tranquillity: 9

Defence: 3

Health: 8

Size: 5

Speed: 11

Initiative: 9

Willpower: 8

Channels: Uncrowned Fisher King (Following the River Styx 3), Lord of the Sea, The Hydra's Rebirth (Resurgent Corpus 2, Dread Return 3), Fluid Icon of Grace, Mind in Motion, Blood in the Water (The Sent of Death 1) Eye of the Eternal Storm, Call of the Depths (The Feast of Worms 4), World-Serpent's Endurance, No Mysteries of the Flesh.

Other Merits: Resources 1, Barfly 1, Muted Wake 1, Mandate of Babel 1, Breath of the Lungfish 1, Direction Sense 1, Contacts 3 (Undertakers, Graveyard Groundskeepers, Private Detectives)

Enhanced Transformation: +2 to becoming more human.

Unique Disruptions: 6: Forcibly taking a ghost to the Underworld. 4: Destroying a ghost.

Unique Adaptations:

The Sent of Death (O, Blood in the Water): Davy can smell if a corpse belongs to an active ghost, with Blood in the Water he can smell from a long way away.

Following the River Styx (OOO, Uncrowned Fisher King): Davy's duties occasionally require him to enter the Underworld. He can do this simply by digging down, spending a point of Ichor and rolling Sheol.

If you possess Geist: The Sin Eaters or Book of the Dead. Davy Jones can tunnel into the Autochthonous Depths. He has no special ability to cross the rivers or gates of the Underworld though at the storyteller's discretion he might be able to pay for the services of a ferryman on the "company account".

The Feast of Worms: (OOOO, Call of the Depths): By eating a corpse Davy Jones becomes an Anchor for it's ghost. Even for Davy Jones the essential nature of a Leviathan makes this risky, the Ghost must roll as though they committed a Sin with a rank equal to their current Morality every 10 + Resistance

days. Davy can see and communicate with any ghost he is anchored too. Davy can cut a ghost loose by spending a point of Ichor, no roll is required.

Davy Jones' unique ability is the ability to tunnel through the earth at his regular speed in Depth 3 or Below. So long as he is beneath the soil Davy is considered submerged for the purposes of preventing Ichor drain in Apotheosis but not for any other reason. The Depth 6 iteration of Uncrowned Fisher King will not function while tunnelling.

Separate from his Evolution is his bargain. For every ghost he helps move on (by resolving its Anchors, dragging it to the underworld, it doesn't matter) He is rewarded with one day (sunrise to sunset) or one night (sunset to sunrise) as a human. No Wake, Transformation, Vestiges, nothing. This is not a natural ability for Davy but payment from whatever god of death he's working for. Under the terms while human Davy Jones simply cannot be killed. Though serious wounds are painful and can be incapacitating. The wounds don't vanish once he returns to being a Leviathan either. No one knows what would happen if someone tried to incinerate or otherwise obliterate his body, perhaps his employer will resort to a more active intervention.

Rumours of The Conqueror Worm.

Davy, yeah I know of him. I know he wasn't always the slave he is now, he used to be a real zealot, Sun School. When he found the underworld he was going to invade it, he was sure the Progenitors were trapped down there and he was going to rescue them. He learned something down there and when he came back he was, well Davy Jones. People still ask him what, no one ever sees them again.

You think hanging out with ghosts is creepy, that's nothing. Here's the real spooky stuff about Davy Jones. One time Davy was doing his job for a bunch of ghost kids, they couldn't move on until they got revenge on the guy who killed them. So Davy caught the guy and did something to him, now he can't die. Ever. Davy stuck him at the bottom of the sea, he'll be drowning until the end of the world.

You ever met Davy when he's human? That's why he's doing his ghost thing, he gets to spend time as a human only you never see him as a human any more. I hear he's saving up until he can spend enough time as a human to die of old age. I don't know why he wants that but I figure he knows something we don't. Do you think he's interested in training a replacement?

Colchis, the Starborn

Colchis swam to the stars. He gathered his Cohort, taught them the secrets of his Evolution and fled the dangers of Earth to seek sanctuary in the oceans of space.

He wasn't always an inhabitant of outer space of course, Colchis' story begins in ancient times at the edge of the Black sea in the city of Rizaion now called Rize. It begins with a man named Polemon.

Polemon was an astrologer and a charlatan, while in the World of Darkness there are those who can predict the future in the stars Polemon was not among their number. Instead he had a quick wit and a honeyed tongue. As was the way of educated men in such times he lived off patronage and charmed his hosts with prophecy to their liking. In time his harmonious existence was ended by the emergence of his birthright. His heritage brought Polemon the true gift of prophecy his fame grew and so did the Zeal of those who followed his word. He grew to believe the stories told about himself and took the name Colchis after the kingdom of his birth.

Colchis swam the Black Sea making contact with his Cousins, through charisma and force of conviction his beliefs in the unity of the stars, tides and Tribe became the dominant beliefs of the local Leviathans. Energised though a sense of direction the Tribe thrived until as always it was brought low by retaliation from mankind and internal divisions. Gathering his most loyal followers Colchis fled, he fled until he out swam the Earth itself.

Appearance: Colchis is a man in cast from the Mediterranean mould with dark hair and olive coloured skin. Though once a thin man with a scholar's build he is a Bahamutan and over the years has grown into a mountain of a man. His apotheosis is a whale covered in black scales that glow with iridescent rays when struck by the sun. Pitted with micrometeor impacts and dusted with comet frost he looks like nothing of this Earth.

Storytelling Hints: The secret is that Colchis is at heart a coward. He hides it very well of course. If he could Colchis would cut ties with Earth and even his Cohort entirely to hide in the void between stars. As it is he remains within the solar system and uses his Cult of Astrologers move food in bulk to hidden locations in preparation for his returns to Earth. He supports his Cult from a distance through his dreams, these dreams insure far more amateur astrologers and astronomers catch a single fleeting glimpse than should be possible.

The other secret is that isolation has driven Colchis quite mad. In his more lucid moments he is still the brilliant Leviathan that kept his Cohort safe for centuries and nominally the leader. Other times he believes the stars are speaking to him in wordless music and shapes within their lights, asking for his loyalty in an incomprehensible divine agenda. There is no great wisdom here, these are the delusions of a madman and their dictates have led his cult to clash with the followers of terrestrial Leviathans and almost revealed his Cohort to humanity on several occasions.

If you are to fight Colchis it pays to learn of Astrology for in his madness he plans around signs and portents rather than his own divine perspective. If you hear the ramblings of a slightly mad astrologer who hears the stars in her dreams listen closely for Colchis has touched those dreams and may have revealed a hint of his plans, but do not get too close for such dreams lead to madness and recruitment into Colchis' Cult.

Attributes: Intelligence 2, Wits 3, Resolve 2, Strength 2, Dexterity 2, Stamina 5, Presence 2, Manipulation 2, Composure 4.

Skills: Academics 2, Medicine 1, Occult 4 (Astrology), Politics 1, Science 1 (Astronomy), Athletics 4 (Star swimming), Brawl 2, Firearms 1, Stealth 1, Survival 3, Animal Ken 2, Expression 2, Streetwise 1, Subterfuge 3.

Strain: Bahamutan

School: Abyss

Sheol: 4

Virtue: Prudence

Vice: Sloth

Tranquillity: 4 (Schizophrenia, Fixation [Eyes are pure black and as empty as the void]).

Defence: 2

Health: 11

Size: 6

Speed: 9

Initiative: 6

Willpower: 8

Channels: Lambent Eyes of Judgement, Oroborus' Kin (Divine Perspective 2, Swimming the Sea of Stars 4), Eye of the Watchful Deity (Anointing the Prophet 4), Uncrowned Fisher King, Rain-Dance of the Tempest (Obscene Geometries 3, Breaking Gravity's Chains 3), Swallowing the Sun (Lasting Darkness 1, Nightfall 2) Lord of the Sea, Womb of Terrors (Dread Champion 1), Stalker's Shifting Hide (Broken Lens 3, Slip Sideways 4) Blood in the Water, Insidious Creature, Piercing the Veil of Slumber, Lifeblood of Titans (A Mountain Walked 4), World-Serpent's Endurance (One for the Road 1), No Mysteries of the Flesh.

Eldrich Lore: 4

Other Merits: Danger Sense 2, Meditative Mind 1, Direction Sense 1, Giant 4, Iron Stamina 2, Cult (Numbers 4, Zeal 3, Fervour 2, Offerings 1, Resolute 2), Divine Prerogative 2 (Occult), Deep Wake 2, Fluid Form 1, Heirloom 3, Vicious Heritage 1.

Enhanced Transformation: +1 in either direction

Unique Disruptions: 5: Being seen by a human who is not Beloved while transformed. 4: Spending more than a week on any planet dangerous to the Tribe.

Unique Adaptations: And One For The Road (O, World-Serpent's Endurance): Colchis only needs to eat and drink once every four or so months, as measured by his usual level of activity and including the additional sustenance from solar energy. This Adaptation does not reduce the amount of food he requires it simply lets him eat a few months worth all at once.

Breaking Gravity's Chains (OOO, Rain-Dance of the Tempest): In Depth 6 Colchis can fly by creating and swimming through a wake of twisted spacetime. However within a planet's atmosphere he's not very good at it. When too close to a planet or star anything more complicated than flying in a straight line or slowly turning on the spot automatically becomes a chance die. Out in space treat flying as swimming including any bonuses to swimming from Channels and Adaptations

Swimming the Sea of Stars (OOOO, Oroborus' Kin, requires Divine Perspective, Rain-Dance of the Tempest): Colchis can see, navigate and twist the currents of space-time to make incredible journeys in small amounts of time. Though his actual speed of motion does not increase he covers distance at an average rate equal to the speed equal to the speed of light times his Sheol cubed. Individual portions of his journey may be significantly faster or slower. This ability is disrupted by matter and only works in a vacuum.

Colchis's unique ability is his bodies adaptation for outer space. In Depth 6 his body does not require oxygen and while he loses Ichor while outside of water providing he is in space (at least 100 km up) the effect is massively reduced to a mere one Ichor per Stamina days, on earth he can go 3 times Stamina minutes before losing Ichor, enough time to reach space. Colchis is also able to feed of solar energy but this is not enough to sustain him, it merely reduces his food requirements.

Sidebar: The Starborn Cohort

Colchis' is a member of an atypically large and perhaps arrogant, given their naming habits, Cohort consisting off:

Labyrinthos: A glutton. Covets the wealth and pleasures of earth, but covets his own continued existence far too much to risk it - though he'd be the mostly easily tempted from the heavens compared to his cohorts. In ancient days past, he was worshiped as a god by humanity in the south Atlantic seas and really wants to relive his glory days, but is too afraid of Marduk (who very nearly killed him before he escaped) to return. Labyrinthos plays a dangerous game of attempting to manipulate humans with high technological power to gain influence and followers on Earth, even though he has to make sure to cover his tracks much more carefully than the others. Was an influential member of the School of Clay during his peak.

Loki: Once held major sway over cultists in the North Atlantic, is an excellent planner and can easily achieve the most complicated schemes when compared to his cohorts. Practices "total war" and can effectively and carefully coordinate all of his terrestrial resources to pull off the perfect scheme. Prefers subtlety to force in nearly all situations. Would not be caught dead on Earth again and actually prefers his new home greatly over the ancestral lands of his fathers. Loki is the one most likely to sew conflict between Leviathan and Starborn, or amongst the Starborn, in an effort to gain power and followers for himself or act as a readily apparent antagonist. Any direct connection between him and Norse mythology is hazy at best and he's just as likely to be the namesake of a God as vice versa.

Karkata: According to legend, Karkata was the Hydra's mate and cohort and fled to the stars when he was slain by humans, along with Karkata's progeny. Because of this, she has a very, very large grudge against humanity and she's vindictive and determined to make them pay very viciously and very slowly for the rest of her existence. To her, schemes are not just a means for a survival: it's payback. She is among her kin the least likely to pick a conflict with a terrestrial leviathan, and will frivolously spend resources and ichor on making life for humanity just a little bit worse in any way she can.

Nile: Claims the river was indeed named after him, though it honestly could have been the other way around. Either way, had a fun stint as a fertility god on the mouth of the river in Africa. They got that depiction of his crocodile head just right. The simplest, honest of his band, likes to give adversaries a "fair chance" against him (though what a fair chance is can vary on his disposition) and probably sees his situation as a big, relaxing game to while away the centuries.

Shala: Doesn't really have much ambition other than to follow her sister Themis's, wishes. Ends up doing grunt-work, like ordering around unimportant Beloved on Earth to do minor tasks. Doesn't really have much ambition, and will go along with the flow of either her sister or the group, and is staunchly satisfied to do so. Never had a large influence on terrestrial culture, but didn't really want it.

Themis: The Judicator. The only one of her kind with a title. Her sole purpose amongst the Twelve is simply to settle disputes before they spiral into something out of control that could compromise them all. Her decisions are swift and decisive. She, along with Colchis, are the closest things they have to leaders. Neither one of them rarely gets much of a leg up on the others because Colchis lacks foresight and Themis lacks good initiative, however.

Mulgirtab: Claims to be the oldest and most powerful. Personally killed the ancient hero Orion in a fairly epic ancient battle. Will not let anyone forget about it. Only fled Earth when he came to conclusion that remaining was hopeless. One of the most macabre of the twelve, Mulgirtab operates using Reanimant humans as the "stick" to the group's Beloved groups on earth, as a final "screw you" to Marduk and is basically the one who taught the others the Ritual to Reanimate the dead using Ichor. When he and Karkata conspire, watch out.

Ixion: Acting through a Beloved named Chiron, Ixion was the one who came up with the Astrology scheme in the first place, teaching humans only rudimentary parts of Rituals to make them easier and more vulnerable to the Wake. As such, he is the most skilled at controlling humans and harvesting Ichor, and has the most powerful rituals of his fellows.

Kumbha: Did not want to leave his home waters of the planet, was forced and bullied to participate by Colchis as the foremost expert of the School of the Abyss of his generation, Kumbah is an expert on the Rift and was taken to the stars due to his intuitive knowledge of it. Remains a semi-unwilling participant bullied by the others.

Euphrates: Fled the planet due to problems with Typhons - namely her son became a Typhon while exploring the rift and slaughtered the rest of their Cohorts. Because of that, has a huge grudge against Typhons and will spend resources fighting them (usually using Reanimants of extinct and powerful creatures). This means that she is one of the few of her members that the Wicked Tribe can "depend" on, and quite a few of them may openly worship or revere her as a positive force. Rarely if ever employs Beloved.

Makara: Operated as a very powerful Cult leader in the ancient Indian ocean. Was forced to flee into the Atlantic when some Typhons attacked her Cult's bases of power. Has, at one time or the other, had a Cult operating in at least every continent once. Is the most familiar with Earth's seas and lands, and generally always has a back-up plan. Makara places "investments" into humanity, helping her Beloved start businesses, cities, or careers and fostering an indirect Cult of personality based around them. Will backstab the other Twelve as soon as looking at them, but her breadth of knowledge, ambition, and paramount is too valuable to sacrifice for her relative petty betrayals.

Friar Lantern, The Monkfish

The School of the Sun are a religious bunch, and Friar Lantern is one of the poster boys for this truism. He's a real believer in the Primordial Waters and Tiamat and her kids. Having been brought up as a dyed-in-the-wool evangelical, though, he takes issue with the whole "destroy this diluted Creation" facet of his heritage.

So he strives to be good and spread the word of the Progenitors, which is tricky to do without sounding like a doomsayer and a madman. All the same, he's managed to amass a small cult who he mostly keeps to good ways.

Enhanced Transformation: +1 to transforming in either direction.

Unique Disruptions:

6: Neglecting an opportunity to fulfill a Virtue.

4: Denying the existence of the Progenitors.

Unique Adaptations:

Wickedness Grants No Reward (O, Lambent Eyes of Judgement, requires Lantern of Shame): At Depth 1 and below, Lantern can spend a point of Ichor. If a character fulfills a Vice within Lantern's Wake, he does not gain a point of Willpower, and instead loses a point of Willpower. The target cannot gain Willpower from fulfilling his Vice for the rest of the scene.

Placid Waters, Calm Soul (OOO, Eye of the Eternal Storm): At Depth 3 and below, the Friar can automatically succeed at an attempt to resist the effects of a derangement by spending a point of Ichor.

Favored Son of Nunet (OOOO, Fluid Icon of Grace, requires Liquid Evasion): At Depth 2 and below, when making a Dodge action the Friar may reflexively spend 1 Ichor to perfectly dodge an attack. Lantern may do this as many times per turn as half his Sheol, rounded up.

Friar Lantern's unique power grants him divine reward for resisting his base urges. Once per story, when the Friar fulfills his Virtue, he completely refills his Ichor pool in addition to his Willpower pool.

Rumors of the Friar

The man's insane. He hides it well, but he's going off the deep end and fast. Word on the street is he's picked up this crazy notion that he's "saving" people by taking them into his cult. He's one indiscretion away from going completely old-school, fire-and-brimstone zealot, and when he does, people are going to notice.

Ever see Fight Club? Tyler Durden's got nothing on the preacher. He's been sleeping less and less and the sorry bums in his cult are getting confused. C'mon, let's go steal some space monkeys.

He talks with some very weird people, our Friar. Just the other night I saw him chatting away with some pale guy over at Biers. Seemed a bit of a dry fella, looked at his drink like it ate his dog or something.

Emma and Suzy, The Lightning Sisters

Emma and Suzy didn't have an easy time Emerging. Their heritage was brought to prominence when the young sisters first set to sea on a family sailing trip. Tragically both sisters began to secrete poison, trapped in close proximity their human families health began to deteriorate and knowing they were responsible the sisters suffered outburst after outburst. Only after reaching their Apotheosis did their instinctual knowledge overcome human habit and the sisters swam away, it was already too late for their family.

The first cousins to find the sisters were from the School of the Sun. It should come as no surprise that the sisters didn't like the idea of venerating the heritage that took their family from them and so a Taxon was called to introduce the sisters to their Tribe. They left members of the School of Clay hoping to regain some of the connection to humanity they so recently lost.

Though the Clay School was the right choice it still failed to fulfil their needs. No matter who they studied with, or what they tried they were unable to just enjoy human contact as equals. They resolved that if they couldn't be a part of human society they would reveal themselves and exist in acceptance and symbiosis. The story would have ended here, as with so many other young Leviathans devoured by their family to keep the wrath of mankind from the tribe, if not for the events of their "coming out". In the mist of a storm that felled power lines the sisters tried to call down lightning until repairs could be done (that they considered this helping is seen as a sign their minds were already cracking), the lightning did come down but into the sisters and it has remained there ever since.

The peaceful symbiosis might seem to be working, the sisters both have jobs as living generators at a power-plant. With an eye on the profits management has been happy to make allowances for their psychological and supernatural needs. Yet in the shadows powerful players are watching, many covert the sisters' immunity to the Tribe's ancient weakness and many more fear that the semi secrecy is doomed to fail and seek to intervene.

Appearance: The Lightning Sisters look like blond blue eyed angels after life spent a year beating them down. Emma walks with an untouchable air of confidence and direction tainted with paranoia and aggression, when she smiles her lips part to reveal sharp needle-like teeth. Suzy is pale with sunken eyes and slightly hollow cheeks, her eyes rarely rise from her feet and her voice from a whisper.

When Transformed Emma is an enormous eel, crackling with electricity, large unblinking eyes and mud-brown armoured scales that reflect the light as though metallic. Suzy seems to sink further into herself, bones dissolve and flesh turns to water, her Apotheosis is a jellyfish, so transparent as to almost be an extension of the water rather than a living being in it's own right.

Storytelling Hints: The Lightning Sisters have caused quite the stir in Tribal waters, they are probably better suited as the focus of a story than as drop in characters since they are likely to become the focus of tribal politics in the surrounding area. Under ordinary circumstances a Leviathan trying to come out the closet will be killed but the Sister's unique ability has forced a stalemate between those unwilling to lose the opportunity of electrical resistance, those who want them killed and the significantly larger group who're unwilling to risk attacking Cousins who casually wields their greatest weakness.

How do the players fit into this? If the Cohort likes the idea of ending the ancient hostilities between man and the Tribe the Sisters could be a banner to rally around, admittedly their psychological state isn't the best but as written, if not dragged into any plots they're on the way up. Playing allies of the Sisters will place the Cohort in the centre of a massive web of intrigue as powerful Leviathans come from far and wide, alternatively it could be played as a Brawl of Cthulhu. Yes lots of powerful Leviathans are coming but electricity is on your side. Storytellers who wish to increase the stakes may consider an entire Legion forming around the sisters and the promise of reconciliation with mankind, it wouldn't be the first time a Legion centred around an Evolution.

Emma: Intelligence 2, Wits 2, Resolve 3, Strength 4, Dexterity 2, Stamina 2, Presence 3, Manipulation 2, Composure 1.

Skills: Medicine 1, Occult 2, Science 1 (electricity), Athletics 3, Brawl 3 (grapple), Firearms 1, Stealth 2, Survival 2 (Ocean), Intimidation 3 (lightning as punctuation), Socialise 1 (with people in the know), Persuasion 1, Streetwise 1, Subterfuge 1.

Strain: Nu

School: Clay

Sheol: 3

Virtue: Fortitude

Vice: Wrath

Tranquillity: 4 (Suspicion [needle-like teeth], irrationality)

Defence: 2

Health: 7

Size: 5

Speed: 11

Initiative: 3

Willpower: 4

Flaw: Avoidance (Activating The Toads Curse)

Channels: Uncrowned Fisher King, Being of Primordial Water (Deep Battery 1, Crackling Rebuke 4), The Sky Cauldron (All-Weather Flesh 1, Lance of the Heavens 3), That Hideous Strength, Mortal Devouring Armoury (Gaping Maw 2), Flesh of the Progenitors, The Toads Curse (Master of the Curse 2).

Other Merits: Resources 3, Status 2 (Power Plant), Allies 3 (Power Plant), Brawling Dodge 1, Muted Wake 1.

Suzy: Intelligence 4, Wits 3, Resolve 1, Strength 2, Dexterity 3, Stamina 2, Presence 1, Manipulation 2, Composure 3.

Skills: Academics 1, Computer 2, Occult 2, Science 3 (Electrical), Athletics 3, Firearms 4 (Lightning), Stealth 2, Survival 2 (Ocean), Animal Ken 1, Empathy 2, Subterfuge 1.

Strain: Nu

School: Clay

Virtue: Faith

Vice: Gluttony

Sheol: 3

Tranquillity: 4 (Anxiety)

Defence: 2

Health: 7

Size: 5

Speed: 11

Initiative: 8

Willpower: 4

Flaw: Avoidance (Activating The Toads Curse)

Channels: Uncrowned Fisher King, Being of Primordial Water (Deep Battery 1, Crackling Rebuke 4), The Sky Cauldron (All-Weather Flesh 1, Lance of the Heavens 3), Monogamous Host to All (Firearms), Stalker's Shifting Hide (Clouded Eye 3), The Toads Curse (Master of the Curse 2), Vigour of the Protean Kings.

Other Merits: Resources 3, Status 2 (Power Plant), Allies 3 (Power Plant), Fast Reflexes 2, Danger Sense 2, Muted Wake 1.

Enhanced Transformation: +2 to becoming more human.

Unique Disruptions:

5: Treating either humans or the Tribe as inherently superior to the other.

5: Creating a Beloved or Ahab, even accidentally.

Unique Adaptations;

Deep Battery (O, Being of Primordial Waters): At Depth 2 and below, the Leviathan's touch can provide electrical charge sufficient to power an electrical device of her Size or less. She must maintain contact to keep the device powered, and this contact will damage the device over the course of the

scene – effectively inflicting electrical damage equal to the Leviathan's Sheol. Sufficiently hardened devices (Those with Durability greater than Sheol) take no Damage.

Lance of the Heavens (OOO, The Sky Cauldron): In Depth 3 and below, the Leviathan may expend 1 Ichor to attack foes with bolts of conjured lightning, this requires a thunderstorm or large amounts of ambient electricity. The Leviathan rolls Intelligence + Firearms + Sheol, penalized by the target's Defense. This attack is electrical and therefore ignores most armor, and has a short range of (Leviathan's Sheol x 10) yards, a medium range of twice that, and a long range of four times the short range. It deals bashing damage and has the Stun property. A Leviathan with the Crackling Rebuke Evolution can use her own body as a source of electricity in Depth 6.

Crackling Rebuke (OOOO, Being of Primordial Waters): At Depth 6, the smell of atmosphere surrounds the Leviathan, and sparks crackle between her fingertips and shoot out of her mouth when she speaks. At this point foes that strike the Leviathan unarmed or with a conductive weapon suffer bashing damage, one die per Sheol. This damage is electrical in nature. Those that grapple her suffer as though they were exposed to a constant current (World of Darkness, pg. 178). Unarmed attacks do electrical damage.

The Sisters unique power is that they have overcome the Tribe's vulnerability to electricity. Against electrical Damage they are entirely immune to Bashing Damage and have Durability equal to their Sheol against Lethal Damage, in addition to any armour from Channels. Do not convert Bashing or Lethal damage to Aggravated.

Rumours of the Sisters

They went public and they're an open secret where they work. Want to know why they're not front page news? I heard that when they started looking for a job Marduk brought the entire plant! After all these years coming after us with lightning I think they're scared.

Well I'm bummed, for a moment it looked like the girls had a chance, and if they had a chance we all did. But no, it turns out half the plant are Beloved, they're just smart enough to know what their goddesses want is for them to fake a life for the two. Pass me another drink.

I was hanging out near the plant, I just wanted to see them. They're like an icon for how us and humans can get along, but get this. I recognised some of the people going in. They're Aunt Ramona Cult, you heard to the stories of her breeding programs? I don't want to be in the middle of Ramona and the Lightning sisters but that's just going too far. They're family, they're just kids!

Gormr, The Dragon

According to himself Gormr is of the Jormungandr Strain, possibly the only one alive and the original founder of the famed World Coiling Legion. The common opinion of the tribe is that he's talking crap. Most place him as a descendent of Tanan but those who follow the theory that the Jormungandr are nothing more than a cultural offshoot of Bahamut might place him among Bahamut's Strain, if they don't just think he's making it all up. As for his claims that to have founded a famed Legion, most just call Gormr's philosophy crude thuggery trying to claim historical legitimacy. When his goal really can be called “kill all humans” you can see why they'd say that.

As far as he's concerned the explanation is obvious for anyone who isn't too scared of humanity to look. The Tribe was born when Tiamat birthed monsters to fight for her, it says so right in the Enuma Elish and their purpose remains the same. Destroy the world of man to pave the path for the return of Primordial Waters. Both mythology (yes, including Ragnarok) and mass extinction events show that once the old life is killed it makes room for something else.

Appearance: Gormr's appearance is defined by his life. Living in the most remote parts of the Earth doesn't provide much opportunity for fashion. His clothes are covered in layer after layer of grime and his blond hair is wild, untamed and kept around neck high with a single cut of whatever weapon he has to hand. Word among the Tribe is that if given the opportunity he cleans up rather nicely.

Storytelling Hints: If he is to be believed Gormr is the founder of the World-Coiling Legion and the sole survivor of the Dragon Slayers. This would make him one of the oldest and most dangerous living Leviathans. Yet for all his power Gormr's glory has faded, the Legion he once led lie in unmarked graves and his eternal enemy: the tribes of man grow stronger every day. Gormr has sunk in to depression, the fiery zeal that once drove him to war with humanity is fading embers, mostly, on occasion they flair up to a towering inferno. So far Gormr has outfought the consequences of these rampages but it appears he is getting more reckless.

If the Tribe is to be believed Gormr is a young upstart who never adapted to the realities of life as a Leviathan. He lacked the self-control to live among men and possessed far too much pride to accept weaker beings forcing him to the margins by weight of numbers. His attempts to rally an army against man crumbled against common sense and so humiliated he fled Leviathan society to reappear years later evolved and waging a futile war against humanity. Strangely most of these stories seem to have travelled a long way, this may be just the result Gormr disappearing for years before reappearing half way around the world. Maybe.

Whatever the truth of his origin, Gormr is not a person you'd want to meet. He's mentally unstable, simmering with rage and loathing and a life spent among evidence of his war's failure means he's as likely to slaughter as accept any offer of help. To Gormr "allies" are often just witnesses to his defeat.

Gormr, Founder of the World-Coiling Legion: Intelligence 3, Wits, 2, Resolve 6, Strength 9, Dexterity 5, Stamina 8, Presence 5, Manipulation 3, Composure 2.

Skills: Academics 1 (Armageddon myths), Crafts 2 (Weapons), Occult 3, Science 1, Athletics 4, Brawl 7 (Claws), Firearms 5 (Tiamat's Fury), Stealth 2, Survival 3 (Mountains), Weaponry 4, Animal Ken 2, Empathy 1, Expression 1, Intimidation 6 (Radiates Power), Persuasion 2.

Strain: Jormungandr

School: Reef

Sheol: 10

Virtue: Fortitude

Vice: Pride

Tranquillity: 2 (Megalomania, Paranoia [Constantly exhales a thick oily smoke], Depression, Fixation [Prominent nictitating membrane])

Defence: 2

Health: 14

Size: 6

Speed: 19

Initiative: 7
Willpower: 8
Flaw: Megalomania.

Channels: Uncrowned Fisher King, Magnanimous Host to All (Multitudinous Horde 2, Athletics, Brawl), Incubation of the Second Self (Easy Birth 2, Opportunistic Parasitism 4, Traumatic Parasitism 3), The Hydra's Rebirth (Resurgent Corpus 2, Dread Return 3, Reap the Whirlwind 5), Fluid Icon of Grace, That Hideous Strength (Rightful Place 3, God-Hurling Sinews 5), Overpowering Strength of Titans (Thunderstroke 2, Undertow 4, Cleaving Tide 5), The Tyrant's Privilege, Mortal-Devouring Armory (Savage Focus 1, Rending Claws 2, Gaping Maw 2, Walking Abattoir 4), Hunter's Terrible Beauty (The Sleeping Dragon 3), The Hunter's Blood (Tiamat's Fury 5), Accepting the Tribute of Slaughter (Soul-Devouring Jaws 3, Walking Abattoir 4), Lifeblood of Titans (A Mountain Walked 4), Flesh of the Progenitors (Adaption to Harm 2, Inviolable 4), World-Serpent's Endurance, Vigor of Protean Kings (Potent Ichor 5)

Other Merits: Giant 4, Direction Sense 1, Brawling Dodge 1, Iron Stomach 2, Quick Healer 4, Temple (Size 2, Security 3 [hidden])

Gormr, Young Upstart: Intelligence 2, Wits, 2, Resolve 3, Strength 5, Dexterity 3, Stamina 4, Presence 3, Manipulation 2, Composure 2.

Skills: Academics 1 (Armageddon myths), Occult 2, Science 1, Athletics 3, Brawl 4 (Claws), Firearms 3 (Tiamat's Fury), Stealth 2, Survival 3 (Mountains), Weaponry 2, Animal Ken 2, Empathy 1, Expression 1, Intimidation 4 (Violence), Persuasion 2.

Strain: Bahamutan

School: Reef

Sheol: 4

Virtue: Fortitude

Vice: Pride

Tranquillity: 2 (Megalomania, Paranoia [Constantly exhales a thick oily smoke], Depression, Fixation [Prominent nictitating membrane])

Defence: 2

Health: 9

Size: 6

Speed: 13

Initiative: 5

Willpower: 5

Flaw: Megalomania.

Channels: Uncrowned Fisher King, Magnanimous Host to All (Brawl), The Hydra's Rebirth (Resurgent Corpus 2, Dread Return 3), That Hideous Strength, Overpowering Strength of Titans (Thunderstroke 2, Cleaving Tide 4), The Tyrant's Privilege, Mortal-Devouring Armory (Savage Focus 1, Rending Claws 2, Gaping Maw 2, Walking Abattoir 4), The Hunter's Blood (Tiamat's Fury 5), Accepting the Tribute of Slaughter, Lifeblood of Titans (A Mountain Walked 4), Flesh of the Progenitors (Adaption to Harm 2), World-Serpent's Endurance, Vigor of Protean Kings (Potent Ichor 3)

Other Merits: Giant 4, Direction Sense 1, Brawling Dodge 1, Iron Stomach 2, Quick Healer 4, Temple (Size 2, Security 3 [hidden])

Enhanced Transformation: +2 to becoming more monstrous.

Unique Disruptions:

7: Accepting an insult without extracting recompense.

4: Fleeing from a fight.

Unique Adaptations:

Endless Fury (O, Overpowering Strength of Titans, requires Cleaving Tide): When performing a reflexive attack as per Cleaving Tide Gromr gets +1 per person killed this turn up to half Sheol, round up.

Ascend to Heaven (OOO, That Hideous Strength): In Depth 3 or below Gromr has massive leathery wings. He can fly at his full speed, any Channel which boosts his ability to Swim also boosts his ability to fly.

The Victor's Spoils (OOOO, Accepting the Tribute of Slaughter): By consuming the body (or ashes) of one Gromr has slain personally he gains Ichor equal to their Strength + the amount of Lethal/Aggravated damage they inflicted on Gromir.

Gromr's unique power is that he has entirely left his aquatic origins. He suffers no penalty for being in Apotheosis while on dry land or in the sky.

Rumours of the Dragon

I've heard that Gromr has nukes! He just tore a submarine apart and made off with the bombs. If you find out where he's hiding you have to tell Marduk. Of course we should tell Marduk! Are you going to fight Gromr? I didn't think so.

If you know about the World Coiling Legion you must know they would never spare anyone, so why all the virgin sacrifices? It's because some humans heard that after they've killed everyone they planned to repopulate the world. The way I hear it, once the World Coilers were killed Gromr went straight to stage two, he's got thousands of eggs by now.

You won't believe this, I didn't believe this but Gromr has given up. He's recruiting for one glorious suicide mission. But get this, he's not trying to take a city down with him, it's just six men. He won't say who but he doesn't think he can take them alone. I'm not going near anyone who makes Gromr nervous but if you go, tell me who's scarier than the god-damned dragon.

Bahmut1984, The Tree of Life

Bahmut1984 is not a subtle man, but he doesn't have to be; he gets the answers he's looking for sooner or later. As an avid net-surfer and research buff, his first recourse to answering a question is typically to ask everyone he knows.

Bahmut1984 is also not an active man. Again, he doesn't have to be. He's set up shop in an old library basement, where he acts as a supercomputer for his sparse cult and monitors as much as he can manage,

which is quite a lot. He's recently run into difficulties with the School of Clay over the several social-networking sites he runs explicitly for the Wicked Tribe, but results are results.

Enhanced Transformation: +2 to becoming more monstrous.

Unique Disruptions:

5: Knowingly telling an untruth.

1: Refusing to answer a question asked.

Unique Adaptations

Harmonic Triangulation (O, Blood in the Water, requires Peer Through the Depths and Flesh of the Earth OOOO): At Depth 5 and below, Bahamut1984 may see through solid objects using the Peer Through the Depths Evolution as though they were one "category" less by spending a points of Ichor. So, by spending one point of Ichor, he can see unimpeded through an inch of heavy metal, a foot of metal, ten feet of stone, or twenty feet of porous barriers such as foliage per dot of Sheol he possesses. (He can also see through fifty feet of smoke per dot of Sheol.) Each additional point of Ichor shifts the effective category back by one, to a limit of fifty feet per dot of Sheol for any material.

Tree of Knowledge (OOO, Everflowing Fetid Growth, requires Memories Before Time): At Depth 3 and below, Bahamut1984 can grant recipients Skills with the use of this Channel and concurrent additional Ichor costs of Memories Before Time.

Tireless Quest For Wisdom (OOOO, No Mysteries Of The Flesh): At Depth 1 and below, Bahamut1984 only needs to sleep for one hour per night and is immune to penalties due to fatigue. He may go without sleep for a number of days equal to the higher of his Stamina and Resolve before passing out, at which point he sleeps for six hours plus one hour for every twelve hours over twenty-four hours he stayed awake.

Bahamut1984's unique power calls up a lot of nervous Big Brother jokes among those who know about it. At Depth 6, his sensory range extends to cover the reaches of any electrical system his Wake overlaps at least one part of. He can see via power lines, lightbulbs, and other electrical devices and relays, and can benefit from any sensory powers he has access to through this conduit. He is immobile while this power is active.

Rumors of the Watcher

He's turning into an honest-to-Tannin tree. Go down and visit him sometime, you'll see. Man, I didn't even think we could do that...

Have you checked his Twitter lately? He's been sleeping more and more lately, and he swears he's seen stuff that doesn't make sense. You want a link to the dream journal?

He's putting a lockdown on visitors. Something about not being able to keep up with all the questions. Can something like that really drive you crazy?

Padma Singh, The God

A god is more than just a person. A god is an ecosystem. A god is... an idea.

Enhanced Transformation: +2 to becoming more monstrous.

Unique Disruptions:

Unique Adaptations

Padma Singh's Adaptations apply the Knowledge modifier outside of rituals.

A God Is a Guide (O, Insidious Creature): Anyone at all who knows about Padma can spend an instant action and roll 12 - the Knowledge Modifier (that is, their Knowledge of Padma) to get an answer to a single question "would Padma approve of this". Success reveals both the answer and some idea as to why. The user must know that this is possible and choose to use it, but Padma is confident that in a few generations she'll be serve as a lynchpin of Tribal culture.

A God Is an Idea (OOO, Eye of the Watchful Deity): Padma can use Eye of the Watchful Deity regardless of range, if she does so she must apply the Knowledge modifier to any rolls.

A God Is a Person (OOOO, The Hydra's Rebirth): If Padma lacks a physical body she can steal the body of a mortal. She must spend a Dot of Sheol and roll Sheol (after reduction) vs Resolve. The Knowledge modifier reduces her roll. If Padma Succeeds on the roll she incarnates in the body, for all intents and purposes it is hers until it is killed and Padma returns to existing purely as an idea. If Padma loses the roll the dot of Sheol is wasted but otherwise she suffers no negative effects.

Padma's unique ability is the power to survive as an idea. Every scholar of the Tribe's Eldrich Lore knows that some small fragment of a Leviathan exists in every mind that knows of it. In every book or scroll written about it. For Padma this is more than just a way of targeting her rituals, this is life. So long as at least one person or book exists with knowledge of Padma she is alive, conscious and able to act (mechanically she is dreaming, when physical range is important treat her as infinitely distant from everything). What's more she has no physical body to attack, and while a direct psychic attack might be possible it is difficult, to say the least, for a psychic to directly affect what is quite literally an idea shared across many minds. Padma will quite probably survive for as long as any person or text remembers her, and her Cult have a habit of carving her name and life in stone.

LeviathanTempest:AppendTwo

In a sense, it's an unnatural place. There's no reason that it should exist. It's only there because of an anomaly, a barrier imposed for whimsical reasons on the landscape. San Diego and Tijuana are very much like Leviathans themselves: grown anarchically out of a primordial separation, like a misshapen pearl around an irritating piece of grit.

It doesn't really make sense to talk of two separate cities. There are 300 000 crossings every day through the two checkpoints; although you can live your life within one city, even one neighborhood, the rest of the people out there aren't so limited. They will take advantage of everything life has to offer, on all sides. You'd better catch up.

Appendix 2: San Diego and Tijuana

Theme

The main themes of the Border Cities are separation and duality. The two cities, connected though they are, remain very different. There is resentment and envy, fascination and repulsion on each side of the border. But it is clear that neither city can exist without the other.

In a beachfront bar in Tijuana, a man keeps an eye on his gun as he counts blood money under the glare of a teenage gangbanger, who will then carry it across the border to the suburban home of an irreproachable charity organiser. A Mexican doctor travels three miles each day to golf among the exclusive crowd at a Californian resort, escorted by a caddy who can barely afford to return each month to see his wife and children down south. A band of teenage girls from UC San Diego meets up with the golden youth of Tijuana in a loud, trendy night club, some hours before a drunk driving accident kills two of them, one from each side of the border.

For Leviathans, the grass is always greener on the other side of the fence. Separation fascinates people, and angers them. It touches deep into what Leviathans experience in their daily life. And in the meantime, the ocean knows no real borders, connects all people, and is the only place of true peace for miles around...

Mood

The basic mood of the San Diego-Tijuana chronicle is that of hidden treasure. What you need lies on the other side of the border, behind the closed doors at the back of the club, in the basement of the factory, inside the guarded walls of the military base.

For San Diego, Tijuana is a place of unfettered freedom, hedonism, crime and license. For Tijuana, San Diego is where the money is, where the rich houses and golf courses and boardrooms are situated. Each wants what the other has, and is persuaded that the best of it is hidden away and should really be taken by force.

The main issue is that nothing is free. Effort, willpower, even ruthlessness are all necessary to get what you want. It can be hidden or protected or just forgotten, but in any case, if you want it, you'll have to bleed for it.

Inspirations

History

Long before human history began, this place was known to Leviathans. Fragments of lore attest to it, calling the area "the Mouth of Gold". Artefacts are sometimes found by excavating archaeologists or construction workers, and if you know just where to dive, you can find a straight path of stone submerged under water just out of sight from the Mexican coast. In truth, the Mouth of Gold is a beacon to Leviathans, who are unconsciously attracted by some kind of gigantic (and therefore, practically unnoticeable) Wake in the area.

The Arcadio Legacy

Recent history of the area (read: since colonial times) has, for Leviathans, been dominated by the actions of Miguel Angel Arcadio. He was a Spanish nobleman in the late 18th century, and an exceptionally powerful Tanninim. Having exhausted his options for power in the motherland, he arrived in 1750 in what was then New Spain. In Havana, he met and allied with Fray Augusto Buendias, a half-indian Jesuit scholar with a reputation for oratory skills, and an experienced Dagonite.

Together, they were part of the 1769 expedition that founded the Mission San Diego de Alcalà, the first European settlement in the region. At first, Arcadio and Buendias worked together to carve their little empire in the region. Then, suddenly, the friendship turned sour. Oral history has it that a local Kumeyaay woman came to see them one night, bringing with her "something from the mountains". After that night, Arcadio took to searching the area regularly, while Fray Buendias sent bands of indians he had subjugated to do similar work for him.

It was inevitable that they clashed, and after a while it became open war. Finally, one night, Fray Buendias was found decapitated. There was little justice in the land to be visited upon Arcadio, even though local history always held that he had done the deed himself. Arcadio became secluded in his ranch in the mountains, but soon he had a son, who took over the exploitation and the regular expeditions to search the mountains for something that we never quite explicated.

For centuries, the Arcadio family line dominated the region. Its influence was little to the mundane world, but they held tight control over any occult manifestations. They did fairly well when Mexico became independent. "El Señor Arcadio", at the time José Maria Arcadio, was one of the innumerable warlords who ruled the little province with an iron fist during the war of independence.

The Refuge Church

The mission at San Diego remained a centre of religious fervor and population growth throughout the Spanish and Mexican eras. It attracted many Leviathans, who thought they could carve themselves a niche in the relative isolation of the region, among people who had already been prepared for religious indoctrination.

They were soon enough brought to heel by the Señor Arcadio of the time. They nonetheless had an impact, as San Diego de Alcalà soon developed a reputation as the most fractious and heresy-prone mission in the region. Underground wars between factions sometimes broke out in outright violence, as the frenzy of rival Cults were brought to bear. Within Leviathan community, the region also developed a reputation as a center of learning and discussion for the School of the Sun, which long dominated the region.

Original Sin: the separation

The American conquest spelled the doom of the domination of the Arcadio family. Retreating more and more in the countryside, they were totally blindsided by the urban expansion of San Diego (later Tijuana), which made them and their exploited Indian workforce obsolete.

It was a time of freedom for Leviathans, who flocked more than ever to the region, but it was also the beginning of dominance for the Marduk Society. Many say that the first sons of Marduk to arrive in the region came with the Mormon battalion, settling by force of arms the conflicts within the Wicked Tribe. For sure, for a couple of decades there are no records of any Leviathans in town, apart from the few descendents of Miguel Arcadio still roaming the hills from their estate. San Diego was deathly quiet on the Leviathan front.

This is simply because many of the Tribe had fled south, along with the Mexicans who refused American rule. They laid low, and mingled with the refugee population who would soon found Tijuana on the other side of the border. It was also the beginning of the end for the domination of the School of the Sun. For a while, it looked like those of the Clay would succeed the priests in their utter dominance. With the help of some Leviathans who wanted to break the Arcadio stranglehold, the system of ranchos started to break down, soon replaced by farming and livestock grazing by small independent owners. An alliance of local pioneers and bourgeoisie, themselves suspiciously reminiscent of Arcadio and Fray Buendias, entered into a compact to formally found the town of Tijuana. The heart's blood of the region was now flowing in two separate streams.

Dark Days and Illuminated Nights

Tijuana's expansion was, on the surface, a wild, anarchic thing, fueled by tourism, gambling, nightlife and a cheap theme-park version of Mexican culture for foreign consumption. In reality, it was carefully harnessed for maximum profit by various interests: local crime lords, Mafia families, and of course, underneath those, many Leviathans. Federal troops and militia sent the few local revolutionaries packing during the Civil War, because nothing could be allowed to endanger the profits. Free from Marduk's gaze, free from the crime-busting efforts that would culminate in the Prohibition north of the border, Tijuana grew and so did the Wicked Tribe. Unavoidably, this constant proximity along with the temptation of greater power and masses brought heavy conflict. The Hatfield rainmaker flood, a collateral effect of a conflict between two prominent Cults, destroyed a large swath of the city, and was only the most visible sign of the seething underground war. Ultimately, the city crashed when the leader of the local School of Fog, Tomaso Montés, convinced the federal government to ban gambling in the state in order to impose some calm.

Many Leviathans crossed north again just in time to benefit from the boom in activity that World War II created in San Diego. A heavy influx in population came to work in the shipyards, and some of them brought their family gods with them. A new equilibrium of power finally settled in, one that continues to this day. The old families have lost much of their power, but they are still listened to enough that conflict does not break out too visibly, too often. From time to time, however, tensions flare up for territory or family, and atrocities are committed that are either buried by the cities' good citizens or swept under the rug - namely, thrown out to the other side of the border. Occasionally a more direct approach is needed and a natural disaster will come along to sweep clean the slate. But sooner or later, the vacuum in power calls for another godling-king who will test his mettle against the iron border.

Geography

Playas de Tijuana
Centenario
Centro
La Presa
La Mesa
Downtown San Diego
Naval Base
University Heights
Chula Vista
City Heights
Ocean Beach

Leviathans across the Border

Tia Ramona

Dagonite, School of the Sun Tia Ramona ("Aunt Ramona") is one of the strongest and most ruthless Leviathans south of the Border. In fact, she's served as Hetman for Tijuana for a long time, although she's been known to let younger members of the Tribe take the role for affairs she has no interest in. Her human appearance is that of an old woman of mixed Indian and White heritage, and she has a well-deserved reputation as a witch in the poor barrio she calls home. Tia Ramona claims to have been the inspiration for the main character in the 1884 book *Ramona*, which brought the first influx of tourists into Tijuana, but in reality she arrived in the 1960s in the city. Her cult is a fanatical splinter of gangbangers who pretty much run the area. She is known to have "pet projects", a number of women and their matrilineal families which are under her discreet protection, for reasons she won't divulge. Hurting them is a death sentence, especially if drugs are involved.

Attributes: Intelligence 4, Wits 3, Resolve 4, Strength 2, Dexterity, 2 Stamina 4, Presence 3, Manipulation 2, Composure 6.

Skills: Academics 1 (bloodlines), Crafts 1, Medicine 3 (selective breeding), Occult 5 (Tribal childrearing), Politics 2, Athletics 2, Brawl 3 (Jaws) Stealth 4, Survival 2, Animal Ken 2, Empathy 1, Intimidation 2 (her Beloved), Streetwise 3, Subterfuge 1.

Strain: Dagon

School: Sun

Sheol: 6

Virtue: Pride

Vice: Faith

Defence: 2

Tranquillity: 3 (Vocalisation [always surrounded by a few flies on land, and scavenger fish underwater], Suspicion [smells strongly of brine], Megalomania)

Health: 8

Size: 4

Speed: 4

Initiative: 8

Willpower: 10

Flaw: Short.

Channels: Lambent Eyes of Judgment (Light of Truth 1, Lantern of Shame 2, Pyre for Sinners 4), One Brain, Many Minds, Oroborus' Kin, Eye of the Watchful Deity, Rain-Dance of the Tempest (As One 5), The Sky Cauldron, Unchained Heart of the World (Flow of the Earth 1), Swallowing the Sun (Swallowing Prometheus' Fire 2, Well of Misery 5), Lord of the Sea, Incubation of the Second Self (Easy Birth 2, Fast Growth 2, Opportunistic Parasitism 4, Hyperparasitism 3), Womb of Terrors (Reflexive Genesis 3), The Hydra's Rebirth (Dread Return 3, Reap the Whirlwind 5), Everflowing Fetid Growth, Mortal-Devouring Armory, Stalker's Shifting Hide, The Hunter's Blood, Accepting the Tribute of Slaughter, Eye of the Eternal Storm, Piercing the Veil of Slumber (Dream Contagion 3, Lord of Nightmares 5), The Toad's Curse (Master of the Curse 2), No Mysteries of the Flesh

Other Merits: Common Sense 4, Danger Sense 2, Eidetic Memory 2, Language (Spanish) 1, Cult (Numbers 3, Zeal 5, Fervour 3, Indoctrination 1, Offerings 1, Home Turf 2 [her barrio]) Deep Wake 2, Divine Prerogative 2 (Occult), Fame 1, Fluid Form 2, Heirloom 4, Heirloom 2, Heirloom 1, Heirloom 1, Temple (Size 1, Amenities 2 [Ritual Chamber, Gatewater], Security 3 [Hidden but it's location is now an open secret]) Vicious Heritage 3.

Alonso Lopez

Oceanite, School of Clay Alonso Lopez is a professional middleman. He crosses the border several times a day, carrying messages or offers from various negotiating parties in mostly legit cases. He doesn't run a dedicated Cult, but is very adept at using the Wake to ply people into entering agreements, and profiting from a cut in the deal. He is very careful never to get too greedy, but is nonetheless rapidly becoming a rising star in the border cities. He is always impeccably, though conservatively dressed, and has a friendly smile for everyone, especially other Leviathans. Alonso receives tutelage from his own grandfather, a recluse Leviathan by the name of Felipe Lopez. Felipe served essentially the same role as Alonso during the golden heights of Mafia involvement in Tijuana. Those Leviathans old enough to remember Felipe could notice that Alonso is increasingly displaying Felipe's mannerisms or even memories, to an almost eerie point.

Maria Tarres Serrana

Tanninim, no School Maria is a young Leviathan, freshly emerged from her first transformations. She hasn't had the time to join a School yet and is largely ignorant of Tribe culture or protocols. Maria was a party girl at University San Diego, and the revelation of her heritage has done two things for her: instantly cured her of her cocaine addiction, and induce terrible dreams. Maria suffers from prophetic dreams that foreshadow the destruction of the two cities by a dark, sentient tsunami wave, and she is terrified. She has started to gather a small Cult largely made up of ex-boyfriends, but they can't provide much comfort.

Attributes: Intelligence 2, Wits 2, Resolve 2, Strength 2, Dexterity, 3 Stamina 2, Presence 3, Manipulation 3, Composure 2

Skills: Academics 2 (Media Studies), Computer 1, Medicine 1, Athletics 2, Brawl 1, Drive 1, Stealth 2 (avoiding human contact), Survival 1, Empathy 2, Expression 1, Persuasion 2 (Boys), Socialise 3 (Party!), Streetwise 1, Subterfuge 2.

Strain: Tanninim

School: None

Sheol: 1

Virtue: Justice

Vice: Envy
Defence: 2
Tranquillity: 7
Health: 7
Size: 5
Speed: 10
Initiative: 5
Willpower: 4
Channels: Oroborus' Kin, Memories Before Time, Mortal-Devouring Armory (Savage Focus)

Other Merits: Cult (Numbers 1) Deep Wake 2, Barfly 1 Contacts (Drug dealers) 1, Resources 1.

Maxwell Stirling

Nu, School of the Reef Maxwell is a US Navy Chief Petty Officer based in the offices of the Navy in downtown San Diego. He is quiet and responsive, and has always received positive evaluations, largely on his own merit rather than the effect of the Wake. He is enamored of the sea and would like an opportunity to sail again, but is starting to be bogged down in administrative duties. Since his childhood, Maxwell has followed a rigid moral code which served him well in service. Unassuming though he is, Maxwell is a formidable combatant and has taken leaves of absence in the past to go hunting for Typhoons. He is a compulsive follower of sightings forums and cryptozoology. He trains and drills his Cult of sailors and marines to change them into monster-hunters, and is slowly warming to the idea of using them against the criminal or dangerous Leviathans in the city.

Attributes: Intelligence 2, Wits 3, Resolve 3, Strength 4, Dexterity, 3 Stamina 3, Presence 2, Manipulation 2, Composure 2

Skills: Computer 2 (online criptid community), Investigation 1, Politics 1, Science 1 (Criptids), Athletics 3, Brawl 2, Drive 2, Firearms 2, Stealth 2, Survival 2, Weaponry 3, Empathy 1 Intimidation 2 (stairdown), Persuasion 2.

Strain: Nu
School: Reef
Sheol: 2
Virtue: Justice
Vice: Wrath
Defence: 2
Tranquillity: 6
Health: 8
Size: 5
Speed: 12
Initiative: 7
Willpower: 5
Channels: Uncrowned Fisher King, Being of Primordial Waters (Tranquil Sea 2), Swallowing the Sun, Fluid Icon of Grace (Liquid Evasion 3, Crater-Birthing Leap 2), Overpowering Strength of Titans (Living Weapon 3), The Toad's Curse (Master of the Curse 4), World-Serpent's Endurance.

Other Merits: Common Sense, Fast Reflexes 2, Toxin Resistance, Weaponry Dodge, Status (Navy) 3 Resources 2, Cult (Number 2, Zeal 2, Fervour 4, Conspirators [Navy] 2).

Myriam Bales

Oceanite, School of Fog Myriam has decided to become the Hetman for San Diego and, if she can, Tijuana as well. Born in a wealthy family, she attended college just long enough to snag a rich husband and retire to suburbia. She has organised parties, supported charities, and raised three children. But that was always a front for her real objective: organising the Leviathans of the city into a unified force, to establish entire control over the human population. From a human point of view, Myriam is completely deranged. But she's not human, and she has shed most of her affiliation with humanity in exchange for the very real possibility of absolute power. She is unfailingly honest in her dealings with other Leviathans, however, and does her utmost to see that those who work with her (under her, most likely) are richly rewarded.

Attributes: Intelligence 2, Wits 2, Resolve 5, Strength 4, Dexterity, 3 Stamina 2, Presence 4, Manipulation 5, Composure 2

Skills: Computer 1, Politics 2 (gossip) Occult 3, Science 1, Athletics 1, Brawl 2, Firearms 3, Survival 1, Empathy 3, Expression 2, Intimidation 5, (emotional abuse) Persuasion 4, (emotional abuse) (seduction), Socialise 4 (fashionable parties), Subterfuge 3 (playing dumb), (seduction).

Strain: Oceanus

School: Fog

Sheol: 4

Virtue: Lust (control)

Vice: Charity

Defence: 2

Tranquillity: 3 (Irrationality, Meglomania, Fixation)

Health: 7

Size: 5

Speed: 13

Initiative: 5

Willpower: 7

Channels: Uncrowned Fisher King, Being of Primordial Waters, Fluid Icon of Grace, That Hideous Strength (Rightful Place 3), Overpowering Strength of Titans (Brawl, Thunderstroke 2), Mind in Motion (Mind Over Matter 2), Hunter's Terrible Beauty, Indomitable Solipsist-Tyrant, Insidious Creature (Serpent's Tongue 2, Master of the Veil 4), Call of the Depths, Besieging the Tower of Will (Mind Blast 4).

Other Merits: Allies 5 (Wives of powerful people), Allies 2 (Government), Allies 1 (Police), Allies 2 (Corporate), Breath of the Lungfish 1, Cult (Numbers 4, Zeal 3, Fervour 4, Indoctrination 1, Conspirators 4 [Corporate], Conspirators 2 [Government] Conspirators 1 [Police]), Deep Wake 2, Divine Prerogative 2 (Socialise), Fame 1, Resources 5, Striking Looks 2, Temple (Size 3, Amenities 5 [Armoury, Private Pool, Reception Chamber, Rumpus Room (Lust [control]), Rumpus Room (Gluttony)], Security 4 [Hidden]) Vicious Heritage 3.

The Wave Gurus

Various Strains, School of the Abyss The so-called Wave Gurus are a Cohort of four Leviathans living on or around the beaches of San Diego. They are led by Old Man Trouble, a powerfully built old man

who barely talks above a mumble, and sometimes stops moving entirely for days at a time. In truth, the Wave Gurus are bums. They have nothing but an old Volkswagen bus and their surfboards, and spend all day either on the waves or on the beach spouting wisdom to the small following of surfers and New Age aficionados they have attracted. The Wave Gurus never show up to Leviathan Taxon meetings, except when it relates to the ocean in some way. That said, they are remarkably open to discussion and partying when cousins show up on the beach.

Old Man Trouble

Attributes: Intelligence 4, Wits 1, Resolve 3, Strength 3, Dexterity, 3 Stamina 5, Presence 2, Manipulation 1, Composure 4

Skills: Academics 1, Medicine 1, Occult 2, Athletics 4 (Surfing), Brawl 1, Survival 3 (Ocean), Animal Ken 5 (fish), Empathy 3, Expression 1, Persuasion 2.

Strain: Bahamutan

School: Abyss

Sheol: 5

Virtue: Sloth

Vice: Faith

Defence: 1

Tranquillity: 7

Health: 10

Size: 6

Speed: 11

Initiative: 8

Willpower: 7

Channels: Lambent Eyes of Judgment, Oroborus' Kin, Memories Before Time, Uncrowned Fisher King (Claiming the Heron Throne 4), Being of Primordial Waters (Reach of the Depths 3, States of Matter 2), Lord of the Sea, That Hideous Strength, Eye of the Eternal Storm, Lifeblood of Titans (A Mountain Walked 4), World-Serpent's Endurance, Vigor of Protean Kings (Potent Ichor 3).

Other Merits: Giant 4, Strong Lungs 3, Iron Stamina 1, Cult (Numbers 2, Zeal 1, Offerings 1, Resolute 2) Fluid Form 1 Muted Wake 2, Vicious Heritage 3.

Davvi Jones

Bahamutan, School of Clay Dafydd (or Davvi, as he's called most of the time) is a forty-something Welshman expatriated in Tijuana for the past twenty years. He runs a maritime supply shop, selling everything from canned food to fishing tackle to motor oil. He also runs the Border Cove - an informal port of harbor for Leviathan-crewed ships- pretty much single-handedly. The Leviathan ships coming in usually receive a visit from either Davvi or one of his sons as soon as they arrive, and can get assistance and guidance in exchange for some money and the latest rumours.

Lords of the Land

Carl Szeemann

Carl is curator of the San Diego Museum of Man, a post he has held for the last 20 years. Coming from a background in palaeontology Carl hasn't personally had much personal experience with any of the monsters lurking with shadows but fossil digs, ancient artefacts, the evidence builds up if you're willing to keep an open eye.

Carl's early academic curiosity gave way to a network of contacts, he became known as something of an expert in identification of both mystical artefacts and to a lesser extent supernatural beings themselves. Though not exceptional at the latter he was considered among the best at identification from bones and fossils alone, a narrow superlative if there ever was one.

After realising that he knew more about human items than he ever did about prehistoric fossils Carl acquired formal qualifications in cultural anthropology eventually leading to his post as curator. Though not a trained fighter he can be vicious in defence of himself or the artefacts in his care and knows exactly which exhibits might be used for combat.

Attributes: Intelligence 4, Wits 2, Resolve 3, Strength 2, Dexterity, 3 Stamina 2, Presence 2, Manipulation 2, Composure 3

Skills: Academics 3 (Cultural anthropology), Computer 1 Medicine 1, Science 3 (Palaeontology) Occult 4 (Artefacts), Athletics 1, Brawl 1, Drive 1, Firearms 2 (Artefacts) Survival 2, Weaponry 2 (Artefacts) Empathy 1, Expression 2, Persuasion 2, Socialise 1.

Virtue: Fortitude

Vice: Greed

Defence: 2

Morality: 7

Health: 7

Size: 5

Speed: 10

Initiative: 6

Willpower: 6

The House of Thunder

Sidebar: Hunter the Vigil

As mentioned in Chapter Five, The Marduk Society is a Hunter Conspiracy. The members of the Society detailed below are written to be easily converted to the Hunter template if the Storyteller desires, simply add the additional details listed under "Hunter Traits". Nothing else is needed, the free specialty and Contact provided by Professional Training are already included.

You may be thinking, if you include one Hunter Conspiracy why not others? There is some merit to this idea as one of Leviathan's themes is that Leviathan's are living in another Tribe's world but be careful not to overdo things. This game is at heart about Leviathans not Hunters and too many groups could steal the spotlight. If you wish to include one or two here are some suggestions as to where they might fit into the Border Cities: The Aegis Kai Doru and Loyalists of Thule are both interested in relics

and may be drawn by the rich supplies of heirlooms, their relationship with Marduk could range from academic rivalry to outright violence. The Ascending Ones could easily fit control a cut of the drugs trade moving across the borders. Both San Diego and Tijuana are predominantly Catholic so a Malleus Maleficarum presence might be justified, the Long Night not so much. If anyone aside from the Marduk Society is able to profit from using Leviathan's as raw materials it's the Cherion Group who may have come following the Tribe. Finally a Leviathan's tendency to make waves in whatever circle they move in means that any with political aspirations may come to the attention of the Barrett Commission.

Rosie Watson

Rosie Watson is a young Marduk agent. Coming from a well off family of Cuban immigrants to the United States Rosie spent her gap year travelling the world on trips organised by a Marduk front (usually used to transport). Rosie's potential was noticed and she accepted an offer to join an archaeological front and later the Marduk Society itself. Tijuana is her first solo job, a deep cover operation investigating possible Leviathan influence in <Aunt Remona's barrio> under the name of Maria Lopez. A task which due to faulty intelligence she is deeply unqualified for.

Attributes: Intelligence 2, Wits 4, Resolve 2, Strength 1, Dexterity, 3 Stamina 2, Presence 2, Manipulation 2, Composure 3.

Skills: Crafts 2 (Painting), Investigation 3, Occult 1, Athletics 2, Brawl 1, Firearms 3 (Tesla Pistol), Larceny 2, Stealth 1 (no one notices the maid), Survival 2 (Jungle), Empathy 1, Expression 1, Persuasion 2, Socialise 2 (Well Travelled), Subterfuge 2 (false identity).

Virtue: Faith

Vice: Wrath

Defence: 3

Morality: 6

Health: 7

Size: 5

Speed: 10

Initiative: 5

Willpower: 6

Endowments: Tesla Pistol 3, Tesla Pistol Power Cell 2, Concealed Technology 1 (Tesla Pistol, disguised as a purse), Concealed Technology 1 (Emergency SOS broadcaster, disguised as an earring).

Merits: Allies 2 (Marduk Backup), Allies 2 (Hispanic immigrant community), Language 1 (Spanish), Status (Marduk Idealist) 2.

Hunter Traits: Professional Training (Adventurer) 2, with the third Asset Skill Firearms. Safehouse (Size 1, Secrecy 3, Trap 1 [3b electric damage]). Also drop Willpower by one, the Safehouse is protected by a Marduk Sigil.

Michael Lay

Michael is a young and slightly overweight man, his long hair in a permanent ponytail. Mike had two goals in life: He wanted to be rich and he didn't want to have to work for it. Online crime seemed like

the perfect job and would have been if he didn't brag about his career in public. Despite his indiscretion his computer skills impressed the detectives, one had a quite word to Marduk and Michael vanished from custody. After a few years of impressive but entirely unambitious service Michael was kicked upstairs to run Omisoft Ltd and provide support to field agents in the Border Cities – an enviable position among Conspirators as among other logistical duties he is officially responsible for removing Leviathan corpses. The consensus is that Michael is a lazy and barely competent manager but the Conspirators are happy he's keeping quiet until needed and Michael is happy to have a fat paycheck for minimal work.

Attributes: Intelligence 4, Wits 3, Resolve 1, Strength 2, Dexterity, 2 Stamina 2, Presence 2, Manipulation 3, Composure 2.

Skills: Academics 1, Crafts 2, Computer 4 (Hacking), Occult 1, Politics 1 (Management), Science 2, Drive 2, Stealth 2, Animal Ken 1, Expression 2, Persuasion 1, Streetwise 1, Subterfuge 2.

Virtue: Justice

Vice: Sloth

Defence: 2

Morality: 5

Health: 7

Size: 5

Speed: 9

Initiative: 5

Willpower: 3

Merits: Allies 1 (Criminal) Resources 4, Contacts 4 (Software pirates, virus programmers, data black markets, black hat hackers) Status (Marduk Conspirator) 3, Status (Omisoft ltd) 5.

Hunter Traits: Professional Training (Hacker) 4, with the third Asset Skill Investigation.

Edward Arndt

Edward is a man approaching retirement but his love of archaeology keeps him in the field in his trademark leather patched coat and straw boater hat. He has little personal knowledge, or interest, in the supernatural but is acquainted with the Marduk Society through their funding for archaeology, this time they're trying to uncover the source of the massive Wake over the Border Cities and Edward is one of several academics who have accepted sponsorship to conduct digs. Unknown to him several of the artefacts he's uncovered are choice Heirlooms.

Attributes: Intelligence 3, Wits 2, Resolve 2, Strength 2, Dexterity, 3 Stamina 2, Presence 2, Manipulation 2, Composure 2.

Skills: Academics 3 (Native American History), (Archaeology), Crafts 2, Computer 1, Investigation 3 (Archaeological Digs), Occult 1, Science 3, Drive 1, Larceny 2, Survival 2, Empathy 1, Expression 3 (Lectures), Persuasion 2, Socialise 2.

Virtue: Temperance

Vice: Pride

Defence: 2

Morality:7

Health: 7

Size: 5

Speed: 9

Initiative: 5

Willpower: 3

Merits: Language (Latin) 1, Language (Uto-Aztecan) 1, Direction Sense 2, Allies 1 (Marduk Society)

Resources 2, Contacts 3 (Archaeologists, Historians, Museum Curators) .

Appendix 3: The Rift

Here There Be Monsters

A young woman steps into the the sea, the cold biting against her ankles. She takes a deep breath, closes her eyes and plunges her head beneath the surf. She opens her eyes to look upon an empty wasteland, the first thing she feels is a familiarity both comforting and threatening. She smiles as the churning waters force brackish polluted brine down her throat.

He's old, so very old and so very tired. A fish of enormous proportions, his cilia graciously inhabited by swarms of luminous crustaceans, swims ever deeper. He's returned to the land of his fathers to die.

Getting there

All Leviathans can in theory access the Rift. Water, in its various forms, is a powerful conduit and a Leviathan needs to be submerged in one of its variations to attempt to dive into the Rift. Sea water is the most powerful of these, but in a pinch, clear water, fog or blood can serve. The Storyteller remains final judge of whether or not a Leviathan is "submerged" at the time, but ideally the character should be invisible from those outside the lake, fog bank or other obscuring feature.

Mechanically, the Leviathan rolls his Sheol + Resolve and spends a point of Ichor and slips into the alternate reality of the Rift. Attempting this in sea water gives a +1 bonus. Blood or natural clear water (lake, river) carries no penalty. Tap water is further removed from the Primordial Waters and therefore carries a -1 dice penalty as does fog or clouds. Water wracked by the fury of a storm is even better, turbulent waters offer a +1 bonus while a true storm or onrushing tidal wave gives +2 (these bonuses are cumulative with any others, so attempting to cross in a storm-wracked sea would grant a +3 bonus while doing the same in a river estuary would grant +2). Other cases are left at the appreciation of the storyteller. The Leviathan can carry other people into the Rift if they are in physical contact with her; one additional success is necessary per extra person.

When diving into the Rift, the Leviathan entirely disappears from the Shore (the real world). He does not carry through any items unless he spends a Willpower point to do so; even then, some items may stubbornly refuse to go through (often complicated technological items (especially those which use electricity) cannot be brought into the Rift). Crossing over creates turmoil: waves, wind, storm or fog may be left behind, possibly making the area (such as a tub of tap water) unsuitable for return.

In some areas, called Gatewaters, the Rift is much closer to our reality. Humans will get sucked in sometimes, and even those who don't are more likely to develop Derangements (these areas give a -1 penalty on all rolls to avoid getting Derangements). Most Gatewaters are in areas deeply associated with water: either on the ocean itself, around certain islands, or in marshes, bogs or river deltas. Crossing through at a Gatewater does not require a point of Ichor.

Travelling the Rift

The Rift appears as a vast expanse of water-like substance, breathable by any of the tribe regardless of their current form. A roiling bright light shines through the Shallows (the upper parts of the Rift), but disappears as you dive deeper. A Leviathan who breaks through into the Rift always appears near the surface (Depth 0).

The Rift possesses Depths, exactly as transforming Leviathans experience them. This is not surprising; as the Rift is essentially an expression of Leviathan psyche, it mimics the experience of Tribe members coming closer to their monstrous heritage. Leviathans appear to transform as they go deeper into the Rift, so that they take the shape of the corresponding Depth to their environment. Voluntary shapeshifting is impossible in the Rift, instead a Leviathan automatically transitions between his forms as he surfaces or descends. Even Outbursts simply do not occur within the Rift, which for some is more proof that the Rift is a Leviathan's true home.

The Rift is pretty much synonymous with the Tempest. Most of it is continually wracked by violent currents, arc lightning and fast, sharp ice or rocks. The existence of this realm ensure the continuation of the Tribe's curse of restlessness and madness, just as the Leviathans' chaotic behaviour encourage a more chaotic Rift. The Tempest usually worsens as one goes deeper. However, certain areas of perfect calm exist as well; called Doldrums, they are sometimes large enough to hold sunken cities of eerie quiet and stillness.

Someone who makes no effort appears stationary in the Rift unless acted upon by the Rift itself. Moving around requires Athletics rolls, with the characteristics depending on the type of movement required (Stamina for sustained travel, Strength for brute speed and power, Dexterity for fine manoeuvring).

Mortals can not go deeper than the first Depth, unless a Leviathan physically carries them. There is one exception to this rule: Atolls are unaffected by Depth in all cases, although they are still quite vulnerable to other dangers that lurk in the Rift.

Getting back

While going down is fairly straightforward for Leviathans, going back up is much more difficult. A Leviathan in the deepest part of the Rift forgets his own identity bit by bit, reverting to the primal monster their blood is urging them towards. To cross the border between Depths the Leviathan needs to roll (Tranquility - their current Depth level).

Once just beneath the Surface (Depth 0), breaking through to the Shore is fairly straightforward. A final Tranquility roll allows the Leviathan to come back, in the closest suitable space (that is, submerged by water in some form) to the one from which the character entered the Rift. To reach another point of re-entry, the Leviathan may have to navigate the surface of the Rift, with appropriate Intelligence+Navigation rolls.

Ecology

The Rift, like the mundane ocean, is a deceptively empty place, prowled by ungainly beasts. Memories take form down there, as well as neuroses, phobias and dark impulses which become predator beasts, parasitic worms or spiked monstrosities. There are islands made up of the bones of Progenitors, hard remaining nuggets of a sense of identity long left behind by a dead monster-god. From time to time, one can find fossilised information about older times, sometimes guarded by the psychological complex which gave it worth to the long-disappeared creature that knew them.

This is why Leviathans brave the dangers of the Rift: because despite all it forces them to face, they can find things forgotten by all under the surface of this dark, unsettling realm. The natural dangers of the Rift are many, but the Leviathan also brings some with him. Any person who goes into the Rift while

possessing Derangements creates one monster for each of them. These are highly personalised, sometimes quite cunning beings, who want nothing more than the death of their originator as an overall solution to their own existence. Killing them does not destroy the Derangement, either: it is still just as present when the Afflicted person gets back to the Shore.

The Rift possesses a strange structure, like an inverted cone. At the surface, the Rift seems endless, as unfathomably wide as the myriad minds that it reflects are. But the deeper one goes, the more constrained you feel, until at the deepest, down in the dark, where you reach the oldest, most primordial beings and memories, you feel that all of the world is a single oppressive point and individuality is a lost concept. This is where the most dangerous creatures of the Rift survive, where the most incomprehensible lore can be found, inscribed in illegible alphabets on the surface of rock walls that seem to be the inside of your own skull.

Going deeper yet would, according to Tribe lore, allow a Leviathan to find the Primordial Sea again. Beyond the Tempest, coming out of the other end, so to speak, lie the tranquil, perfect and awesome world that Leviathans truly belong to. Needless to say, no one who has reached it has come back to tell the tale.

The Depths

The Shallows

In the Shallows individual thoughts take life. The variety is staggering, every creature is unique, ranging from entirely natural looking sea life to alien forms never witnessed outside the tribe. Similar thoughts band together in enormous schools, shoals and colonies ranging from a few dozen members to swarms that stretch for miles.

At a first glance the Shallows are beautiful, with brightly coloured creatures, graceful kelp fields and multihued piles of rocks and sand arranged in dazzling patterns all lit by a roiling light which seems to come from the water itself. Even at this low depth this beauty is just a façade (a popular theory says that like the minds that form it, the Shallows tries to put its best face forward). In the Shallows, the real dangers lay hidden in crevasses or disguised amongst the seaweed.

Of all the Rift it is the shallows that closest resembles the web of life found in the ocean. Here thoughts of rest, of contentment or of safety form vast coral reefs floating free through the depths. Predatory swarms born from thoughts of hunger are a persistent danger while schools of fear and secrecy watch from hidden recesses.

A “rift biologist” could spend lifetimes charting the interplay of species, wondering if understanding the ecosystem would reveal the inner workings of the mind, but to most Leviathans the Shallows, for all its teeming forms of life, is an empty place lacking the ancient lore and secrets found deeper within the Rift.

The Second Depth

As a Leviathan swims deeper the light begins to dim. Here impulses make their home, it's a hostile dangerous place for the Tribe's impulses are cruel. Here a Leviathan must beware creatures that embody the tribe's desire for conquest, domination or combat. And yet not everything at this Depth is

wicked, the impulse to nurture children, to forge community or find a higher purpose in life than the daily struggle to eat or be eaten, these are all represented here.

The few surfaces that can be found here most often take the form of floating masses of bleached coral and polyps. While deadly to many of the smaller inhabitants of the First Depth, these tentacled creatures are mostly harmless to any Leviathan that brushes against them; even if it may sting a little. The creatures that inhabit this layer often look unfinished in some way. A long, lamprey-like creature with rows of eyes running along its back appears to lack any means of propelling itself despite the fact it is. A large, star shaped creature covered in flailing hooks might have a large hole that passes straight through the center of its body were a mouth or even organs might usually be. It is not uncommon to find creatures with complementary urges working together to become more complete. An entity created from an urge to protect a loved one might join up with a creature made of the urge to be comforted to become something larger and stronger.

Those Leviathans who seek this layer of the rift usually seek meditation on the impulses that drive them. They hope that by watching each impulse in isolation they will be able to recognise it in themselves and learn to master it; or they seek a positive impulse they can learn to copy and incorporate into their own being. For some it's a religious or spiritual endeavour, for others it's a desperate attempt to regain control over their lives. A successful voyage could justify buying a dot of Resolve, Composure or even Tranquillity.

The Third Depth

Going deeper into the Rift a Leviathan will encounter self images, if not his own than another's. It's a weird place where individual facets of a Leviathan's personality are distorted through perceptions and given form. One Leviathan's inflated self image becomes a gleaming tropical fish. Another imagines himself to be a just ruler of a noble heritage and so appears as a elegant sea serpent with a crown of golden scales, but he knows this image to be false and so the serpent is marked with weeping diseased sores and it's eyes have the glint of madness.

Usually a Leviathan's self manifests as many independent beings, one is how she sees herself as a ruler, another is how she sees herself as a fighter, or a lover, or a scholar. Sometimes though a Leviathan's entire self image becomes one creature, these creatures vary hugely but always seem to be the sum of many parts. One looks like an ancient and predatory turtle, not too unlike the Leviathan who created it: The shell shows how he sees himself socially, hiding away from others, the jaws represent his guilt for the times he killed and are chipped, rotten things. Another composite takes the form of organs wrapped around a granite skeleton with flayed strips of flesh reaching out like tentacles to seek and devour. These composites are stronger and smarter than the other creatures of this Depth.

The practical benefits for a Leviathan to find his own self image are limited though ripping apart a bad image might provide catharsis. Finding a rivals self image however can provide useful leverage, the roll to examine one is Wits + Empathy which may be contested by Resistance. This cannot reveal any information except how a Leviathan sees (this facet of) himself but in the hands of a crafty Leviathan that alone can be invaluable. Seeking out your friends can be just as useful, if they see themselves as alone or surrounded by hidden knives then maybe they might not be as friendly as you thought. Other Leviathan's look for family, with the family dynamics of the tribe discovering how your parents viewed their abilities as parents could be the closest thing to closure a Leviathan can get.

A rare possibility is for a Leviathan to seek out the self image of long since dead members of the Tribe. It is rumoured that the Progenitors themselves have left remains here, ancient fossilised shards of a long dead monster god's identity stretching for miles, guarded by all manner of strange neuroses and the psychological complexes that gave this long fossilised self image meaning. Even if the Leviathan can't find a remnant of her Progenitor, the fossils or still living identity of a more recent ancestor can offer a glimpse of life in an earlier era. A successful discovery can provide a bounty of information or even the revelation about one's ancestry needed to increase Sheol. Few trips are successful for here every creature is unique and in this dangerous environment lifespans are not long. If a living Leviathan's self image is destroyed it will soon reform but a dead Leviathan's is lost to history.

The Fourth Depth

The Fourth Depth is the Rift's treasure trove, or perhaps its garbage dump. While some of the greatest discoveries have been found elsewhere, it is the fourth depth which consistently delivers its spoils into the grasping fins of the tribe, at least those who can tell treasure from trash. Here the roiling light found above has faded to a dim twilight. Under this faded glow memories take form, but they're not alone. The strongest memories, the ones with great emotional worth are found alongside the psychological complexes that give it value. The desire to keep a guilt-ridden memory a secret snaps its jaws and spreads clouds of ink to protect its charge. Treasuring a memory of happier times forms symbiotic creatures who polish and cherish their charge.

The memories themselves are slow, sedentary creatures, markers of the turtle, the shellfish and the coral are common. A memory's size is directly linked to how much information it contains--while the memory of a single Ritual will not be very large, a single creature can hold a bounty of closely related information. An old and experienced Leviathan's entire library of rituals could form a immense beast, teaming with symbiotic life, gracefully cutting through the depth.

The largest and most prized memories, long since fossilised after the death of the Leviathan who created them, are invaluable treasure troves of knowledge and even the smallest memory may contain a priceless nugget of information. It is for this reason that Leviathans brave the Tempest. If you can find what you seek and defeat the creatures which guard it everything from occult knowledge, a taste of day-to-day life in the Tribe to the location of hidden temples is just waiting to be found.

The Fifth Depth

The Fifth Depth is often called the Great Barrier Reef. Partly it's a winking allusion to the other Great Barrier Reef and partly it's a perfectly appropriate name. It's certainly great, it looks like a reef and most Leviathan's going this deep are heading all the way to the bottom, to these Leviathans the Fifth Depth is pretty much nothing more than a barrier. They're ignoring what might be the most useful layer of the Rift.

The Fifth Depth contains the Tribe's views on itself. Not individual Leviathan's views, but the entire Tribe's views on the entire Tribe. In this it once again earns it's name as a barrier, the fifth depth is the dividing line between the individual and the collective.

Even the most cursory exploration reveals a great truth about the Tribe, it has defined itself almost entirely by it's relationship to man. The Reef is comprised of untold trillions of living beings, most no bigger than a human finger nail. There's macroscopic amoebas, polyps, tiny fish, coral, crustaceans, aquatic insects, jellyfish, flatworms and infinitely more than can be listed here. To call the Reef static

would be a joke, it's teeming with life and energy. The creatures that comprise it give birth, grow, fight, love, die. As representatives of humanity they run the full range of reaction to the Leviathan's presence: they are Beloved eagerly fawning and offering tiny gifts, they are Ahabs and Marduk swarming the larger Leviathan in their millions but mostly they are ordinary humans, seemingly unaware of the Tribe yet shuddering at the Wake's presence. Despite this few Leviathans feel superior to the almost microscopic creatures, not here. They're everywhere, they press against his skin, crawl over his lips, his nose, his eyes. There's no succour, no rest, it's enough to drive a Leviathan to madness, or at least to swim somewhere quieter.

A Leviathan who wishes to pass through the barrier reef must navigate the many tunnels and caverns that exist within the Barrier Reef. The tunnels are incredibly claustrophobic and poorly lit – the light in the higher parts of the Rift has entirely faded by this point leaving only the Barrier's bioluminescent inhabitants to light the way. – One never knows when the walls might turn against you while hot jets of water and other hazards of the Tempest charge through. Despite this navigation is rather easy, providing a Leviathan sticks to routes that go down there she'll have little trouble finding her way with a minimum of backtracking.

The real treasures are hidden in odd corners, where the oppressing mass of life fades away. Sometimes they're Doldrums sometimes not but their contents are always valuable. These caverns show how the Tribe sees itself on a different topic to humanity. Here a Leviathan can find where the Tribe considers itself deficient, to correct or exploit, or where the Tribe views itself with satisfaction. The insights gained might be enough to justify buying Sheol, it depends if they're too specific or not, and certainly justify buying Specialties in Social Skills and situational bonuses when the Leviathan brings them into a conversation, knowing exactly what the Tribe considers it's strength or it's weakness when other Leviathans agree but can't quite put their finger on it is a good way to become a respected leader in the Tribe.

The Sixth Depth

As the explorer leaves the barrier reef behind she enters some of the deepest recesses of the Tribe's psyche. No light shines this deep save for what the Leviathan brings herself. The Rift is cold and empty. There are few creatures here and a Leviathan can travel for hours alone with nothing but her thoughts and the Tempest at it's most furious. Yet despite the loneliness there is an omnipresent sense of danger and paranoia, as though some ancient rift monster was waiting just around every corner.

Should a Leviathan meet a native of these depths they are in danger, for the beasts here are the most ancient, cunning and deadly to be found within the Rift. They are the Tribe's instincts, what makes the Tribe Earth's Most Wicked. Here you can find The Sightless Hierophant, the Tribe's drive for worship tends to it's congregation of symbiotes. The Atoll lives here, few Leviathans who find her ever leave yet many seek her out. The Great Angler is the Bahamatuan's instinct to protect his followers. Each is a unique and terrible creature. It takes a powerful Leviathan to reach this deep into the Rift, and an even more powerful one to challenge the great beasts who lurk in the lightless depths.

The Core

In the Core all space is compressed into one single point. An explorer can perceive absolutely everything in the core, and she can perceive it from every viewpoint: Every angle, every layer of skin, every bone and organ is laid bare. For a Leviathan this is, if not comfortable, at least comprehensible. To a mind outside the tribe, well it wouldn't be pretty.

Spacial anomalies aside, the core isn't empty. Far from it. The core is the seabed to the Rift's ocean. It is enormous trenches and caverns carved in illegible alphabets, the real truths and history of the tribe lost to Leviathans, who could spend a lifetime trying in vain to read and reclaim them.

It is a vast and featureless sandy seabed with broken only by slight inclines that hint at continent sized fossils burred beneath the surface. The true form of Tiamat and the nature of the tribe will be revealed to any Leviathan that can dig through a thin layer of mud, silt and sand that is infinitely deep.

It is the inside of the Leviathan's own body: Where the tempest beats to the rhythm of an eleven chambered heart. Veins and arteries carry the divine Ichor, life itself turned cancerous, across impossible angles and through obscene geometries while never moving at all. Nerves reach across to strange outer places and return carrying forbidden lore and secrets best forgotten. The lost history of the tribe is written illegibly on the very neurons that hold memory.

It is the home of the greatest and most terrible creatures that dwell within the Rift, and the home of the Deep Ones. Leviathans who were consumed by their divine nature, becoming primordial gods driven by the madness of the tempest.

And it is so much more. An infinite number of infinite realms, teeming with life both majestic and terrible, unknowable secrets, and incomprehensible danger. There is nowhere the tribe has a better hope of learning their own nature than The Core, and there is nowhere more dangerous to the tribe than the very heart of their own watery realm. A Leviathan could become lost within The Core, until they came to believe that all the infinite universe is just part of their own divine body and all the people within are just their own thoughts. To be moulded or extinguished with an act of will. There are things living at the bottom of the rift that rank above gods themselves in the food chain, a Leviathan could be devoured alive by strange primordial monsters that may be his own thoughts turning upon him in a realm where the distinction between body and identity is fluid.

Perhaps one day a Leviathan will master the core, live and grow for lifetimes at the heart of the rift until she returns to the Tribe bearing the truths of their natures. Such a Leviathan would have to be as mighty as the Progenitors themselves were fabled to be, the Tribe will have to wait a while longer.

Sidebar: Navigating The Core

Despite the core's unique geometry navigation works the same as in the previous layers, with one noticeable difference. The dicepool is Wits + Composure. Navigating The Core is not about swimming, but changing one's perceptions. Focusing on one of the core's infinite aspects enough to see and sense it. Bonuses may apply when trying to "navigate" to something visually striking (or striking to any other sense) Trying to "navigate" to something that is intentionally attracting your attention always gives a +3 bonus. If it is attacking you that bonus increases to +5.

No Leviathan can stay within The Core forever, at most they can remain for one chapter per success on a Sheol roll (minimum of one chapter). This is not the nature of The Core itself, rather in an infinite plain it is inevitable that sooner or later the Leviathan will encounter something so terrible that there is no possibility of escape or defence. What qualifies as impossibly dangerous to a Sheol one fledgling may be beneath the notice of a Sheol ten ancient, but even that titan has things it cannot hope to overcome.

The Tempest

The Tempest is the most physical manifestation of the Tribe's conflicted nature, the conflict between the three natures and the uncomfortable life of a Primordial being living in the modern age. At times the Rift seethes with the fury of the Tempest, churning storms of water that can strip the flesh from bone and flay you open. At other times it is a deceptively calm brooding presence, a subtle edge of hostility and yearning that manifests as a poison in the water. Only in the rare Doldrums can a Leviathan find hints of Tranquility in the Rift.

For all that the Tempest comes from the minds of the Tribe the Tempest acts like part of an alien yet natural ocean, much like the Rift. The churning storms of the Tempest follow the currents of the Rift. As a Leviathan travels she sees the Tempest taking on new forms, the currents of flesh ripping water flow around a region where the still waters have become fecund and rotten brine. As a Leviathan swims through a sandstorm he feels the water growing frigid, the cold causes the sand to sink and soon the waters become clear to reveal a field of enormous ice. Majestic and deadly.

In all its forms the Tempest is deadly. The present danger is measured by the Tempest's Ferocity. The deeper a Leviathan descends the more dangerous the Tempest grows. The Tempest never has a Ferocity less than Depth + 1, except in a Doldrum where the Ferocity is always 0. The exact danger of the Tempest varies, in one area it manifests as enormous flows of ice, in another as deadly lightning bolts. These regions and their effects are listed below. The default effects of the Tempest is simply to cause damage, unless the description of a region says otherwise, every ten minutes Roll Ferocity - Armour - Stamina. At Ferocity 5 this becomes Lethal damage, at Ferocity 10 the Tempest deals Aggravated Damage. Though the Tempest is the embodiment of the Tribe's psychological turmoil it acts like a physical threat and can be treated as such. Physical armour - should a Leviathan possess some - works just as well as toughened scales. An older and stronger Leviathan can take the brunt of the Tempest by swimming upstream or carrying a smaller Leviathan in her jaws.

Sidebar: Atolls in the Rift!

An Atoll's unique relationship to the tribe shows itself fully within the rift. While in the Rift every Atoll carries the Tranquility of a Doldrum wherever they go. The Doldrum has a size of 10 * Presence yards, but will expand to cover any Leviathan who is even partially encompassed. Curiously an Atoll's personal Doldrum is not calm waters, but air. This does not affect a Leviathan's ability to swim, nor will it dehydrate anything.

Like any human an Atoll needs a Leviathan's help to descend the layers of the rift, and Atolls never enter the Rift through a Gateway. What's more, if an Atoll is separated from a Leviathan they'll begin floating up, eventually returning to Earth (in the middle of the ocean if they're unlucky). An Atoll can prevent this by swimming downwards, until they run out of Stamina.

The Waves

The most common manifestation of the tempest is nothing more than an unseen current of water. The force of the water is beyond all logic and even at the weakest Ferocities it seems to strike the Leviathan like a series of hammer blows. In most of its manifestations the Waves churn in all directions, but in some places you will find directed currents. Travelling with these currents reduces the Ferocity by two, and you add Ferocity to rolls for distance swimming. Of course swimming against the current inflicts a -Ferocity penalty to all swimming rolls for distance travel.

The Brine

In the brine the Currents of the Rift fade to stillness. The water is stagnant and rotten, filled with a thick cloying brine that is poisonous even to Leviathans. Instead of the usual roll the "armour" used to resist the Tempest becomes Stamina + Resolve with +2 bonus from Toxin Resistance. The tempest's usual rules for damage apply.

The Glow

The tempest here is a red glow which seems to come from all directions. Though deceptively tranquil, Leviathans not strong enough to face the Glow risk having the flesh boiled off their bones.

The Ice

Here the tempest takes the forms of sunken icebergs miles across, graceful and majestic yet utterly deadly. The gaps between are narrow and the slow movement of the Tempest can crush even the strongest Leviathan in an instant. The Ice Fields are one of the most dangerous parts of the Tempest and are only found where Ferocity is greater than five. A Leviathan rolls Dexterity + Athletics vs Ferocity + (Size - 5). If the Tempest wins the Leviathan suffers Ferocity bashing damage and must immediately roll Dexterity + Athletics to escape. Failure incurs another Ferocity bashing damage and another roll.

The Sandstorm

In this region the currents of the Tempest have become clogged with abrasive sand, silt and mud so thick that you can't see past your own face. All Perception rolls are reduced by Ferocity though appropriate Channels or Adaptations can overcome this.

The Volcanic Region

A thick cover of ash spreads through the water from an unreachable volcano. Small superheated rocks and cooling magma are the threat of the day. Volcanic regions of the tempest are never found below Ferocity 5. To survive a Leviathan must avoid rather than endure. Roll Ferocity + (Size - 5) - Defence. Without appropriate supernatural advantages the volcanic region prevents both sight and smell, reduce all perception rolls by Ferocity. If this is enough to reduce a dicepool to zero, you cannot apply Defence to protect against the Tempest.

The Lightning Fields

One of the most dreaded and rarest manifestations of the tempest, never seen with a Ferocity less than 10. The Lightning Fields are deceptively calm yet covered with an intense feeling of approaching danger. The lightning strikes are rare but deadly, when they strike there is no escape and no defence. Leviathans take Ferocity dice of Aggravated Damage. While entering the lightning fields is essentially suicide the Rift follows normal Geometry well enough that a Leviathan who finds the lightning fields can simply turn around and look for another route.

Some modern minded Leviathans have attempted to build physical armour to protect themselves but this too is futile. At this level of Ferocity the Tempest deals Aggravated Damage even without the effects of electricity on the Tribe and Aggravated damage bypasses mundane Durability while the pseudo-electricity bypasses any Durability the Tribe's supernatural abilities might confer rendering this protection temporary at best. A Leviathan who truly wishes to explore the Lightning fields is best advised to seek an Atoll's protection.