

Tenebrous Seas: Seafaring in the World of Darkness

Compiled from the [Tenebrous Seas Wiki](#)

Edited and enhanced by Super_Dave (a.k.a. Wyrd_Alphonse)



[The Leviathan. revisited. by JeffChangArt](#)

"The sea, once it casts its spell, holds one in its net of wonder forever."

— Jacques Cousteau, French oceanographer

"The sea has never been friendly to man. At most it has been the accomplice of human restlessness."

— Joseph Conrad, *The Rescue*

This ebook is an archive of, and expansion upon, the *World of Darkness* fan project "The Tenebrous Seas Wiki"; it details the mysteries and horrors of the *other* 70% of planet Earth.

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Introduction: Sea Fever

"But look! here come more crowds, pacing straight for the water, and seemingly bound for a dive. Strange! Nothing will content them but the extremest limit of the land; loitering under the shady lee of yonder warehouses will not suffice. No. They must get just as nigh the water as they possibly can without falling in. And there they stand—miles of them—leagues. Inlanders all, they come from lanes and alleys, streets and avenues—north, east, south, and west. Yet here they all unite. Tell me, does the magnetic virtue of the needles of the compasses of all those ships attract them thither?"

— Herman Melville, *Moby-Dick; or, The Whale*

Mankind has been fascinated and frightened by the sea since the dawn of consciousness. An inhospitable place for humans, it is nonetheless a resource of great power and many uses: as a food-source, a border-marker, a natural defense, an avenue of trade, and even a focus of religious worship, it has guided and shaped the course of human cultures since time immemorial. Without the ocean, life itself would not be possible: it was from the seas' dark bosom that life first arose, and it is to her watery embrace that we all must someday return. Kingdoms wage war and make peace, grow old and die and are replaced by newer kingdoms, and still the sea still pounds away at the shore, caring not a bit for the petty rise and fall of mayfly empires.

Man has taken his first tentative steps among the stars, and yet the seas remain the greater mystery. Secrets and horrors swim and dance beneath the ocean's wine-dark skin, weaving nightmare ballets at which landlubbers can only guess.

The sea calls to you; will you answer her summons?

Theme: Dark Discovery

The sea is a pathway to unfamiliar lands, but it is also full of secrets in its own right. PCs in a maritime campaign will constantly be making discoveries: of new lands and strange peoples, but also of new monsters, life-forms, and dangers of every description.

They will also discover things they never knew about themselves, and each other: they may learn which of them is willing to dive headfirst into a roaring sea during a typhoon to save a comrade washed off the deck by a rogue wave, or which of them gives up and lets the sharks take him after treading water for twelve hours, or who can be trusted to make absolutely certain that *all* the lifeboats are in working-order... and who cannot.

Mood: Awe and Respect

The sea is a harsh mistress, and any man who doesn't respect her awesome (and awful) might is destined for a watery grave. Modern technology has made sea-travel much safer, faster, and more comfortable than it used to be, but even today it is not without hazards. Any vessel which sails beyond sight of land risks potentially becoming lost at sea. Radios and GPS can help one navigate, but even these powerful technologies are not foolproof, nor are they proof against sabotage or supernatural manipulation. And what use is being able to navigate if your last engine fails a thousand miles from land, with a fierce nor'easter beginning to darken the horizon?

...and yet, despite the obvious danger, cramped quarters, and terrible food, there's a reason why so many sailors speak of the sea as their "mistress", and find themselves always, unwillingly, returning to her blue embrace. Where else on Earth are the stars so clear or the nights so quiet? Where else can a man see vast floating castles of ice, or watch porpoises leap from the waves as they ride his ship's wake, or ride up hillsides of water as the lightning flashes and the thunder roars around him? "There be good and bad," as pirates say, and the sea offers both in equal measure.

INSPIRATIONAL MATERIALS

Oceans and seas have held the attention of storytellers since the first humans sat around a fire of driftwood, watching the blue salt-infused flames flicker and dance just a few feet from the pounding surf beneath a darkening dome of stars. Presented here are a small selection of media which capture the spirit of seafaring, from the days of rope and sail to the modern age of steel and sonar.

Books

- *The Island of Sea Women*, by Lisa See - "Every woman who enters the sea carries a coffin on her back." The protagonist of this novel—a female freediver, or *haenyeo*, on the Korean island of Jeju—learns the truth of this proverb with every dive she ever makes: from her first, wherein her senpai is permanently disabled by an octopus, to her last, which nearly kills her.
- Jack London wrote several adventure novels which deal extensively with travel on the open sea, including *South Sea Tales*, *The Cruise of the Dazzler*, *Tales of the Fish Patrol*, *The Cruise of the Snark*, *The Mutiny of the Elsinore*, and most especially *The Sea-Wolf*.
- *Moby-Dick; or, The Whale*, by Herman Melville - Don't let the infamous size of this tome scare you off, it's actually incredibly readable, interesting, touching, and even funny. A globe-spanning tale of obsession, madness, revenge, duty, work, friendship, death... and of course, that "all-destroying but unconquering whale" and the mad Captain Ahab: willing to sacrifice his ship, his crew, his wife and child, his life, and even his very soul in

pursuit of vengeance against the beast that maimed him. The 1956 film version — starring the legendary Gregory Peck as Captain Ahab, with a screenplay by none other than speculative-fiction colossus Ray Bradbury — is astonishingly well-written and well-acted, and very faithful to the source material.


- *Treasure Island*, by Robert Louis Stevenson - Most of what you think you know about pirates probably comes from this book, which has remained a perennial favorite for generations of readers and been adapted to the screen more times than we can mention here. Long John Silver, one of the greatest and most ambiguous villains ever committed to paper, is living proof that *anyone* aboard a ship could secretly be a pirate or working for them.
- *The Odyssey*, by Homer - Sailing from one end of the known world to the other (and beyond) this epic poem could easily inspire an equally-epic *World of Darkness* chronicle. In a world of dark animism and sinister supernatural entities, what dark wanderings might befall a captain and his crew who — intentionally or otherwise — anger the wrong sea-spirit?
- *Sinbad the Sailor* - Despite being a fictional creation of the fictional storyteller Scheherazade, this Abbasid merchant's seven wondrous voyages are literally the stuff of legend, and have been adapted to film and other media many times over the centuries. Several of his adventures — including encounters with titanic birds of prey, cannibal islanders, becoming a personal slave to the Old Man of the Sea, escaping the cyclops' cave à la Odysseus, and visiting a land where widows are buried alive with their dead husbands — could easily be incorporated into a *World of Darkness* chronicle.
- *Twenty Thousand Leagues Under the Sea*, by Jules Verne - This seminal science fiction novel was an astonishing leap of speculative fiction in its own day, and still provides a fascinating psychological portrait of the brilliant, brooding, and deeply misanthropic Captain Nemo and his mysterious crew of nationless submariners. The live-action Disney adaptation starring Kirk Douglas and Peter Lorre is worth checking out as well, especially for the now-famous battle between the *Nautilus* and the giant squid.
- *The works of William Hope Hodgson* - Though best known for his science fiction and tales of horror (including Carnacki the Ghost Hunter), Hodgson wrote numerous novels, short stories, and poems about those who go down to the sea in ships, including *The Ghost Pirates*, *Terrors of the Sea*, *Men of Deep Waters*, *The Voice of the Ocean*, and *The Boats of the 'Glen Carrig' and Other Nautical Adventures*.

Graphic Novels

- *The Dead Eye and the Deep Blue Sea: A Graphic Memoir of Modern Slavery*, by Vannak Anan Prum - This harrowing tale of extreme poverty, forced labor, and gruesome institutionalized violence opens a window into an industry that few people realize even exists, in which fleets of slave-crewed fishing vessels spend years at a stretch without ever sighting land. You'll never look at a plate of seafood the same way again.

- [Gyo: Death Stench](#), by Junji Ito - A deep-sea disease causes fish to grow legs and invade the land: first Okinawa, then the rest of Japan, and then the world. Dark, disturbing, and definitely not for the faint of heart or the easily-despairing.
- [Hellboy, Volume 6: "Strange Places"](#), by Mike Mignola - Hellboy goes to Africa to escape his destiny as the Harbinger of the Apocalypse, but a certain sea-hag has other plans for him. Big Red demonstrates his fondness for quoting Captain Ahab and getting drunk with the ghosts of dead sailors.
- [Sea Princess Azuri](#), by Erica Reis (now Erica Leigh Currey) - More lighthearted than most *World of Darkness* media, but useful visual inspiration for chronicles which incorporate [cetacean shapeshifters](#) and merfolk, aquatic Magical Girls, and/or Sirens.

Short Stories

-  [Church of Whale Fall](#)
- [The Cistern](#) by Ray Bradbury
- [Dagon](#) by H.P. Lovecraft
- [Down to a Sunless Sea](#), by Neil Gaiman
- [The Shadow over Innsmouth](#) by H.P. Lovecraft
- [The Fog Horn](#) by Ray Bradbury
- [The Gratitude of the Samebito](#) by Lafcadio Hearn
- [Survivor Type](#) by Stephen King
- [Three Skeleton Key](#) by George G. Toudouze
- [The Upper Berth](#) by F. Marion Crawford

Poems

- [The Rime of the Ancient Mariner](#), by Samuel Taylor Coleridge - A foolish sailor impulsively kills a harmless seabird, and thereby sets off a chain reaction of supernatural events which ultimately leaves him the sole survivor of a doomed crew.
- [The Seafarer](#), by Anonymous - You thought *your* old high-school poetry was angsty? The Saxons built an entire *worldview* on angst and fatalism. This poem is perfect fodder for any character attempting to outrun their dark past on the high seas, no matter what time-period they hail from.
- [Sea Fever](#), by John Masefield - "All I ask is a tall ship and a star to steer her by."
- [The Calling of the Sea](#), by William Hope Hodgson - Published posthumously, this little ditty evokes the eerie silence and loneliness of a night watch on a trawler out to sea.
- [The Kraken](#), by Alfred Lord Tennyson - Need a truly epic monster to terrify your players? Just the threat of this leviathan will do nicely.
- [Dover Beach](#), by Matthew Arnold - Even on a calm and beautiful night, there is something melancholic about the sound of breakers on the shore. "Sophocles long ago/ Heard it on the Ægean, and it brought/ Into his mind the turbid ebb and flow/ Of human misery".

Films

- *Adrift* - Law and custom dictate that ships must rescue any shipwreck survivors they encounter on the open sea, but those survivors may not be who they claim to be.
- *Aquaman* - We know, we know: everyone loves to hate on the Prince of Atlantis. But Jason Momoa gives real depth to this much-maligned superhero, Willem Dafoe turns in another great performance, and the special effects and creature designs are sure to give creative Storytellers some fun ideas.
- *Blow the Man Down* - This taut thriller provides ample proof that even without supernatural assistance, murder and conspiracy and human trafficking can run riot in even the smallest fishing-village.
- *Boat People* - A Japanese photojournalist breaks away from his handlers while documenting post-war Vietnam and stumbles into a ramshackle world of seaborne poverty.
- *The Caine Mutiny* - When the captain of a WW2 minesweeper shows signs of steadily increasing mental instability and paranoia, his men resolve to relieve him of command even at the cost of their own court martial.
- *Captain Phillips* - When pirates attack your vessel (as they almost inevitably will), look to this movie for instructions on what to do. And remember, "I'm the captain now."
- *Castaway* - Tom Hanks shows what happens when a man whose life is dedicated to logistics and efficiency finds himself marooned alone on a desert island, presumed dead, and knowing he is unlikely to ever be found; will his sanity hold together long enough for him to escape? In the *World of Darkness* his only companion, Wilson the anthropomorphized volleyball, might be (or become) much more than he appears.
- *Das Boot* - It's easy to forget that the protagonists of this claustrophobic military thriller are technically Nazis; as you watch them struggle for survival against Allied assaults, machinery malfunctions, and impossible directives from a high command that's losing its grip on reality, you'll find yourself gasping with fear and concern for the fifty sailors who serve aboard U-96.
- *Dead Calm* - A couple rescues a man who claims everyone else aboard his ship—which is now sinking—was killed by food poisoning, but there are holes in his story and now they're trapped with him aboard a 2,500 square foot vessel until the wind starts up again.
- *The Finest Hours* - The true story of the U.S. Coast Guard's daring rescue attempt of more than 30 sailors after two oil tankers are ripped in half by a storm off Cape Cod in 1952.
- *The Hunt for Red October* - While it lacks a supernatural element, this tense game of cat-and-mouse gives a good idea of what service aboard a submarine actually looks like, and the kinds of behind-the-scenes political maneuvering which occurs when the captain of a nuclear-armed vessel goes rogue.
- *In the Heart of the Sea* - The true story of whale-attack, shipwreck, the open sea, starvation, and eventual cannibalism that inspired Herman Melville to write *Moby-Dick*.

- Jaws - When it comes to monsters, it's what the audience *doesn't* see that frightens them the most. John Williams' iconic soundtrack will instantly, viscerally tell your players that something is about to go very, very wrong for them.
- The Last Voyage of the Demeter - Based upon a single chapter of Bram Stoker's *Dracula*, this film follows the doomed crew of the merchant ship *Demeter* who attempt to survive the treacherous ocean voyage from Transylvania to London while being stalked by the legendary vampire-lord himself.
- The Lighthouse - With a miniscule cast and a single claustrophobic location, this black-and-white psychological horror film gives the audience a front-row seat to watch the unraveling of two men's minds, as the isolation and monotony of being stranded on a tiny rock in the middle of the ocean slowly sets them at each other's throats.
- Master and Commander: The Far Side of the World - Though it takes place during the Age of Sail, this Napoleonic chase film has plenty to offer Storytellers of modern-day chronicles. As a dangerous French privateer ship races around the tip of South America, a British naval craft pursues her, hoping against hope to prevent their quarry from decimating the British Pacific whaling fleet.
- Men of Honor - The true story of the US Navy's first African-American Master Diver, and the racist Petty Officer who bitterly opposed his promotion, but later came to be his strongest advocate and champion.
- Mutiny on the Bounty - A sailor's life is a hard one, and he can only take so many floggings before he snaps.
- Undine - An Irish fisherman draws up his nets one day to discover that he's caught a woman: a beautiful, naked woman who speaks an unknown language and refuses to tell him anything about her past. Is she an undine or a selkie lass, or is there a rational explanation for what she was doing so far from land?
- On the Waterfront - Widely considered one of the greatest films ever made, this 1954 masterpiece tells the story of one angry young man's struggle with the bosses of his corrupt longshoremen's union on the New Jersey docks.
- Open Water - Accidentally left behind by their tour group, a pair of amateur scuba divers find themselves stranded and alone in the middle of the ocean, just as the sharks begin to circle.
- The Perfect Storm - Even with the benefit of sophisticated predictive models and instantaneous communication with shore, sometimes the sea and the sky come together in ways that no one could have possibly foreseen.
- Pirates of the Caribbean - Though later entries get progressively sillier, the series as a whole can still provide useful inspiration for epic action-scenes, naval battles, and supernatural threats encountered at sea.
- The Poseidon Adventure - Sometimes all that's necessary to turn a luxury ocean-liner into an upside-down deathtrap is a little thing like a 300-foot tsunami. Gene Hackman won a BAFTA award for his performance as the Reverend Scott (the novel is excellent too).
- The Reef - When your ship capsizes and starts to sink, what should you do: stay and wait in hope of rescue, or brave the sharks and open water to reach a nearby reef?

- *The Rig* (2010) - In the midst of a massive storm, the men of a deep sea oil rig find themselves hunted by an unknown being that's picking them off one-by-one.
- *Seaspiracy* - Anyone who gets too curious about how the fishing industry actually operates and is foolish enough to film it stands a good chance of being thrown overboard once he's out of sight of land.
- *The Shape of Water* - Director Guillermo del Toro weaves a tale of obsession, lust, xenophobia, and serendipitous love which transcends both worlds and species. Everything about this film, from the soundtrack to the acting to the makeup, is Oscar-worthy. The film's classic monster-movie source material, *The Creature from the Black Lagoon* and its sequels, are worth checking out for their eerie atmosphere of menace and their haunting underwater scenes, not to mention the malevolent-but-tragic figure of the Gill-man himself.
- *Sharktopus* - Not every seafaring chronicle has to be serious *all* the time. Sometimes the players just want to fight a giant mutant sea-monster that escaped from a lab somewhere.
- *Titanic* - If the words "Iceberg, dead ahead!" don't strike fear in your players' hearts, then they obviously haven't seen this movie. Not only is it a great love-story, it's also about a cascade of all-too-human failures, hubris, loyalty, class and privilege, and how human beings behave (both poorly and heroically) in the face of imminent death.
- *Waterworld* - Despite its notoriously troubled production, this big-budget dieselpunk epic (the biggest budget in history at the time, in fact) contains the seeds for more than a few jaw-dropping action sequences and chase scenes for your players to reenact.

Nonfiction

- *The Blue Planet* and *Blue Planet II* - Narrated by the legendary Sir David Attenborough, this BBC documentary series is like a modern bestiary, detailing not only the habits and behaviors of sea creatures but the moral lessons which can be drawn from them. Plus, their footage is *gorgeous*.
- [Chief MAKOi](#) - Have you ever considered a career at sea, or wondered what it would be like? This experienced sailor has created numerous short day-in-the-life featurettes which detail the various roles and positions aboard a modern commercial vessel. Invaluable for those who've never been to sea.
- [Geneva Convention on the High Seas](#) - Don't worry, it's only 10 pages long. Highly important if you want to know what a sailor or captain's legal responsibilities are.
- [International Maritime Organization](#) - As a specialized agency of the United Nations, IMO is the global standard-setting authority for the safety, security and environmental performance of international shipping (which accounts for 80% of global trade). In other words, its role is to create a level playing-field so that ship operators cannot address their financial issues by simply cutting corners and compromising on safety, security and environmental performance.

- [The Maritime Post](#) - Your go-to resource for factual reporting on the modern shipping industry and navies, from technological innovations and emerging trends to major disasters and ecological events.
- [The Sea Lad](#) - Featuring a wealth of informational videos about the modern maritime world, including digital tours of various types of ships, unusual and highly specialized vessels, great modern maritime disasters, encounters with pirates, and daily life at sea.
- [The S.S. Edmund Fitzgerald](#), a 20th-century Great Lakes freighter that sank with all 29 hands aboard during an unexpected gale. *"The legend lives on from the Chippewa on down/ Of the big lake they called Gitche Gumee/ The lake, it is said, never gives up her dead/ When the skies of November turn gloomy."*
- [UB-65](#), a haunted German submarine whose entire existence was plagued by inexplicable accidents and gruesome deaths, from her construction prior to World War I to her long-undiscovered resting place at the bottom of the Irish Sea, sunk by a mysterious explosion whose cause has never been identified.
- [The U.S.S. Mary Celeste](#), an American brigantine which was discovered adrift in the middle of the Atlantic Ocean, perfectly seaworthy and with full stores of food and water... but not a soul aboard, and bearing no sign of violence. Investigators continue to be stymied by this nautical mystery right up to the present day.
- [Scientology Sea Org](#) - Just Google them, you'll find out everything you need to know. It's not a happy story.
- [What is Going on With Shipping?](#) - Basically a newsreel for the Internet era, this YouTube channel is an ideal resource for current events and context in the world of international maritime shipping. This is where real sea captains go for their news.
- https://en.wikipedia.org/wiki/Glossary_of_nautical_terms
- https://en.wikipedia.org/wiki/Sea_Gypsies
- https://en.wikipedia.org/wiki/List_of_lost_lands#Submerged_lands

Music

- [Alestorm](#) (musical group)
- [The Flying Dutchman](#) by Richard Wagner
- [Sea songs & Shanties](#) (traditional genre)
- [Seapunk/Vaporwave](#) (modern genre)
- [Fado](#) (traditional Portuguese genre)
- [Flogging Molly \(musical group\)](#) - Though many of this seven-member Celtic rock band's songs deal with themes of hard physical labor, drinking/alcoholism, and being many miles from home, more than a few of their songs contain explicitly nautical lyrics, including [Every Dog Has Its Day](#), [Float](#), [The Heart of the Sea](#), [Queen Anne's Revenge](#), [Salty Dog](#), [Seven Deadly Sins](#), and [Tobacco Island](#).

Songs

- [The Bonny Shoals of Herring](#) (traditional)
- [Come Sail Away](#), by Styx

- [Don't Forget Your Old Shipmates](#) (traditional)
- [Farewell to Carlingford](#), by The Dubliners
- [Fiddler's Green](#) (traditional)
- [Lord Franklin](#) (traditional)
- [The Mariner's Revenge Song](#), by The Decemberists
- [The Mary-Allen Carter \(Rise Again\)](#), by Stan Rogers
- [La Mer](#), by Claude Debussy
- [Northwest Passage](#), by Stan Rogers
- [Saucy Sailor](#), by Steeleye Span
- [The Sloop John B](#), by The Beach Boys
- [Tale of the Shadow](#) and [Unsinkable](#), by Sail North
- [Turn This Ship Around](#), by Gaelic Storm
- [The Wreck of the Edmund Fitzgerald](#), by Gordon Lightfoot

Television

- [*Black Lagoon*](#) - A mild-mannered Japanese businessman is kidnapped by modern-day pirates and gets written off as dead by his employer, compelling him to join forces with his captors (and challenge his own morals) if he wants to survive.
- [*Blue Submarine No. 6*](#) - A sociopathic geneticist named Zorndyke has flooded the Earth's coasts, killing billions and turning the planet into a watery wasteland. He now wages war on the last remnants of humanity with an army of aquatic hybrid creatures, seemingly bent on wiping humanity off the globe.
- [*Deadliest Catch*](#) - Ever wonder why seafood is so expensive? That's partly because harvesting it is one of the most dangerous professions in the modern world.
- [*JAG*](#) - This long-running legal drama is an ideal place to learn the ins and outs of maritime and military law, especially as they relate to the United States Navy. When your characters are court-martialed for disobeying orders and destruction of Navy property, look here to figure out what they're in for.
- [*The Pirates of Dark Water*](#) - The alien world of Mer is being devoured by Dark Water. Only Ren, a young prince, can stop it by finding the lost Thirteen Treasures of Rule. At his side is an unlikely but loyal crew of misfits. At his back, the evil pirate lord Bloth, who will stop at nothing to get the Treasures for himself.
- [*Sealab 2021*](#) - Although no one on this comedic remix of a Hanna-Barbera cartoon from the '60s is particularly intelligent, their complete lack of ethics, competence, and oversight makes the entire cast good inspiration for a *Genius* chronicle, especially as Lemurians who are still too busy concocting ridiculous plots and backstabbing each other to notice that the world has moved on without them.
- [*Star Trek \(franchise\)*](#) - Despite its futuristic setting, many of the concepts this franchise routinely deals with (such as international trade disputes, conducting scientific research, performing daring rescues, routine ship-maintenance, and maneuvering through high-stakes games of international politics) could be adapted to the *World of Darkness*

with a little creativity and a supernatural veneer. Of all the many Treks out there, *Deep Space Nine* is the closest in theme and mood to the World of Darkness overall.

Video Games

- *Aquaria*
- *Assassin's Creed IV: Black Sails*
- *Assassin's Creed: Odyssey*
- *Assassin's Creed: Valhalla*
- *Command: Modern Operations*
- *Sea of Thieves*
- *Sea Power: Naval Combat in the Missile Age*
- *Ship Simulator* (series)
- *Subnautica*

TTRPGs

- [7th Sea: Pirate Nations](#) - A supplement focusing on Caribbean adventures during the Golden Age of Piracy.
- [The Adventure Zone: Ethersea](#) - Refugees from four war-torn kingdoms congregate at the edge of a magical ocean, following a divine revelation telling them to take refuge beneath the seas while planetwide storms ravage the surface of their world. Together they labor to construct a new home: their planet's first underwater city. Look to Episode 5 as a great example of how players can construct their ship via "design by committee".
- [Blue Planet](#), Biohazard Games - A hard sci-fi adventure on the ecologically wild, sociopolitically contentious frontier of Earth's first extrasolar colony world: a distant waterworld named Poseidon.
- [Call of Cthulhu: The Derelict](#) - A missing refrigerator ship, the *Groenland Tropisch*, has been stranded on an iceberg; the thought of a substantial salvage reward drives the PCs to attempt to rescue the ship and any survivors, but in doing so they attract the attention of a strange and deadly monster. Though written for Call of Cthulhu 7th Edition, this one-shot adventure could easily be adapted to run on WoD/CofD rules.
- [Conan the Pirate](#), Mophidius Entertainment - If you feel that *World of Darkness*' vehicle rules are too simple but *Exalted* ship rules are too complex, *Conan the Pirate* offers a good compromise between the two.
- [Exalted: Scroll of Kings](#) - "Chapter Two: Blood in the Water" provides rules for naval warfare with a focus on the islands of the West. Mostly compatible with WoD/CofD.
- [Spelljammer](#) - It's Dungeons & Dragons meets Star Trek! Can you get any nerdier?!
- [Stormwrack](#) - This D&D 3.5e supplement deals with all manner of aquatic hazards, creatures, equipment, and vessels. Though it might take some work to translate d20 fantasy into d10 horror, the level of detail is second-to-none.
- [World of Darkness: Blood-Dimmed Tides](#) - Although it was written for what's now known as the Classic World of Darkness, this supplement still has some cool ideas and NPCs which could be worked into a NWoD/CofD nautical chronicle without too much difficulty.

- [World of Darkness: Midnight Roads](#) - Though it focuses on traveling terrestrial chronicles, many of the rules and concepts presented herein will translate well into maritime chronicles, given the vagrant lifestyle of many sailors.

Chapter One: Smell That Sea Breeze

*"Methinks the wind hath spoke aloud at land;
A fuller blast ne'er shook our battlements:
If it hath ruffian'd so upon the sea,
What ribs of oak, when mountains melt on them,
Can hold the mortise?"*

— William Shakespeare, *Othello*

To sail the seas is to enter into an entirely different world than the one known by landlubbers. It has different rules, different laws and customs, which must be obeyed if the ship is to race into harbor under full sail at the end of her long trick. As such, new systems must be developed, and old ones modified, to accurately represent the various forms of travel on the high seas.

Underwater Combat

Melee Combat

Water reduces the force of all attacks that use kinetic energy, which is the vast majority of means used to inflict harm in most fights. All brawling attacks halve the attacker's Strength (and Potence) for the purpose of determining damage dice. Exceptions to this rule are claw and bite attacks and those that rely on gripping rather than striking (such as strangleholds). In addition, the added resistance of water slows strikes enough that all Dodge rolls made against brawling attacks gain a +1 die bonus. Melee attacks likewise take a -1 penalty. All attacks with blunt melee weapons have their damage dice pools reduced by three dice, slashing melee weapons lose two dice, and stabbing weapons lose one die. Flexible weapons (whips and chains) are impossible to use underwater, as are thrown weapons (though spears and harpoons can be thrown into the water from above with the loss of one die of damage).

Ranged Combat

Ranged underwater combat is a chancy proposition at best. Any firearm attack made from above the water against a target that is underwater is made at a -1 penalty due to the image displacement caused by the air/water visual distortion. In addition, a bullet loses 1 die of damage for every meter of water through which it passes. It is quite easy for a scuba diver to catch a bullet in her hand if she is a few meters underwater (a contested Dexterity + Athletics roll against a dice pool of [the bullet's base damage rating + 3], although failures are messy). Most modern firearms use sealed cartridges that are effectively waterproof, at least for the short term. However, actually firing a gun underwater is a chancy proposition. Semi-automatic weapons cycle the next round into the firing chamber by using either the gas released by the previous bullet firing or the recoil generated by the same source. In both cases, water absorbs

part of the force that the gun needs to operate, which raises the likelihood of the weapon jamming. Whenever a character is foolish or desperate enough to pull the trigger, the Storyteller rolls a single die. Any semi-automatic weapon (automatic pistols, submachine guns, assault rifles) jams on a result of 1 through 3. An underwater jam requires a successful Wits + Firearms roll (with a -1 penalty) and three actions to clear. If a character fires a burst or uses full automatic fire, the Storyteller rolls one die for each bullet fired.

Underwater combat is actually kinder to firearms that operate on simpler principles. Pump-action shotguns, bolt-action or lever-action rifles, and revolvers all cycle rounds into their firing chambers by simple mechanical means. They are much less likely to malfunction underwater and only jam if the Storyteller rolls a 1. It is possible to modify a semi-automatic weapon for underwater use. This requires a gunsmithing specialty in Firearms, 12 hours of work, and a machine shop. The player makes an Intelligence + Firearms roll with a penalty equal to the weapon's base Damage Trait + 4; penalties greater than -10 indicate a weapon that cannot be modified in this fashion). Success reduces the weapon's chance of failure to a result of 1 only.

Diving

"Oh dear! what a lovely place it was! The walls of the Palace [Ryūgū-jō] were of coral, the trees had emeralds for leaves and rubies for berries, the fishes' scales were of silver, and the dragons' tails of solid gold. Just think of the very most beautiful, glittering things that you have ever seen, and put them all together, and then you will know what this Palace looked like."

~ Chamberlain, B. H. (1886), The Fisher-boy Urashima

Most characters require a supply of oxygen to survive. Divers must carry their own air supplies with them, most commonly in the form of scuba (Self-Contained Underwater Breathing Apparatus) tanks. "Divers" who do not intend to go more than a half-meter below the surface of the water can make do with snorkels, inch-wide breathing tubes, and those who must go deeper than 300 meters or so usually wear diving exoskeletons, rigid pressurized suits of armor. Scuba systems consist of a metal tank of pressurized air, a valve system called a regulator that dispenses this air at a measured rate, and a rubber hose and mouthpiece to deliver this air to the swimmer's mouth. A weight belt and buoyancy compensator (an inflatable vest connected to the diver's air tank), flippers, a mask, and a waterproof watch or dive computer are also standard equipment for most scuba divers.

Maximum dive depth and length of dive are both highly important. Any trained scuba diver calculates the amount of time he will stay underwater and the maximum depth to which he intends to descend before he goes over the side of the dive boat. Scuba gear is capable of taking divers down to 300 meters' depth, though most recreational dives do not go below 30 meters for safety reasons.

The deeper the dive goes, the less time can be spent at the intended depth, as air supplies are consumed faster at lower depths. When a character begins a dive, the player rolls Stamina +

Athletics. The number of successes indicate the amount of time the character may spend in the dive, as determined by the following table:

Max Depth	Dive Duration	Max Dive Duration
0-10m	4 hours, plus 30 minutes per success	8 hours
11-30m	30 minutes, plus 15 minutes per success	3 hours
31-50m	10 minutes, plus 10 minutes per success	90 minutes
51-150 meters	10 minutes per success	60 minutes
151-300 meters	5 minutes per success	30 minutes

A character who passes his dive time limit must begin an immediate ascent or risk running out of air. Every minute that a character spends past his dive duration, the Storyteller rolls one die. On a result of 8 or higher, the character's air runs out and drowning rules begin to apply. A failed roll indicates that the character has broken his equipment and must repair it before he can dive safely. A botch indicates that the character has not found a potentially fatal equipment malfunction and may discover it at a most inopportune time, most likely through oxygen toxicity or nitrogen narcosis (see below).

Decompression Sickness (The Bends) and Air Embolism

The opposite of nitrogen narcosis is much less pleasant and much more likely to be fatal. Decompression sickness, commonly referred to as “the bends,” is caused by a rapid ascent and depressurization after a diver has been breathing compressed air containing nitrogen (this is usually avoided by the use of a gas mix with high oxygen concentrations, which causes oxygen toxicity if used at shallow depths — see below). *Note that aquatic creatures and water-breathing characters can still get the bends.* The sudden reduction in pressure on the diver's body causes the nitrogen in his bloodstream to “boil” out of solution and form bubbles. These bubbles accumulate at the character's joints and within muscles, causing incredible and prolonged pain. Other symptoms include mood swings due to fluctuating oxygen levels within the brain, seizures and convulsions, and skin irritation or numbness. A character suffering from the bends receives one point of unsoakable aggravated damage each hour until he dies or is placed in a decompression chamber (present on board most commercial salvage vessels and dive platforms and standard at many coastal-area hospitals). Furthermore, the player must succeed on a Resolve + Composure roll for the character to take any action other than writhing and whimpering. This roll must be made for each and every action the character attempts — this is some of the most excruciating pain that most individuals will ever experience. Damage from the bends may be healed before the character has been decompressed, but the bends (and the pain penalty) continue for 24 hours. Normal humans don't survive this long without treatment.

Decompression sickness doesn't appear until the character has reached the surface of the water. Symptoms appear within one hour of surfacing. As noted above, this ailment continues until the character has been decompressed or is dead. Decompression sickness occurs when a character ascends too quickly. "Too quickly" is a function of the maximum time which the character spent underwater. A safe ascent takes a quarter of the time that was spent in the dive (this time is factored into the dive time table, above). If need be, a character may make a rapid ascent to a depth of approximately 3 meters and spend the rest of his ascent time waiting at that depth.

When a character makes a very rapid ascent from a deep dive (faster than 5 meters per turn from a depth of 50 meters or more), the player must roll Stamina. Failure indicates that the character has an extremely bad headache from the rapid pressure change (-1 to all Willpower and Mental Attribute-based rolls for the next hour). A dramatic failure indicates that, in addition to developing the bends upon surfacing, the character must contend with a more immediate problem: an air embolism. This occurs when a large bubble of nitrogen forms in the bloodstream and blocks the blood flow to the brain. A character with an air embolism receives five dice of lethal damage every hour (in addition to the damage from the bends) until he is placed in a decompression chamber. If his rightmost health box is filled with this lethal damage, but he survives the experience, then he loses a permanent point from his highest Mental Attribute. A vampire cannot develop an air embolism, but can suffer the bends due to the large amounts of unmoving blood in his system. He may soak each Health Level of damage from the bends by rolling Fortitude, and only Kindred may soak this damage — ghouls with Fortitude may not). If a vampire knows what is wrong with him (Intelligence + Medicine roll or prior experience with the bends), he may try to purge his bloodstream of accumulated nitrogen. This requires the player to spend three Blood Points and succeed in a Stamina + Composure roll.

Nitrogen Narcosis (Rapture of the Deep)

The most common ailment afflicting divers is nitrogen narcosis, colloquially known as "rapture of the deep." This occurs when a diver is breathing highly compressed nitrogen gas, usually at depths of 30 meters or more. The amount of nitrogen in the character's lungs limits how much oxygen can be absorbed into his bloodstream to reach the brain. Nitrogen narcosis comes on slowly (over 15 to 60 minutes) and mimics alcohol intoxication: the character becomes disoriented, giddy, and uninhibited. In game terms, a character suffering from nitrogen narcosis takes a -3 penalty on all Composure rolls (except Wits + Composure rolls to perceive his surroundings) and suffers a -2 penalty on all Dexterity and Mental Attribute rolls. His judgment is impaired, and a character who is susceptible to Frenzy is at -1 to resist or +1 to enter. Nitrogen narcosis may be overcome by ascending 15 meters or more. This lowers the pressure of nitrogen within the character's lungs and allows the body to rebalance itself over the course of 5 to 10 minutes. A player whose character is being overcome by nitrogen narcosis must succeed in an Intelligence + Medicine roll (don't forget the two-dice penalty) for the character to recognize the danger and ascend safely. Other characters in the area may recognize this problem with the same roll, but an irrational character may be difficult to persuade to ascend.

Nitrogen narcosis does not affect vampires or other characters who are not breathing gasses underwater.

Oxygen Toxicity

The deeper a diver goes, the higher the concentration of oxygen he needs in the air he breathes in order for his lungs to function properly while under external pressure. Oxygen toxicity occurs when a diver breathes too high of a concentration of oxygen for the depth at which he is operating. The diver's system becomes supersaturated with gaseous oxygen, which begins accumulating at various points within the body. Oxygen toxicity may occur in divers using nitrox or mixed gases if they exceed the maximum operating depth for the gas they're breathing. Cold, strenuous exercise, some medications, and other individual and environmental factors may increase the risk of oxygen toxicity.

The first stage of oxygen toxicity involves little more than discomfort, and appears within fifteen to thirty minutes of the point at which the character begins breathing too much oxygen. The character experiences difficulty breathing (the lungs are working overtime to process the elevated levels of oxygen that are available to them), abdominal discomfort (gas bubbles in the digestive tract), and chest pains. At this point, all rolls involving mental effort or endurance are made at a -1 penalty due to distraction.

Fifteen to thirty minutes after the onset of the first stage, the second stage of oxygen toxicity sets in. This involves decreased lung capacity and fluid pooling in the lungs as the body attempts to buffer out the excess oxygen. At this stage, a character is in extreme pain (-2 dice to all rolls, cumulative with wound penalties) and has vastly reduced endurance (-2 to all Stamina rolls, cumulative with the dice pool penalty for agony).

If the character continues to breathe high oxygen concentrations, the third stage of oxygen toxicity sets in after another thirty to sixty minutes. This involves permanent loss of lung capacity as alveoli rupture and the more immediate threat of pulmonary hemorrhaging. In layman's terms, a character in the third stage of oxygen toxicity literally drowns in his own blood as his lungs rupture from the inside. Third-stage oxygen toxicity inflicts one point of unsoakable aggravated damage every X turns, where X is the character's Stamina dots. This damage cannot be healed by supernatural means until the character is breathing a normal atmosphere. First- and second-stage oxygen toxicity reverse themselves after three hours of breathing normal atmosphere. However, oxygen toxicity is nearly impossible to treat or reverse at late stages because successful treatment requires the removal of excess oxygen from the patient's bloodstream. Dialysis has been of limited success in some cases, but even this is chancy. Any attempt to treat a character with third-stage oxygen toxicity requires an Intelligence + Medicine roll (with a -3 penalty) and access to a fully-equipped emergency room. A character who survives third-stage oxygen toxicity loses one permanent point of Stamina and permanently takes a -1 on all rolls involving endurance.

A vampire is not affected by oxygen toxicity unless he is deliberately using scuba gear to fool mortals. In this case, first- and second-stage oxygen toxicity affect him the same as they would a mortal, and third-stage oxygen toxicity causes vitae loss instead of aggravated damage.

Water-breathing characters such as Rokea or changelings who possess the “Gills” Merit (below) are not susceptible to oxygen toxicity *as long as they draw oxygen from the water around them*; if they choose to breathe enriched oxygen or nitrox from a tank then they are still subject to potentially toxic buildup of oxygen in their tissues.

Equipment

Weaponry

Weapon	Damage	Range	Clip	Strength	Size	Cost	Special
Bang stick	7L	Touch only	1	1	1	••	Can be used on land or underwater
Club, seal	1B	5ft or less	1	1	3	•	Melee only.
Gaff hook/ hakapik	2L	5 ft or less	1	1	3	•	Melee only. Inflicts Grappled condition on a hit.

Harpoon	2L	Thrown	1	2	3	•	Can be used in melee. On a hit, inflicts Grappled condition on target. Target takes automatic 2L if they tear free with a Strength + Athletics check. Intelligence + Medicine to remove safely. Wooden handle can be used to stake vampires.
Harpoon gun	15L	40/80/160	1, 5 actions to reload	2	5	Bolted to deck of ship. No called shots for targets smaller than whales. -1 for each size category below 8.

Net	0B	Thrown	1	1	varies	•	Inflicts Grappled condition on a hit. Requires either Dex + Athletics - 3 to escape or Strength + Athletics - 3 to tear.
Speargun	6L	15/30/60 (30/60/120 in air)	1, 2 actions to reload	2	2	•••	Does not lose damage as firearms when firing underwater.
Trident	3L	Thrown	1	2	3	•	Can be used in melee. On a hit, inflicts Grappled condition on target. Target takes automatic 3L if they tear free with a Strength + Athletics check. Intelligence + Medicine to remove safely.

Armor and Protective Gear

Armor	General	Firearms	Strength	Defense	Speed	Cost	Special
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Buoyancy compensator	1 (bashing only)	0	0	-1	+0	•	Athletics rolls attempted while scuba diving without a buoyancy compensator take a -1 penalty.
Deep-dive armor	5	5	3	-3	3m/turn, only 1 action/turn	••••• ••	Grants Strength 6 and Dex 1 while worn. Requires Strength 5 to use in air. Pressurized to 1 atm; immune to the bends and hypothermia. Searchlights and camera included. Rated to a depth of 600m.
Skinsuit	0	0	0	+0	+0	•	Protects against minor scrapes and jellyfish stings. Intended for use in water 75°F or warmer.

Wetsuit	1B	0	0	-1	+0	••	Intended for use in water 50°F or warmer. +2 to Stamina vs hypothermia in water 50°F or colder. Protects completely vs hypothermia in water 65°F or warmer. May protect against small poisonous spines.
Drysuit	1B	0	0	-2	+0	•• or •••	Make hypothermia rolls as if the water were one “stage” warmer; heated drysuits allow rolls at two “stages” up the scale.

Explosions

Water conducts shock much more readily than does air. Any explosion that goes off underwater has its damage Dice Pool *increased* by 50% (round up). Note that grenades are waterproof and can be used as rudimentary depth charges (the infamous “grenade fishing” method of foraging for rations).

Hypothermia

But it was the cold that was most distressing. I felt that I could survive but a few minutes. People were struggling and floundering in the water about me. I could hear them crying out to one another. And I heard, also, the sound of oars. Evidently the strange steamboat had lowered its boats. As the time went by I marvelled that I was still alive. I had no sensation whatever in my lower limbs, while a chilling numbness was wrapping about my heart and creeping into it. Small waves, with spiteful foaming crests, continually broke over me and into my mouth, sending me off into more strangling paroxysms.

- Jack London, *The Sea-Wolf*

The normal human body temperature is 98.6 degrees Fahrenheit. A prolonged immersion in waters as warm as 70 degrees can gradually leech away body heat, and hypothermia can incapacitate or kill an individual over a prolonged period of time. Hypothermia's symptoms include numbness, loss of voluntary muscle control, impaired senses and thought processes, and slurred speech.

In game terms, hypothermia begins to set in after a character has been immersed in water for twice her Stamina in hours. Every hour after this limit has been passed, the player rolls Stamina (difficulty 7). Every time this roll fails, the character gains a cumulative -1 die to all rolls; this penalty lasts until the character is treated for hypothermia. Hypothermic characters in the ocean usually drown because their muscles stiffen and they lose the ability to tread water or even float. Hypothermia must be treated by warming the character, both internally and externally. Hot liquids, dry, heated blankets, and (if no other heat source is available) the body warmth of an unaffected individual are the recommended treatments.

Hypothermia sets on much faster in cold water. The above rules assume a water temperature of 65+ degrees. In water between 55 and 65 degrees, hypothermia develops in half the time (the character's Stamina in hours). Between 45 and 55 degrees, hypothermia may begin after a number of minutes equal to three times the character's Stamina, and Stamina rolls are made every 15 minutes. Below 45 degrees, hypothermia hits within a number of minutes equal to half the character's Stamina and Stamina rolls must be made every minute.

Vampires and Prometheans are not affected by hypothermia (although they can slowly freeze solid in temperatures below 20 degrees Fahrenheit). Characters with natural insulation, such as shapeshifters who have assumed furry or blubbery forms, add two dice to their Stamina when rolling to stave off hypothermia. Characters who are naturally suited to cold-water existence, such as polar Gurahl or Ursara, treat the water they are in as if it were two "stages" warmer.

Navigation

While the actual piloting of a vessel depends on Drive, plotting a course over large distances is a mental exercise of (Intelligence + Science). The Storyteller assigns penalties based on the distance and complexity of the voyage. Success means the navigator plotted an efficient course toward the intended destination. The vessel will arrive as long as it stays on this course; any significant detours void the calculations and require a new roll. Characters without the proper tools or maps (normally Resources ••) suffer a -3 internal penalty.

Modifiers: familiar waters (+1 to +3), unfamiliar waters (-1 to -3)

Equipment: sextant/mariner's astrolabe (+1), magnetic compass (+2), sea charts (+1 to +3), GPS (+4), marine sonar (+3)

Roll Results

- **Dramatic Failure:** The course you chart is completely wrong, possibly leading you to run your ship aground or into the sovereign waters of a hostile state... but you don't realize this until it's too late.
- **Failure:** Your math doesn't check out, but you can try again.
- **Success:** You chart a course which will guide your vessel safely to your chosen destination.
- **Exceptional Success:** The course you lay in gets you there in three-fourths of the expected time, and gives your ship a +1 bonus to avoid hazards (such as pirates, sandbars, or unfriendly patrol-boats) along the route.

Celestial navigation is an extended Survival roll, with additional successes contributing to greater accuracy in terms of degrees, minutes, and seconds of longitude and latitude; the roll takes longer the heavier the cloud cover is (and, if bearings are taken by hand aboard a moving vessel, the current roughness of the waters can also be a factor) and it requires three pieces of equipment: a mariner's sextant, an accurate timepiece, and a nautical almanac—though characters with an innate connection to the heavens, such as Telluric changelings, may be able to forego these requirements.

Seasickness

Seasickness, or motion sickness, occurs when a character is in the water or on a surface vessel and cannot adjust to the constant rocking motion of her inner ear. In game terms, any character who fails a Stamina roll (modified by weather conditions [below]) is afflicted by nausea and dizziness for the next 12 hours. This Stamina roll is made whenever the character first boards the vessel or enters the water and every 12 hours thereafter. Seasick characters take -1 die on all Dexterity, Perception, and Social Attribute-based rolls and -2 dice on all Intelligence and Wits-based rolls due to extreme discomfort. Seasickness does not affect characters who are naturally adapted to the sea, such as weresharks or merfolk, nor does it affect the undead. In

addition, the Storyteller may wish to exempt characters who successfully stave off seasickness for three days or so (assuming that they've finally gotten their "sea legs.") Seasickness can be prevented with the "Sea-legs" Merit (below).

Swimming

Any character with at least one dot in Athletics knows how to swim (unless they have the "Can't Swim" Flaw, below). In most cases, swimming is represented by a Strength + Athletics roll, with an equipment bonus for flippers, hand paddles, synthetic sharkskin wetsuits, and similar gear, and penalties for heavy or thick clothes, long hair or matted fur, or overlarge boots; the number of successes rolled indicates the number of yards (or meters) the character swims in his or her turn.

NOTE: Due to its increased density, saltwater grants a +1 equipment bonus on Floating and Tread Water rolls (see below) and imposes a -1 penalty on attempts to swim downward. This property also affects a ship's buoyancy, and hence its waterline and ability to right itself, when transitioning between fresh- and saltwater environments.

Floating

Naturally buoyant characters (i.e., living humans and anatomically similar living creatures) can float with little effort. A character cannot move or take complex actions while floating, as this throws off their equilibrium.

Action: Instant

Dice Pool: Stamina + Athletics

Roll Results

- **Dramatic Failure:** The character begins to drown immediately (see "Drowning", WoD corebook, pg 65)
- **Failure:** The character begins sinking, and must Tread Water (see below) to regain their equilibrium.
- **Success:** The number of successes indicates the number of minutes they remain afloat before needing to make another check.
- **Exceptional Success:** <TO_DO>

Treading Water

Action: Instant

Dice Pool: Stamina + Athletics, with a -1 penalty for each successive roll without rest

Roll Results

- **Dramatic Failure:** The character begins to drown immediately. (see "Drowning", WoD corebook, pg 65).
- **Failure:** The character begins sinking and must roll Strength + Athletics or begin to drown on their next turn.

- **Success:** Each success buys the character one minute with his or her head above water, during which the character may take other actions within reason (talking, trying to work a survival radio, fixing a scuba tank's regulator).
- **Exceptional Success:** The character feels so strong that he can assist another character in treading water, granting them a bonus equal to his own Stamina on their Tread Water rolls.

Fatigue

Swimming is an incredibly taxing activity. A character who has to maneuver in the water for any length of time is going to tire quickly.

Action: Instant (each roll represents 30 minutes of treading water)

Dice Pool: Stamina + Athletics

Roll Results

- **Dramatic Failure:** The character develops a painful muscle cramp, which imposes a cumulative -2 penalty on all future Fatigue checks until he or she has a chance to rest up completely.
- **Failure:** The character takes a cumulative -1 penalty to all actions until he rests for at least five minutes (floating counts as resting). Every five minutes of rest removes one -1 penalty die.
- **Success:** The character keeps his head above water for up to 30 minutes.
- **Exceptional Success:** The character keeps his head above water for up to 60 minutes.

Shipboard Movement

Although readjusting to terra firma is a relatively quick and easy process, getting used to the rocking movement of a ship takes some practice. The rougher the seas and the smaller the craft, and the more inexperienced the sailor, the worse their stumbling and tripping will be.

In addition to the usual movement penalties imposed by rough weather and smaller craft, landlubbers who are unused to the seafaring life take a penalty on all Athletics rolls equal to 5 - their Dexterity; this penalty decreases by 1 point per day at sea, until it vanishes entirely. Even experienced sailors may incur a -1 penalty to Athletics rolls made during their first few hours back at sea after a long stint on dry land, at the Storyteller's discretion.

Surface Conditions

Most of the rules above assume that the activities in question are taking place in relatively calm, light seas. However, the oceans of the *World of Darkness* are prone to throwing up storms at the most inconvenient times. The following difficulty modifiers should be applied to most (Storyteller's discretion) activities attempted in heavy weather. This includes combat — the

pitching deck of a ship is not the most stable footing from which to fight. Supernatural powers or Merits that deal with balance may reduce these penalties at the Storyteller's discretion.

Rough seas also impose penalties on balancing and aiming thrown attacks, which is represented by a penalty on Athletics *and* Firearms rolls, though the larger the craft the less movement one subjectively experiences: for every fifteen points of Size beyond the first fifteen, reduce these penalties by one (so passengers a size 33 frigate would only take -1 to their Athletics rolls during a storm or high winds). However, **use common sense** when deciding whether an object or character is picked up or moved by the wind, or how much a ship rocks in a storm: a fully-loaded shipping container will probably weigh much more than an empty one (depending on what it's full of), just like a fully-laden oil tanker will rock much less than one whose holds are currently empty, even though its overall Size remains unchanged.

Furthermore, rough seas are reduced by shallow waters and natural or man-made harbors, the exact amount of which depends on how fully said harbor is enclosed from the open sea... which makes the calmest harbors the ones with the smallest openings, and therefore the most difficult to enter safely. Note also that not all harbors are equally deep, and that currents and eddies can sometimes change the depth or form unexpected sandbars if the harbor is not dredged regularly.

Surface Conditions	Bonus to Tread Water	Float?	Athletics/ Firearms Penalty
Swimming pool or calm (glass-smooth) lake	+1 die	+1	-0
Normal current or light waves	+0 dice	+0	-1
Rough, choppy waves	-1 die	-1	-2
Storm or high winds, pronounced waves	-2 dice	Cannot float	-3
Heavy thunderstorm	-3 dice	Cannot float	-4
Hurricane/typhoon	-4 dice	Cannot float	-5

Generally, weather conditions do not penetrate much below the surface of the sea. For every five meters of depth, weather difficulty penalties are reduced by one. Yes, this means that a scuba-diving mage who's 20 meters down can ignore the hurricane raging above his head. However, he may be in for an unpleasant surprise when he tries to surface...

Underwater Movement

A character's ability to function while in the water is limited by her ability to maneuver; all physical actions are resolved with either the appropriate Skill or Athletics, whichever results in a smaller dice pool. For example, if Maria has Strength 2, Athletics 2, and Weaponry 4, she could roll 4 dice to maneuver underwater, but she could only use 2 of her 4 Weaponry dice to attack with her diving knife, resulting in a dice pool of 4.

Athletics	Base Speed	Sprint Speed
0	1 meter per turn	1 meter per turn
1	1 meter per turn	(Strength + 2) meters/turn
2	1 meter per turn	(Strength + 4) meters/turn
3	(Strength/2) meters per turn	(Strength + 6) meters/turn
4	(Strength/2) meters per turn	(Strength + 9) meters/turn
5+	(Strength) meters per turn	(Strength + 12) meters/turn

"Base speed" refers to the speed that the character can sustain while performing other actions (such as combat). "Sprint speed" is the distance moved per turn if the character is taking no action other than swimming as fast as she can. These values assume the swimmer is relatively unencumbered (light clothes). For every two pounds of dead weight the swimmer is wearing or carrying (including clothes, body armor, and weapons), reduce her Strength by 1 for purposes of determining swimming speed.

The above values assume a Size 5 adult human. For characters with the "Giant" Merit, or werewolves in Dalu, Gauru, or Urshul forms, halve their swimming speed due to increased drag and resistance. Characters who can assume a streamlined aquatic form swim at four times the listed speed.

Visibility

Afloat

With calm water and clear weather, visibility at sea is limited only by the curvature of the earth. Standing at a height of about 2 meters above the sea's surface (roughly 6 feet), one can see up to 5km (3 miles) away. Of course, the distance between the observer and the horizon will vary with the observer's height above sea level, but fortunately this is relatively easy to [calculate](#).

Underwater

Water has different refractive properties than air. Objects viewed underwater appear larger and closer than they would on the surface. In addition, water gradually deadens colors, starting with reds and gradually phasing out blues and purples. The net game effect of these two phenomena is to impair vision-based Perception rolls (-1 for every 5 meters of distance from the viewer, to a maximum penalty of -3) and accuracy in ranged combat (see below). Characters who are adapted for aquatic or amphibious existence, such as Leviathans or aquatic Changelings, do not suffer these penalties.

Water also absorbs light. During daytime, depths between 5 and 15 meters are lighted as if they were overcast, 15 to 25 meters are considered cloudy, and depths below 25 meters are dark. Yes, this means a vampire who is 25 meters below the surface of the sea takes no damage from sunlight during the daytime. These ranges are halved for particularly silty or polluted water (e.g. Boston Harbor) and doubled for extremely clear and pure water (the Bahamas, Lake Superior).

Wind and Weather

*Sleep shall neither night nor day
Hang upon his penthouse lid.
He shall live a man forbid.
Weary sev'nights nine times nine
Shall he dwindle, peak and pine.
Though his bark cannot be lost,
Yet it shall be tempest-tossed.*

- William Shakespeare, *Macbeth*

The following tables are converted from the D&D 3.5e supplement *Stormwrack*:

Weather: At the outset of the voyage, roll on Table 1–1: Random Weather, Wind, and Precipitation to determine the current conditions. Use the column corresponding to the climate the ship is currently in (cold, temperate, or warm). Seasonal variations can move you to a different column—for example, in summertime roll on the temperate column for ships in otherwise cold climates, and on the warm column for ships in otherwise temperate climates. The result of this roll gives you the temperature (in degrees Fahrenheit), wind strength, and precipitation for the day. Once you roll a set of weather conditions, they persist without changing for 1d6 days.

TABLE 1-1: RANDOM WEATHER, WIND, AND PRECIPITATION

Cold ¹	Temperate ²	Warm ³	Temperature	Wind	Precip.
—	—	01-03	Severe heat	Fair	Clear
—	—	04-05	Severe heat	Varies	Clear
—	01-02	06-14	Hot	Fair	Clear
—	03	15-19	Hot	Fair	Rain
—	04-05	20-25	Hot	Varies	Clear
01-03	06-15	26-50	Warm	Fair	Clear
04	16-19	51-65	Warm	Fair	Rain
05-07	20-29	66-70	Warm	Varies	Clear
08	30-32	71-76	Warm	Varies	Rain
09	33-35	77-80	Warm	Storm	Rain
10-17	36-59	81-87	Moderate	Fair	Clear
18-21	60-63	88-89	Moderate	Fair	Fog
22-24	64-70	90-91	Moderate	Fair	Rain
25-30	71-80	92-96	Moderate	Varies	Clear
31-32	81-83	97-98	Moderate	Varies	Rain
33-34	84-85	99-100	Moderate	Storm	Rain
35-57	86-91	—	Cold	Fair	Clear
58-62	92-93	—	Cold	Fair	Fog
63-66	94	—	Cold	Fair	Snow
67-82	95-98	—	Cold	Varies	Clear
83-86	99	—	Cold	Varies	Snow
87-89	100	—	Cold	Storm	Snow
90-94	—	—	Severe cold	Fair	Clear
95-98	—	—	Severe cold	Varies	Clear
99-100	—	—	Severe cold	Storm	Clear

1 In summer, use the temperate column for cold marine climates.

2 In winter, use the cold column for temperate climates; in summer, use the warm column.

3 In winter, use the temperate column for warm marine climates.

Wind Strength: To determine the specific wind strength and direction, use the general wind condition indicated by the result of Table 1-1: Random Weather, Wind, and Precipitation and roll on the corresponding column on Table 1-2: Random Wind Strength.

Sailing Speed: This is the multiplier used when determining the speed that a sailing vessel can make given the current wind conditions. For example, a catamaran with a sail speed of 20 feet has a speed of 40 feet under a moderate wind. In the absence of any wind, the ship is becalmed and travels at the speed of the current (see page 10). A sailing vessel that loses its sails becomes a derelict drifting with the currents.

A sailing vessel in a severe wind can sail only if the captain or master succeeds on a Dexterity + Drive roll (penalized by the current roughness of the seas, as usual) If the check fails, the ship cannot be controlled and is Driven by the wind (see the Tilt below). A sailing vessel in a windstorm or gale requires a Dexterity + Drive roll to steer successfully.

TABLE 1–2: RANDOM WIND STRENGTH

Fair	Varies	Storm	Strength	Sailing Speed
01–10	—	—	None	—
11–65	01–20	—	Light	×1
66–90	21–65	—	Moderate	×2
91–99	66–85	01–10	Strong	×3
100	86–98	11–50	Severe (heavy)	×3 ¹
—	99–100	51–90	Windstorm (gale)	×3 ²
—	—	91–99	Hurricane	Driven
—	—	100	Dire gale	Driven

1 Requires DC 20 Profession (sailor) check to sail or row; otherwise, driven.

2 Requires DC 30 Profession (sailor) check to sail or row; otherwise, driven.

Wind Direction: After determining the wind strength, check for the wind direction by rolling on Table 1–3: Wind Direction.

TABLE 1–3: WIND DIRECTION

01–60	Prevailing
61–65	North
66–70	Northeast
71–75	East
76–80	Southeast
81–85	South
86–90	Southwest
91–95	West
96–100	Northwest

Wind direction is the *origin* of the wind; a north wind is a wind blowing out of the north (and therefore blowing toward the south).

Prevailing: If the wind direction is prevailing, it means that the wind simply blows out of whichever direction it normally does given the location and the time of year. For example, a broad ocean can have seasonal trade winds—strong breezes that blow from a certain direction for months in certain latitudes, making ocean crossings relatively easy.

Sailing into the Wind: A sailing vessel cannot sail directly at the wind; a sailing vessel sailing within one point of the wind (sailing northeast into a northerly wind, for example) is reduced to half the normal speed the wind strength would otherwise indicate. It's possible to tack against the wind by alternating between northeast and northwest, and therefore slowly making progress to the north.

Wind Effects

Though sailors in the Age of Sail lived or died by the wind (often literally), most modern vessels have engines so powerful that they can safely ignore which direction the wind is blowing in most circumstances (except when trying to navigate a narrow passage such as a canal or tidal inlet). However, no vessel can ignore the wind's effects on the ocean and its waves, which can cause significant heaving and rolling, structural torsion, losses of balance, and damage to passengers and cargo. In addition, the wind can create a stinging spray of sand or dust or ice crystals, fan a large fire, capsize a small boat, and blow gasses or vapors away. If powerful enough, it can even knock characters prone, interfere with ranged Athletics attacks, or impose penalties on some skill checks such as balancing or throwing.

Light Wind

A gentle breeze, having little or no game effect.

Moderate Wind

A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles or cigarette lighters.

Strong Wind

Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -1 penalty on ranged attack rolls with thrown missiles or arrows (firearms are not affected), and on sound-based Perception rolls.¹

Severe Wind

In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged attacks with thrown missiles or arrows and sound-based Perception rolls are at a -3 penalty.

Windstorm

Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged attack rolls with thrown missiles or arrows are impossible, and even harpoons have a -2 penalty on attack rolls. Sound-based Perception rolls are at a -5 penalty due to the howling of the wind.

¹ It is important to note that although the wind itself does not affect Firearms rolls, it *does* create waves, which *will* affect anyone aboard a floating vessel: a storm may make it more difficult for sailors on an evacuation ship to aim their weapons at the monstrosity that's sprawled across the oil rig's helipad, but that same wind will *not* redirect the bullets of the roughnecks who are attempting to snipe at it from the flare boom above (though said roughnecks *would* be subject to penalties due to rain and poor visibility which often accompany storms).

Hurricane-Force Wind

All flames outdoors are extinguished, whether covered or not. Ranged attacks with non-Firearms weapons are impossible and harpoons have a -4 penalty on attack rolls. Sound-based Perception rolls checks are impossible: All characters can hear is the roaring of the wind. On land, hurricane-force winds often fell trees.

New Tilts

Driven (Environmental, sailing/rowed ships only)

A sailing vessel with this Tilt cannot sail or row but is instead driven directly downwind at a speed in feet per round equal to twice the wind speed in miles per hour. For example, in a hurricane of 90 mph winds, the ship is driven 180 feet downwind every round (or 18 miles per hour) as long the storm persists.

Heeling/Listing (Environmental)

A ship can list from running aground or from flooding below decks. A heeling ship is a ship that is listing to one side from the effects of its maneuvers—a rapid turn at high speed, or a sailing ship lying somewhat on its side as it runs across or before strong wind. A mild list has the same effect as a gradual slope; there is no effect on movement, but characters gain a +1 bonus on Weaponry and Brawl attacks against foes downhill from them. A severe list is the same as a steep slope. Characters moving uphill must spend 2 meters of movement for each meter of steep slope. Characters running or charging downhill must succeed on a reflexive Dexterity + Athletics roll. Characters who fail this check stumble and must end their movement 1d2×5 feet downhill from where they fell. On a dramatic failure, a character will fall prone right where they stood. A severe heel or list increases the penalty on Athletics rolls by -2.

Heavy Roll (Environmental)

Ships in heavy weather can take violent rolls, rocking precipitously from side to side. Heavy rolls have the same effect as a severe list, except from round to round the high side and low side reverse, with a round of level deck in between (round 1: starboard high; round 2: even; round 3: starboard low; round 4: even; round 5: starboard high again, and so on).

Green Water (Environmental)

Ships in heavy seas can take “green water” over the bows or sides—powerful rushes of surf that wash across the deck, threatening to knock down or carry away anyone on deck.

A **light surge** of green water lasts for 1 round and repeats every 2d4 rounds. A light surge is about 1 foot (30cm) in depth. It costs one quarter of your movement (round up) to enter a surge of light green water, and the penalty on Athletics rolls in such a surge increases by -1. Any creature that begins its turn in or enters a square of light green water must succeed on an instant Dexterity + Athletics roll, or fall prone. Characters who fall prone are washed 1d10 meters/yards in the direction of the surge; if this would wash them over the side, they are

entitled to a reflexive Strength + Athletics roll (at a -1 penalty) to catch themselves at the rail before going over.

A **heavy surge** consists of violently surging water about 1 meter in depth. It costs half of your movement (round up) to enter a heavy surge. Crawling is impossible in a heavy surge, and anyone attempting to maintain a grapple in a heavy surge must succeed on a reflexive Strength + Brawl roll or lose the grapple. Any creature that begins its turn in or enters a square of heavy surge must succeed on a Strength or Dexterity + Athletics roll or fall prone. Characters who fall prone are washed 2d10 yards/meters in the direction of the surge; if this would wash them over the side, they are entitled to a reflexive Strength + Athletics roll (at a -2 penalty) save to catch themselves at the rail before going over.

Tornado (Environmental)

All flames, open and covered, are automatically extinguished. All ranged attacks are impossible (even with siege weapons or harpoons), as are sound-based Perception checks. Instead of being blown away (see **Table: Wind Effects**), characters in close proximity to a tornado who fail their reflexive Strength + Dexterity rolls to hang onto something are sucked toward the tornado at a rate of 10 yards/turn. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 2 dice of lethal damage per round, before being violently expelled (falling damage may apply if one lands on the deck of a ship or solid earth, though water-landings carry dangers of their own, and from a sufficient height they can be just as deadly). While a tornado's rotational speed can be as great as 300 mph (483 km/h), the funnel itself moves forward at an average of 30 mph (48 km/h, or roughly 40 yards per round). A tornado unmoors lifeboats and any unsecured cargo, destroys comms arrays and smaller structures, and causes other similar forms of major destruction.

New Merits

"Oh, don't say any more, please! Have I got to learn the shape of the river according to all these five hundred thousand different ways? If I tried to carry all that cargo in my head it would make me stoop-shouldered."

- Mark Twain, *Life on the Mississippi*, "Chapter 8: Perplexing Lessons"

Ingratiating Wanderer (••)

Prerequisite: Manipulation 3

Effect: The character receives a +2 bonus to all rolls made to track down a local authority figure of her supernatural "type" (Kindred, Forsaken, Lost, etc.), provided that such exists. Further, this bonus applies to all mundane social rolls made to establish a positive first impression with said authority figure. The character may ruin the good graces she's established through her subsequent actions, but the initial reaction that she receives is likely to be a good one. Note that this Merit's effects may come into play again in the same city if the local power structure

undergoes a significant shake-up while the nomads are away, or if the characters look different, disguise themselves or have simply been forgotten by the time they return.

Natural Swimmer (••)

Effect: The character takes to the water as if she were born in it (and perhaps she was). Her swimming speed is calculated as if her Athletics score were one dot higher, and all rolls for maneuvering underwater gain a +1 bonus.

This Merit only costs 1 point for aquatic characters such as [Rokea](#).

Pidgin Speaker (••)

Prerequisites: Manipulation 3 or Wits 3

Effect: Through a combination of pointing, hand gestures, body language, and meaningful looks, you can make yourself understood anywhere in the world. Once per scene, you can communicate up to two syllables to anyone, regardless of which language(s) they speak. Your character does not spontaneously learn words in a previously-unknown language, they just communicate their general intention/desires non-verbally. Examples include: "water", "need food", "he sick", "pay now", "toilet", "where boat?", and "run fast". However, being able to communicate is not a guarantee that anyone will care what you have to say, or listen to your pleas for help. Even if your meaning is clear, people can still choose to play dumb, or they may be unwilling or afraid to offer assistance.

Profession: Sailor (• to ••••• •+, Laborer variant)

"Something like this happened to a mate of mine once. He was on a tramp freighter out of Perth and one night while he's keeping third watch he hears this sound like a million shrieking eels..."

Sailors typically come from a working- or lower-class background, and as a rule they don't have much in the way of education. What they lack in formal credentials they make up in practical knowledge, hands-on skills, and fearless devotion to their comrades.

Whether he works on a nuclear sub or a fishing trawler, a sailor's day-to-day life consists mostly of hard physical labor, repairs and maintenance, and keeping his balance on a shifting (and possibly wet and/or icy) surface. Most sailors are personable enough that they can count their shipmates as Allies. Resources are common, especially for younger unmarried sailors, since their needs are few and they don't have any rent to pay, or clothes to buy, and all their food is taken care of while at sea. Sailors who travel internationally, or who are members of international crews, frequently learn an extra Language or two (usually beginning with all the swear words and curses). Most sailors will never touch a helm, so Drive isn't especially relevant for them.

In a Hunter cell, sailors provide the know-how and skills that allow for water travel, as well as Contacts in parts foreign and within the military (mainly the Navy). Sailors from Odysseus to Popeye have long been famed for their skill at brawling and boxing (not to mention drinking and dicing), so your average sailor will make a fearless front-line combatant... at least until the guns

come out. Military sailors are trained in the use of small arms such as pistols and shotguns (which are less cumbersome than rifles in the enclosed spaces of a ship), but in any situation where a sailor must draw his sidearm, something has gone seriously wrong.

Sailors usually join the Vigil when someone they care about, a shipmate or a friend, is badly hurt or killed by a supernatural being, especially one that operates out of the sea where landlubbers fear to go. The very things that make it difficult for them to join terrestrial compacts and conspiracies (i.e. frequent travel and long stints away from land) give them the freedom and cover stories necessary to pursue their prey across (and under) the waves.

Merchant mariners who joined the Vigil prior to becoming sailors can belong to any Compact or Conspiracy which has a presence in their home port, but those who only learned of the Vigil once at sea favor The Union. Military sailors tend to be recruited into either Division Six or Task Force VALKYRIE, or their own country's equivalent bureau.

Concepts: Bluenose roustabout; Bogan made good; Bright-eyed cadet; Horn-dog with no standards; Jack Tar trying to lift his family out of poverty; Port drunkard; Proverbial pro from Dover; Secret polygamist; Son Of A Son Of A Sailor; Surly old salt; Would-be captain; Xth-generation fisherman; Yankee trader; Yeomanette

Asset Skills: Athletics, Crafts

Professional Trainings:

- - Apprentice Seaman/Recruit
- - Sailor/Ordinary Seaman
- - Bosun/Petty Officer
- - Mate/Commander
- - Skipper/Captain
- ● - Owner/Admiral

Sea Legs (• to ••)

Prerequisite: Stamina 2,

Effect: A character with Sea Legs never needs to roll for seasickness (above). He is assumed to have such a strong constitution as to never become motion sick. The two-point version of this Merit allows a character to ignore a single penalty die on ranged attacks made from the deck of a moving ship or boat.

Weather Sense (••)

Wind's in the East

Mist comin' in

Like something is brewin'

About to begin

Can't put me finger on what lies in store

But I feel what's to happen,

All happened before.

- "Chim Chim Cher-ee," Mary Poppins

Prerequisite: Wits 3 or Composure 3

Effect: You can predict the weather with remarkable accuracy. Maybe you have arthritic joints that warn you of a change in barometric pressure, or perhaps you are adept at reading the sea's shifting moods. Whenever the Storyteller rolls to determine upcoming weather conditions, s/he must allow you to see the result.

Wheelman (••)

Prerequisites: Dexterity 2, Drive 2

Effect: Characters with this Merit receive the benefit of the 9-again rule with respect to all rolls involving the Drive Skill (including boats, ships, and submarines).

New Flaws

Can't Swim

You have never learned to swim, or have been taught but you revert to helpless flailing. Consider this character's Athletics rating to be zero for purposes of the above movement rules. A character cannot take this Flaw unless he has at least one dot in Athletics, and a character with the Swimming specialty in Athletics cannot take this Flaw for obvious reasons. At the Storyteller's discretion, a character who takes swimming lessons after game play begins may buy off this Flaw at the cost of six experience points after using experience to raise his Athletics score at least one dot.

Motion Sickness

A character who suffers from motion sickness is easily unbalanced by the rocking of the sea. The player makes Stamina rolls for seasickness with a -2 penalty. A sadistic Storyteller may also require seasickness rolls from the player of such a character in other situations, such as a long car ride.

Chapter Two: The Other Planet Earth

"He always thought of the sea as La Mar, which is what people call her in Spanish when they love her. Sometimes those who love her say bad things of her, but they always said as though she were a woman. Some of the younger fishermen — those who use buoys as floats for their lines and had motorboats bought when the shark livers had brought much money — spoke of her as El Mar, which is masculine. They spoke of her as a contestant, or a place or even an enemy. But the Old Man always thought of her as feminine, and as something that gave or withheld great favors. And if she did wild or wicked things, it was because she could not help them. 'The moon affects her as it does a woman,' he thought."

— Ernest Hemingway, *The Old Man and the Sea*

Despite being far better-mapped than they were even a few decades ago, the world's oceans and seas still contain vast swathes of empty space, and crossing them takes time and very specialized equipment. Today the main dangers of the sea are not becoming lost or running aground, but running afoul of humanity's oldest enemies: other humans. From human trafficking to outright slavery, from pirate raids to acts of war to vast industrial accidents which may pollute the lives and bodies and livelihoods of millions, the sea in the modern era is less of a mysterious "last frontier" and more of a "wild west". At least, it is on the surface: much of the ocean floor remains unmapped to this day, and much that is mapped is effectively inaccessible to all but the wealthiest and/or highly motivated explorers.

Although we have striven to provide at least a little information about all the world's oceans, there are far too many seas, bays, and gulfs to give them *all* a detailed treatment here. Whoever came up with the phrase "the seven seas" had clearly never looked at an atlas.

The Arctic Ocean

The smallest, shallowest, and coldest ocean on Earth is also the least accessible: for much of the year, it is covered in a nigh-impassable layer of sea ice (note that there is no dry land beneath virtually all of the Arctic ice cap, only frigid water and seafloor). However, as the global climate warms, the ice shelf is slowly and unevenly retreating, which has led to a new Cold War over access to shipping lanes, including a new Northwest Passage which has occasionally opened up between Greenland and Alaska. This warming has also led to the exposure of land which has not been open to the sea or sky in thousands of years; what frozen horrors may be thawing out of their ancient, icy prisons at this very moment is anyone's guess.

Although the receding sea-ice has granted access to previously-untouched fisheries, the Arctic powers (Canada, the US, Greenland, Iceland, Norway, and Russia) have called a moratorium until marine biologists can determine whether the Arctic Ocean can be sustainably fished (and

in some cases, sealed and whaled). The Arctic powers are also sizing up the region with an eye towards oil and gas drilling, tourism, and military defense.

Despite its austere appearance, the Arctic Ocean is home to a plethora of life, ranging from simple plankton and anemones to whales, polar bears, seals, walruses, puffins, and terns. Several indigenous "circumpolar peoples", from the reindeer-herding Saami (Lapps) to the sea-fishing Inuit and Chukchi have called the harsh environment of the Arctic home for millennia.

Major seaports: Akureyi (Iceland), Churchill (Canada), Hammerfest (Norway), Iqaluit (Canada), Murmansk (Russia), Prudhoe Bay (US), Tromsø (Norway), Utqiagvik/Barrow (US)

[List of islands in the Arctic Ocean](#)

The Barents Sea

Though Russia's "shadow fleet" operates all over the globe, much of it calls the shores of this frigid northern sea its home. According to [this Wall Street Journal](#) article, "The vessels are often managed or owned through complex structures ... making it difficult for regulators and enforcement authorities to determine who controls them. Some seek to avoid detection by turning off transponders that broadcast locations, switching flags and operating without insurance from established Western underwriters. Crew members of abandoned ships are effectively marooned aboard their vessels because port authorities require them to stay with the ship to ensure the vessels are safe. The sailors, often from developing countries, also are loath to depart without being paid."

The Beaufort Sea

Though there are few permanent settlements along the shores of this northern sea, the population is gradually increasing as climate change widens the summer ice-free zone, both geographically and temporally. Canada's longest river, the Mackenzie, empties into this marginal sea, which is home to an unusually large population of beluga whales (which are important to the local Inuvialuit) and oil fields (which are of considerable financial importance to Canada as a whole).

The Chukchi Sea

Only navigable for four months out of the year, more than a few historical vessels have found themselves beset by advancing ice and drifted with the floes for months, sometimes years before either being released and rescued or crushed and sunk. Russia has built and maintains a floating polar research station here, partly to enhance its claims to the region and the rich oil fields which are believed to lie beneath it.

The Kara Sea

One of the coldest seas in the world — it lies entirely above the Arctic Circle — the Kara Sea is only navigable from June to August, due to the thick ice floes which form across its surface. Even in summer its climate is characterized by snow squalls and dense fogs.

The Nordic Sea

With nearly 200 offshore drilling rigs tapping into its oil and gas fields, these are some of the most threatened (and profitable) seas on Earth, and the main reason why Norway has the highest GDP in Europe (though production has been falling since 2001). During the cooler part of the year, icebergs and sea ice pose threats to shipping vessels and can cause significant delays. It is also an important habitat and breeding ground for seals, which are still harvested for their meat and fur by Indigenous tribespeople and commercial traders alike.

The White Sea

This tiny inlet of the Kara Sea — hardly a true sea at all — is nonetheless important due to the presence of the major port of Arkhangelsk, Russia's historic main link to maritime trade with the outside world. Settled largely by Pomors or "seasider" peoples, many of whom are Old Believers who resisted the reforms of the Russian Orthodox Church in the 17th century. Partly for that reason and partly for simple economics, the Pomors are currently being targeted for genocide by the Russian government.

The Atlantic Ocean

Acting as the gateway between the Old World and the New World, the Atlantic Ocean (originally named *atlantikôi pelágei* (or 'Sea of Atlantis') stretches from the Arctic to Antarctica, and consists of two hydrologically distinct regions, the North and South Atlantic. These two enormous [gyres](#) slowly exchange vast currents of water which are powered by the Earth's rotation, air currents, and differentials in temperature and salinity: this "thermohalic conveyor belt" makes a complete rotation approximately twice in each millennium.

The dreaded storms called hurricanes form in the eastern Atlantic off the coast of Africa, and propelled by ambient air currents make their way towards North America. These storms have been steadily increasing in size, frequency, and intensity over the last few decades, most likely as a result of global climate change.

Major seaports²: Antwerp (Belgium), Buenos Aires (Argentina), Casablanca (Morocco), Colón (Panama), Copenhagen (Denmark), Dakar (Senegal), Gdansk (Poland), Hamburg (Germany), Helsinki (Finland), Las Palmas (Canary Islands, Spain), Le Havre (France), Lisbon (Portugal),

² Excluding Mediterranean ports, which are in their own section, below.

London (UK), Manaus (Brazil), Montevideo (Uruguay), Montreal (Canada), New Orleans (US), New York City (US), Oslo (Norway), Rio de Janeiro (Brazil), Rotterdam (Netherlands), Saint Petersburg (Russia), São Paulo (Brazil), Stockholm (Sweden)

[List of islands in the Atlantic Ocean](#)

The Baltic Sea

Badly polluted by the former USSR; main trade route for export of Russian petroleum; contains many Viking shipwrecks; site of a great number of shipyards.

The Bermuda Triangle

Sometimes called “the Devil's Triangle” or “Hurricane Alley”, the imaginary triangle formed by Bermuda, Puerto Rico, and Miami has been the site of numerous mysterious disappearances since the mid-20th century, which have been attributed to everything from unknown “energy vortexes” to extraterrestrial abductions. The vicinity is amongst the most heavily traveled shipping lanes in the world, with ships frequently crossing through it for ports in the Americas, Europe, the Panama Canal, and the Caribbean islands. Cruise ships and pleasure craft regularly sail through the region, and commercial and private aircraft routinely fly over it.

The Black Sea

Though it gets less attention than its more glamorous sister the Mediterranean, the Black Sea is an important shipping route between Russian oil fields and the rest of the world. The ancient Greeks said that Jason and the Argonauts sailed to the Black Sea to find the Golden Fleece in the land of Colchis (now Georgia), and it later became the site of several Greek colonies. Despite being mostly ecologically dead (not due to pollution or over-fishing but rather weak ventilation of its deeper levels), the Black Sea remains a hotly contested trade route, as evidenced by Russia's annexation of the Crimean Peninsula in 2014 and its ongoing invasion of Ukraine. Even in ancient times the region was valuable: the fabulously wealthy city of Troy was situated at the entrance to the Dardanelles Strait, and old Byzantium (later known as Constantinople, now Istanbul) sat on the banks of the mighty Bosphorus.

The Caribbean Sea and the Gulf of Mexico

Once the setting for much of the [Golden Age of Piracy](#), the Caribbean Sea today is a worldwide tourism hotspot for cruises and island getaways: large numbers come to see the wide variety of tropical fish, coral, and sea life. Many of the islands themselves, however, are plagued by crime, violence, and poverty (which they endeavor to keep well out of sight of the *turistas*, who rarely leave their “all inclusive” resorts if they can help it); Jamaica was once known as “the murder capital of the world”, and Haiti has spent decades combating the depredations of the [Tonton Macoute](#) (a paramilitary force famed for brutal massacres and gruesome torture of its enemies, real and perceived). Much of the Gulf of Mexico has been opened to offshore oil drilling, such as

the [Deepwater Horizon drilling rig which exploded in 2010](#), gushing millions of barrels of crude oil into fisheries and onto residential coastlines.

Hudson Bay

One consequence of the lower salinity of the bay — which itself is a consequence of draining a large area of Canada combined with a lack of evaporation due to sea ice and a reduced exchange with the greater Atlantic — is that the freezing point of the water is higher than in the rest of the world's oceans, thus decreasing the time that the bay remains ice-free. The proposed “Arctic Sea Bridge” would connect Churchill, Manitoba with the Russian port of Murmansk, connecting hitherto separated markets and economies while also increasing chances of accident, collision, and environmental pollution in one of the world's few remaining (relatively) untouched wildernesses.

The Mid-Atlantic Ridge

The major geographic feature of the Atlantic Ocean is the Mid-Atlantic Ridge, a titanic underwater mountain range which extends for over 10,000 miles (16,000 km). This volcanic mountain chain is the epicenter of many earthquakes and volcanic eruptions, which occasionally results in the formation of new islands (most recently the Icelandic island of Surtsey, near Iceland, between 1963 and 1967).

The Sargasso Sea

A vast, slow-moving vortex of sargassum seaweed situated in the middle of the Atlantic (a sea within a sea). Contains very few animals, apart from spawning eels. Rumored to be cursed, usually avoided by most sailors.

The Mediterranean Sea

Called “the incubator of Western Civilization,” this nearly-landlocked, irregularly-shaped sea has been navigated by sailors since the earliest days of watercraft, and by extension contains some of the oldest shipwrecks in the world. In fact, entire ancient cities have sunk beneath its surface, including: Baiae, Heracleion, Kekova, Atlit Yam, Neapolis, and Olous. With the opening of the Suez Canal in 1869, this bustling shipping route became even busier as ships made their way between India and Great Britain, bypassing the lengthy trip around Africa and the notoriously stormy South Atlantic.

Major seaports: Alexandria (Egypt), Algiers (Algeria), Barcelona (Spain), Istanbul (Turkey), Marseille (France), Naples (Italy), Oran (Algeria), Piraeus (Greece)

Sidebar: Burial at Sea

Prior to the modern era, a corpse on a ship was an epidemiological time bomb, and so rapid disposal of the body became a necessity. Today with the advent of refrigeration and air lifts, most people who die at sea can be returned to land for a traditional burial or cremation, but some people (especially sailors) still choose to be buried at sea. Different religions have their own prescriptions for how the body should be prepared and returned to the sea, and whether it should be cremated beforehand or not, but on ships running combat missions it may not be possible to attend to every consideration (additionally, most modern ships do not have crematoria onboard, though the furnaces on steam-powered vessels could be used in a pinch (see the poem "[The Cremation of Sam McGee](#)" by Robert W. Service).

Historically, sailors buried at sea were wrapped in sailcloth or their own sleeping-hammocks., which were weighted with cannonballs or stones and the poor soul was stitched into them, with the final stitch being done through the nose to make sure he well and truly dead; the bundle was then gently lowered over the side. Today the preferred method of burial at sea is by gently lowering cremated remains into the sea in a weighted vessel (not throwing or scattering them over the side, though this is sometimes done), or in a coffin designed to sink and come to a rest at the seafloor as quickly as possible. Sometimes the ashes are mixed with concrete and shaped into an artificial coral reef, such as the [Neptune Memorial Reef](#) in Key Biscayne, Florida, USA.

The Indian Ocean

Although it is "only" the world's third-largest ocean, the Indian Ocean is still almost seven times as large as the United States. This warmest ocean in the world is crisscrossed by major sea routes and is heavily trafficked, especially by ships carrying petroleum and petroleum products. As a result, the Arabian Sea, Persian Gulf, and Red Sea are all badly polluted.

Indian Ocean fisheries are of great and growing importance to the bordering countries for domestic consumption and export; fishing fleets from Russia, Japan, South Korea, and Taiwan also exploit the Indian Ocean, mainly for shrimp and tuna.

The Indian Ocean has been the site of maritime trade for at least seven thousand years; and wherever there is trade by sea, there are bound to be pirates. The Indian Ocean presents an elevated risk for piracy and armed robbery against ships, particularly in the Gulf of Aden, along the east coast of Africa, the Bay of Bengal, and the Strait of Malacca.

Given the importance of the Indian Ocean as a shipping lane for petroleum, the lifeblood of the industrialized world, the region has long been a site of intense geopolitical tension. The CIA warns that "there is a continued possibility that Iran and/or its regional proxies could take actions

against US and partner interests in the region; at present, Iran has seized two foreign-flagged tankers in the Persian Gulf; the US and UK navies have established Operation Sentinel to provide escorts for commercial shipping transiting the Persian Gulf, Strait of Hormuz, and Gulf of Oman".

Occasional icebergs pose a navigational hazard in the Indian Ocean's southern reaches, and offshore waste dumping continues to pose a hazard to the health of both humans and the marine life upon which much of the world depends for food.

The Indian Ocean's monsoon (a seasonal reversing wind accompanied by corresponding changes in precipitation) is the strongest on Earth, causing massive downpours, flooding, landslides, and large-scale seasonal variations in ocean currents, including the complete reversal of the Somali Current and Indian Monsoon Current.

Notably, the Indian Ocean is also the habitat of the lobe-finned [coelacanth](#), which was believed to have gone extinct with the dinosaurs 65 million years ago... until it was discovered alive and well in 1938, trapped in the nets of a small South African fishing vessel. If such a "living fossil" could be discovered in such a mundane way, then what might that say about other previously-disbelieved sea creatures?

Major seaports: Chennai (Madras, India); Colombo (Sri Lanka); Durban (South Africa); Jakarta (Indonesia); Kolkata (Calcutta, India); Melbourne (Australia); Mumbai (Bombay, India); Richards Bay (South Africa)

[List of islands in the Indian Ocean](#)

The Arabian Sea

See "[The Seas of Arabia](#)", by Kennedy Warne, photographs by Thomas P. Peschak. *"Poets praise their treasures. Profiteers deplete them. Activists now seek to preserve them."*

The Red Sea

According to the Holy Scriptures of all three Abrahamic faiths, Moses crossed this seabed with the Israelites while fleeing Egypt. Could there still be some relic of their flight lying at the bottom of the seabed today? Or perhaps the restless shades of the Egyptian soldiers who were drowned when the pathway closed over them?

Sidebar: The Suez Canal

This sea-level canal extends through 193 km (120 miles) of the only land bridge between Africa and Asia, passing through Lake Manzala, Lake Timsah, and both Bitter Lakes, to connect the Mediterranean Sea with the Red Sea, and by extension the Indian Ocean and all points beyond. Since its completion by the British in 1869 it has consistently

remained one of the busiest (and most geopolitically contentious) shipping routes in the world. While the canal does not possess locks, there are eight major bends which can be difficult to navigate, as illustrated by the grounding of the *Ever Given* in 2021, which completely blocked all traffic in both directions for five days.

The Persian Gulf

Much of the petroleum extracted from Iraq and Iran must pass through this narrow, heavily guarded body of water before it can be sold to gas-hungry global consumers, making it one of the most valuable water trade routes in the world. When Saddam Hussein interrupted the flow of oil through this port in 1990, the United States reacted with instantaneous and overwhelming force.

The Bay of Bengal

Rather than brave the unpredictability of the open sea, most captains would greatly prefer to take the shorter and more sheltered route through the Straits of Malacca, the control and taxation of which turned Singapore — which currently has the third-highest population density of any country in the world — into a crucial entrepôt for several thalassocratic empires (such as the British, Chinese, and Japanese).

As waters of the sacred river Ganges flow out into the greater Indian Ocean, they deposit massive amounts of sediments which have been building up since at least the Early Miocene age, and through which several deep canyons have been cut by outflowing water: the 14km wide “Swatch of No Ground” (or SoNG) is an important habitat for cetaceans, sea turtles, sea birds, and many species of fish.

Seychelles, Maldives, and Diego Garcia

These tiny islands and atolls serve as stopovers on long voyages across vast stretches of trackless water.

Major seaports: Aden (Yemen), Cape Town (South Africa), Chennai/Madras (India), Colombo (Sri Lanka), Cuddalore/Kadalur (India), Dahej (India), Dar es Salaam (Tanzania), Dhaka (Bangladesh), Dubai (UAE), Fremantle Harbour (Australia), Jeddah (Saudi Arabia), Karachi (Pakistan), Kolkata (India), Mundra Port (India), Rangoon (Myanmar), Singapore (Singapore), Suez (Egypt), Zanzibar (Tanzania)



The Pacific Ocean

Occupying fully one-third of the globe's surface area, the Pacific Ocean is not only the largest and deepest ocean on Earth, it is larger than all of the planet's landmasses *combined*. In addition to being a breeding-ground for massive storms (known variously as hurricanes, typhoons, and cyclones), the Pacific is also encircled by a "[Ring of Fire](#)", an ocean-spanning ring of volcanic and seismic activity. Where these plates collide, vast mountain ranges or deep ocean trenches can form, including the Mariana Trench, which at 36,201 feet (11,034 metres) deep, marks the greatest depth found in any ocean.

Of the relatively few rivers that drain into the Pacific, those of China and Southeast Asia are of the greatest importance; the basins of those rivers support more than one-fourth of the world's population. In fact, more than half the world's total population lives within a [4,000 km radius](#) centered on the South China Sea, making the countries bordering the western Pacific and northern Indian Ocean some of the most densely-populated land on Earth.

There is also a passing mention in *Tome of the Pentacle* that the Pacific Ocean slowly drains mana as you travel over it for unknown reasons.

Major seaports: Bangkok (Thailand), Callao (Peru), Galapagos (Ecuador), Hong Kong (China), Kao-hsiung (Taiwan), Los Angeles (US), Manila (Philippines), Puerto Caldera (Costa Rica), Pusan (South Korea), San Francisco (US), Seattle (US), Shanghai (China), Singapore

(Singapore), Sydney (Australia), Valparaiso (Chile), Vladivostok (Russia), Wellington (New Zealand), Yokohama (Japan)

See also: [List of islands in the Pacific Ocean](#)

Sidebar: The Panama Canal

One of the largest and most expensive megaconstruction projects ever attempted by humans, this American-engineered passage through the narrow isthmus of Panama connects the Pacific and Atlantic oceans, saving every ship which passes through it (of which there are 30 to 40 daily) approximately 8,000 nautical miles (15,000 km) *each way*. The canal handles about 6% of all global trade, barring days when it is closed for maintenance or drought (the upper locks are rain-fed).

The Bering Sea

This semi-enclosed, roughly-triangular sea separates North America from Russia: The narrow strait between Alaska and the Chukotka Autonomous Okrug often freezes over during the winter, requiring icebreaker ships to keep traffic lanes open. Its waters are regularly patrolled by American, Russian, and Canadian submarines, and they remain frigid enough to cause hypothermia even at the height of summer.

The Coral Sea and the Great Barrier Reef

As anyone who has seen *Finding Nemo* knows, the Great Barrier Reef is one of planet Earth's most stunningly beautiful environments. This titanic chain of coral reefs, which stretches more than 2,300 kilometres (1,400 miles) from end to end, acts as a living and self-repairing "shield" for the continent of Australia against the devastating storm-surges of Pacific Ocean typhoons. Unfortunately this unique and irreplaceable ecosystem is also dying off at an alarming rate due to a global rise in ocean temperatures, seawater acidification, and massive "bleaching events" which leave vast stretches of the reef as dead and white as old bones.

The East China Sea

When Chinese emperor Kublai Khan (a grandson of Genghis Khan) sent his warships to invade Japan in 1274, much of his fleet was shattered and the remainder were forced to disperse by a "divine wind" (or *kami kaze*) which sprang up unexpectedly. After seven years of rebuilding and recruitment the emperor tried again in 1281, but unfortunately another typhoon sprang up and scuppered the invasion before his ships even made landfall. Following two extremely costly and embarrassing defeats, the emperor decided to look elsewhere for new conquests, and left Japan alone forever after.

The Great Pacific Garbage Patch

Sometimes called “the Pacific trash vortex,” this floating morass of plastics, and bio-waste is a relatively recent addition to the Pacific's seascape. Situated somewhere between Hawaii and California, this slow-moving vortex of plastic waste (mostly microplastic particles which are invisible to the naked eye) was first noted in 1997, and has grown larger with each passing year; it is currently larger than Texas. Its most dangerous components are millions of discarded fishing nets, called “ghost nets”, which entangle wildlife and create vast slow-moving hazards which serve to bait and entangle predators which come to feast on the victims trapped within. There are at least five other similar garbage patches in the world's various oceans, though this one is by far the largest.

The Philippine Sea

Nearly 400,000 of the world's sailors are Filipino, almost a quarter of the world's 1.6 million seafarers. The sea itself is an epicenter of marine biodiversity, boasting an almost uncountable number of small islands and archipelagos with varying climates; it has also become a breeding and feeding ground for endangered marine species, such as the whale shark, the dugong, and the megamouth shark.

The Coral Triangle

Home to 75% of the world's coral species which is estimated to be at around 600 different species, along with over 2000 different types of reef fish. It is also home to six of the world's seven species of marine turtles. Up until now, there is no single explanation of the diversity found in the Coral Triangle, as most researchers have attributed the diversity to geological occurrences like plate tectonics.

The Devil's Sea

Known in Japanese as *ma no umi* (translated as evil sea, troublesome sea, or dangerous sea) Also known as “the Dragon's Triangle” and “the Pacific Bermuda Triangle”, this narrow triangular slice of the Pacific, south of Tokyo, has been the site of numerous disappearances (sometimes of entire ships and their crews) which are linked to paranormal causes in disreputable, sensationalist media.

The Mariana Trench

At 36,201 feet (11,034 metres) deep, this subduction zone which lies just east of Guam is formed by the Pacific and Philippine tectonic plates and marks the greatest depth found in any ocean. Deeper than Mount Everest is tall, the trench sinks nearly seven miles below the ocean's surface, to a crushing and lightless realm called the “hadopelagic zone” (after the Greek god Hades) or “the Midnight Zone”. Early marine biologists anticipated that the trench would be ecologically dead, but it was discovered in 1960 to be a literal hotbed of strange and exotic life forms, ranging from transparent sea cucumbers to translucent scaleless snailfish to

xenophyophores: giant amoeba-like multinucleate unicellular organisms which can reach more than 10cm in diameter. Surprisingly (and somewhat distressingly), the life-forms of the Mariana Trench have been found to contain extremely high concentrations of PCBs, microplastics, and other man-made toxins.

The Sea of Japan

This semienclosed sea is nearly divided in two by the islands of Sakhalin (Russia) and Hokkaido (Japan). Little trade occurs between the states which border it (mainly Japan and the former USSR), though as Russia finds its efforts at expansion into Ukraine stymied for the time being, Japan fears it may begin looking to assert dominance elsewhere: right-wing elements within the Japanese government cite fear of Russian expansionism as a primary reason why Japan must reassert its historical dominance over the contested Kuril Islands.

The South China Sea

Chinese law does not explicitly define or criminalize piracy, which makes it difficult to prosecute pirates for piracy per se. China's insistence on prosecuting pirates for murder and hijacking instead makes it extremely difficult to say just how often piracy occurs in and around Chinese waters, and results in an incomplete picture of the problem, as many piracy cases are only reported in the local press. [The Strait of Malacca is a particular hotbed for piratical activity](#), being the most popular shipping channel between the Indian and Pacific Oceans (fully one-third of all the world's maritime traffic passes through this narrow channel between the Malaysian Peninsula and Sumatra), as well as the location of the major trading and tourism destination of Singapore.

Much of the Russian “shadow fleet” operates here, where maritime law enforcement is spotty at best, in order to skirt international tariffs and human rights laws.

In recent years China has stepped up its infrastructure projects in the contested (and contentious) Spratley Islands in an effort to exert greater control over some of the world's busiest shipping lanes, which has the potential to result in [a dramatic escalation of international hostilities](#).

The Yellow Sea

Most domestic Chinese piracy occurs within a few nautical miles of Yellow Sea ports, most often by fishermen in wooden sailing vessels (i.e., without engines) who are either desperate for cash or unable to find legitimate employment during the off-season. Refugees and defectors from North Korea are occasionally picked up in small vessels in this sea, while attempting to reach either mainland China or South Korea; many are extradited against their will to their homeland, where they and their families face imprisonment and execution for their disloyalty. The Yellow Sea is also among the most degraded marine areas on Earth, facing extensive pollution,

extensive over-fishing, massive coastal wetland reclamation, rapid coastal development, and increasingly frequent algal blooms.

The Southern Ocean

Until recently considered to be part of the Atlantic, Pacific, and Indian Oceans, the waters south of 60° S latitude and encircling Antarctica are today regarded as the Southern or Antarctic Ocean. This frigid and largely unmapped seabed is home to a surprising variety and amount of sea life, from whales and penguins to starfish and bottom-feeding sharks.

[The Antarctic Treaty](#) came into effect on June 23, 1961, formally limiting military activity in the Antarctic to the support of scientific research; Japan maintains its whaling fleet, which actually loses the country a considerable amount of money each year, largely to maintain and strengthen its claim to valuable portions of the Antarctic and the resources stored beneath it. Several world powers hope to open up the Antarctic for increased fishing and drilling, especially as global temperatures rise and the region becomes more accessible, but [icebergs](#) remain a major (and increasingly common, thanks to global warming) hazard in the region. According to the BBC, between 1980 and 2005 there were 57 incidents with vessels involving icebergs. As recently as November 2007, the Canadian cruise ship *MS Explorer* [struck](#) submerged ice, believed to be part of an iceberg, and sank in the Southern Ocean a mere 20 hours later (fortunately, only *after* the Chilean navy was able to rescue all crew and passengers).

It is [estimated](#) that on average 15,000 icebergs are born (or “calved”) each year. Their presence poses a significant danger to ships, and their sudden appearance in large numbers can cause delays in maritime shipping (and occasionally, collisions). Smaller icebergs are known as “growlers” (less than 3.3 feet high by less than 16 feet long) and “bergy bits” (3.3 to 16 feet high by 16 to 49 feet long). Paradoxically, it is these smaller icebergs which pose the greatest danger to ships, as they are more difficult to detect by radar or satellite.

Ernest Shackleton's famously ill-fated [Imperial Trans-Antarctic Expedition](#) of 1914-16 aboard the *Endurance* illustrates the dangers that face would-be explorers of these icy seas, as well as how canny leadership and careful preparation can help an endangered crew pull through even the most hellacious circumstances.

Major seaports: McMurdo, Palmer, miscellaneous offshore anchorages (NB: ice conditions limit use of most ports and harbors to short periods in midsummer)

The Ross Sea

The relatively peaceful and predictable Ross Sea is covered with ice for most of the year. Its nutrient-laden water supports an abundance of plankton and this encourages a rich marine fauna. At least ten mammal species, six bird species and 95 fish species are found here, as well as many invertebrates, and the sea remains relatively unaffected by human activities. Marine

biologists consider the sea to have a high level of biological diversity and it is the site of much scientific research. It is also the focus of some environmentalist groups who have campaigned to have the area proclaimed as a world marine reserve, which it was in 2016.

The Weddell Sea

In his 1950 book *The White Continent*, historian Thomas R. Henry writes: “The Weddell Sea is, according to the testimony of all who have sailed through its berg-filled waters, the most treacherous and dismal region on earth.” He continues for an entire chapter, relating myths of the green-haired merman sighted in the sea’s icy waters, the inability of crews to navigate a path to the coast until 1949, and treacherous “flash freezes” that left ships, such as Ernest Shackleton’s *Endurance*, at the mercy of the ice floes.

The Weddell Sea has been deemed by scientists to have the clearest water of any sea. Researchers from the Alfred Wegener Institute, on finding a Secchi disc to be visible at a depth of 80 metres (260 ft) on 13 October 1986, ascertained that the clarity corresponded to that of distilled water.

Aquatic Animals and Briny Beasties

“Man has always assumed that he is more intelligent than dolphins because he has achieved so much — the wheel, New York, wars and so on — while all the dolphins had ever done was muck about in the water having a good time. But, conversely, the dolphins had always believed that they were far more intelligent than man — for precisely the same reasons.”

- Douglas Adams, *So Long, and Thanks for All the Fish*

To represent a ghoul or otherwise superpowered version of one of the animals below, increase its Strength (and any derived traits) by 1. Under the guidance of a vampire with Animalism or a changeling with Contracts of Fang and Talon, some of these beasts might act as if their Intelligence were a point higher as well. The listed Sizes and Speeds are highly approximate, and may require adjustment to reflect particular species.

Albatross/Seagull

Attributes: Intelligence 1, Wits 2, Resolve 1, Strength 1, Dexterity 3, Stamina 5, Presence 3, Manipulation 1, Composure 1.

Skills: Athletics (Flying) 2, Brawl 1, Larceny 1, Survival 3, Intimidation 2.

Merits: Danger Sense, Fast Reflexes, Iron Stomach.

Willpower: 2

Initiative: 5

Defense: 2

Speed: 18 (species factor 9)

Size: 2

Health: 7

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	+0L	1

Alligator/Crocodile

Attributes: Intelligence 1, Wits 2, Resolve 3, Strength 4, Dexterity 1, Stamina 4, Presence 2, Manipulation 1, Composure 4

Skills: Athletics 3 (Swimming), Brawl 3 (Grappling), Intimidation 3, Stealth 2 (Swamps), Survival 3

Merits:

Willpower: 7

Initiative: 6

Defense: 5

Speed: 10 (species factor 5)

Size: 4

Health: 9

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	+2L*	7

*When a crocodile succeeds on a bite attack it immediately grapples its victim. Grappled victims take a -2 penalty to counter grapple a crocodile once bitten.

Barracuda

Attributes: Intelligence 1, Wits 2, Resolve 3, Strength 2, Dexterity 3, Stamina 3, Presence 3, Manipulation 1, Composure 1.

Skills: Athletics (Swimming) 3, Brawl 3, Intimidation 3.

Merits: Brawling Dodge

Willpower: 4

Initiative: 4

Defense: 2

Speed: 30 (species factor 25)

Size: 2

Health: 5

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	+2L	4

Crab, King

Attributes: Intelligence 0, Wits 1, Resolve 1, Strength 1, Dexterity 2, Stamina 1, Presence 1, Manipulation 0, Composure 1.

Skills: Brawl 1, Stealth 3.

Merits: Unobtrusive.

Willpower: 2

Initiative: 3

Defense: 1

Armor: 1

Speed: 4 (species factor 0)

Size: 2

Health: 3

Weapons/Attacks:

Type	Damage	Dice Pool
Claw	+0B	1

Dolphin/Porpoise

Attributes: Intelligence 2, Wits 2, Resolve 2, Strength 3, Dexterity 3, Stamina 4, Presence 2, Manipulation 1, Composure 3.

Skills: Athletics (Swimming) 3, Brawl 2, Empathy 2, Survival 3, Expression 2, Socialize 2.

Merits: Allies (Podmates), Athletics Dodge, Echolocation, Fast Reflexes, Strong Lungs.

Willpower: 5

Initiative: 7

Defense: 2

Speed: 12 (species factor 6)

Size: 6

Health: 10

Weapons/Attacks:

Type	Damage	Dice Pool
Ram	+1B	3

Eel, Moray

Attributes: Intelligence 2, Wits 2, Resolve 2, Strength 2, Dexterity 4, Stamina 2, Presence 3, Manipulation 2, Composure 1.

Skills: Athletics (Swimming, Coral Reefs) 2, Brawl 2, Stealth (Tight Spaces) 2

Merits: Danger Sense, Unobtrusive, Safehouse (Cave) 1

Willpower: 3

Initiative: 4

Defense: 2 (5 vs grappling due to mucus)

Speed: 23 (species factor 15)

Size: 3

Health: 5

Flaws: Poor Eyesight

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	+1L	4

Otter

Attributes: Intelligence 3, Wits 2, Resolve 2, Strength 1, Dexterity 3, Stamina 2, Presence 2, Manipulation 3, Composure 2.

Skills: Crafts 1, Investigation 1, Athletics (Swimming) 3, Brawl 1, Stealth 2, Empathy 1, Socialize 1, Survival 3.

Merits: Allies (Clan) 3, Danger Sense, Athletics Dodge, Eidetic Memory.

Willpower: 4

Initiative: 5

Defense: 2

Speed: 8 in water, 30 on land (yes, really)

Size: 3

Health: 5

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	+1L	2

Octopus

Attributes: Intelligence 3, Wits 2, Resolve 2, Strength 2, Dexterity 3, Stamina 3, Presence 3, Manipulation 2, Composure 3.

Skills: Crafts 2, Athletics (Swimming) 3, Larceny 1, Survival 3, Empathy 1, Expression (Color Change) 1, Intimidation (Color Change) 2, Stealth (Camouflage) 4, Subterfuge 1.

Merits: Boneless³, Eidetic Memory, Ink Cloud (underwater only), Suckers (+2 to grapple).

Willpower: 5

Initiative: 6

Defense: 2

Speed: 40 in water (sprinting), 1 on land

Size: 1 to 5

Health: 4 to 8

Weapons/Attacks:

³ can fit through any opening >2cm, given enough time

Type	Damage	Dice Pool
Bite	+1L	3
Crush	+1B	1*

* Each success after the first adds one die to squeeze damage dice pools as the creature wraps more tentacles (up to 8) around its prey.

Orca/Killer Whale

Attributes: Intelligence 4, Wits 4, Resolve 3, Strength 7, Dexterity 3, Stamina 6, Presence 3, Manipulation 3, Composure 3.

Skills: Athletics (Swimming) 4, Brawl 4, Survival 3, Empathy 3, Expression (Song) 2, Intimidation 3, Socialize 3.

Merits: Allies (Podmates) 4, Echolocation 2, Strong Lungs 2, Tactics 4 (Corral, Divide and Conquer, Eviscerate, Measurements)*, Fast Reflexes 2

Willpower: 6

Initiative: 8

Defense: 3

Speed: 45 (species factor 35)

Size: 8

Health: 14

Armor: 1 (blubber)

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	+3L	9
Ram	+3L	7
Breach	+6L	8

* see *Hunter: The Vigil* pgs. 218-225

Penguin

Attributes: Intelligence 1, Wits 2, Resolve 3, Strength 1, Dexterity 3, Stamina 4, Presence 1, Manipulation 1, Composure 2.

Skills: Athletics (Swimming) 3, Survival 2, Socialize 2.

Merits: Allies (Colony), Danger Sense, Direction Sense, Iron Stamina⁴, Strong Lungs.

Willpower: 5

Initiative: +5

Defense: 2

⁴ Does not apply to non-Antarctic species.

Speed: 6 walking (1mph), 10 sledding (1.6mph), 20 to 36 swimming (15 to 25mph)

Size: 2 (+1 or -1 depending on species)

Health: 6 (+1 or -1 depending on species)

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	+0L	1 (9-again)

Sea Lion/Seal

Attributes: Intelligence 2, Wits 2, Resolve 2, Strength 3, Dexterity 3, Stamina 3, Presence 2, Manipulation 1, Composure 2.

Skills: Athletics (Swimming) 3, Brawl 1, Empathy 2, Socialize 3.

Merits: Strong Lungs

Willpower: 4

Initiative: 5

Defense: 2

Speed: 5 on land, 25 in water

Size: 5

Health: 8

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	+2L	3

Shark, Large

(ex) great white, tiger,

Attributes: Intelligence 3, Wits 3, Resolve 3, Strength 5, Dexterity 4, Stamina 5, Presence 3, Manipulation 1, Composure 2.

Skills: Athletics (Swimming) 3, Brawl 3, Intimidate 3

Merits: Scent (0.5 km or 1/3 mile), Electoreception (~1 m), Frenzy (as vampire), Quick Healer, Iron Stomach.

Willpower: 5

Initiative: 6

Defense: 3

Speed: 33 (cannot hold still)

Size: 9

Health: 14

Weapons/Attacks:

Type	Damage	Dice Pool
e		

Bite

+4L

7



Shark, Small

(ex) hammerhead, nurse, blue, mako

Attributes: Intelligence 2, Wits 2, Resolve 3, Strength 2, Dexterity 3, Stamina 2, Presence ?, Manipulation 1, Composure 1.

Skills: Athletics (Swimming) 3, Brawl 2,

Merits: Scent (0.5 km or $\frac{1}{3}$ mile), Electoreception (~1 m), Frenzy (as vampire), Quick Healer, Iron Stomach.

Willpower: 4

Initiative: 4

Defense: 2

Speed: 30 (cannot hold still)

Size: 6

Health: 8

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	+3L	5

Stingray

Attributes: Intelligence 2, Wits 3, Resolve 2, Strength 2, Dexterity 3, Stamina 2, Presence 1, Manipulation 1, Composure 2.

Skills: Athletics (Swimming) 3,

Merits: Electoreception, Poison (Toxicity 2)

Willpower: 5

Initiative: 5

Defense: 3

Speed: 25 (species factor 15)

Size: 2 to 8

Health: 4 to 10

Weapons/Attacks:

Type	Damage	Dice Pool	Special
Sting	+0L	3	Toxicity 2 (or greater)

Turtle, Sea

Attributes: Intelligence 2, Wits 2, Resolve 4, Strength 1, Dexterity 1, Stamina 4, Presence 1, Manipulation 1, Composure 4.

Skills: Athletics (Swimming) 3.

Merits: Common Sense, Eidetic Memory

Willpower: 8

Initiative: 5

Defense: 1

Speed: 3 on land, 22 in water

Size: 5

Health: 9

Armor: 2

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	+1L	2

Note: sea turtles cannot withdraw their heads or limbs into their shells.

Turtle, Snapping

Attributes: Intelligence 1, Wits 2, Resolve 4, Strength 2, Dexterity 3, Stamina 4, Presence 3, Manipulation 1, Composure 2.

Skills: Athletics (Swimming) 3, Brawl 3, Stealth (Camouflage) 3, Intimidation 2.

Merits: Fast Reflexes

Willpower: 6

Initiative: 6

Defense: 2

Speed: 3 on land, 10 in water

Size: 2

Health: 6

Armor: 2

Weapons/Attacks:

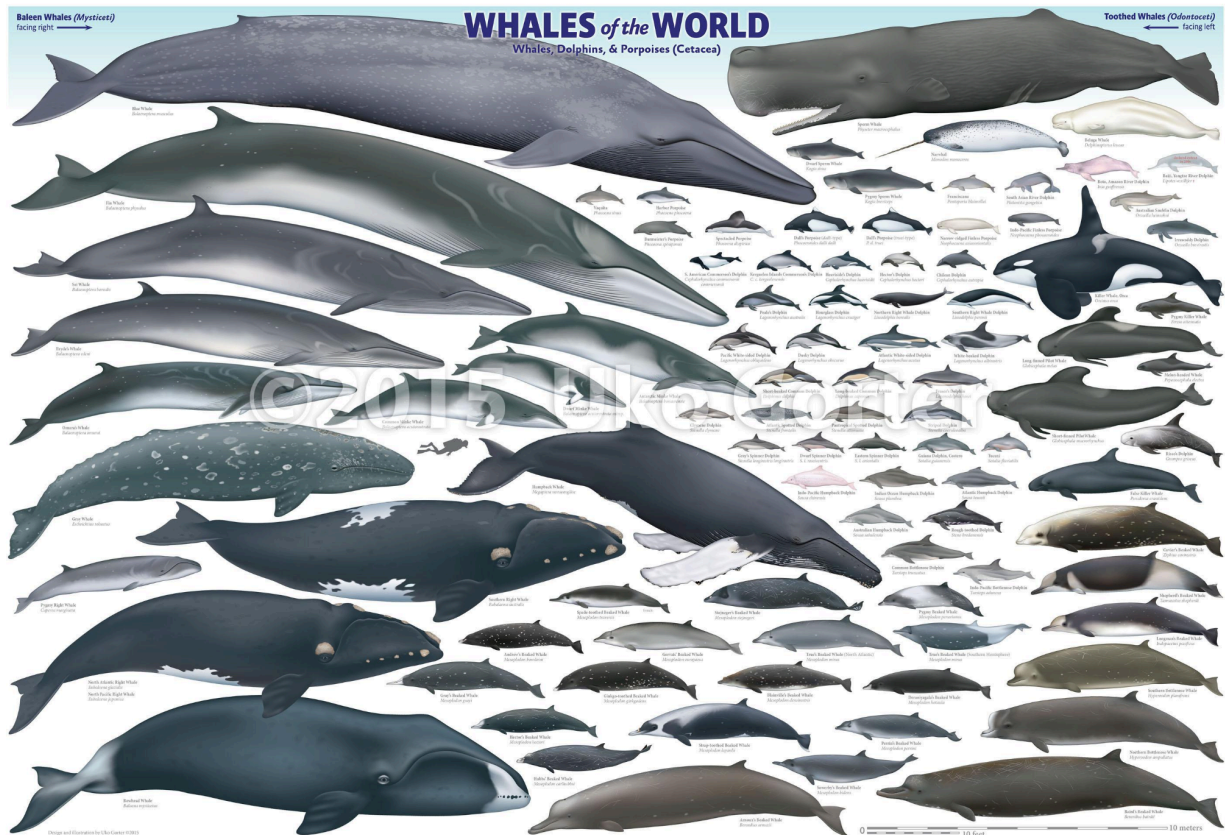
Type	Damage	Dice Pool
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Bite

+3L

4

Note: snapping turtles cannot draw their heads or limbs into their shells.



Whale, Large

ex) blue, finback, sperm

Attributes: Intelligence 3, Wits 3, Resolve 5, Strength 10, Dexterity 3, Stamina 10, Presence 4, Manipulation 1, Composure 5.

Skills: Athletics (Swimming) 4, Brawl 3, Survival 3, Empathy 3, Expression (Song) 4, Intimidation 5, Socialize 4.

Merits: Allies (Podmates), Echolocation, Strong Lungs,

Willpower: 10

Initiative: 8

Defense: 3

Speed: 22

Size: 20

Health: 30

Armor: 2 (blubber)

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	+6L	13
Ram	+7L	7
Breach	+10L	15

Whale, Small

ex) minke, gray

Attributes: Intelligence 5, Wits 3, Resolve 5, Strength 7, Dexterity 2, Stamina 8, Presence 3, Manipulation 1, Composure 4.

Skills: Athletics (Swimming) 3, Brawl 3, Survival 3, Empathy 3, Expression (Song) 3, Intimidation 3, Socialize 4.

Merits: Allies (Podmates), Echolocation, Strong Lungs, Brawling Dodge

Willpower: 9

Initiative: 6

Defense: 2

Speed: 16

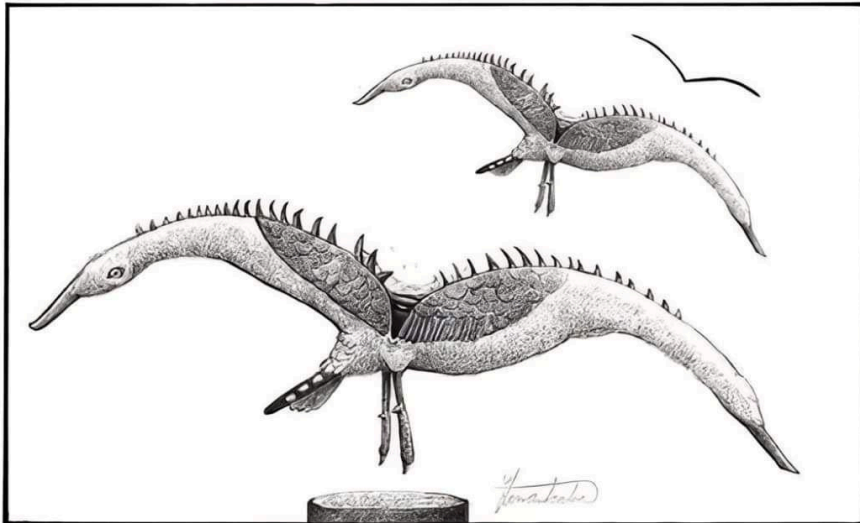
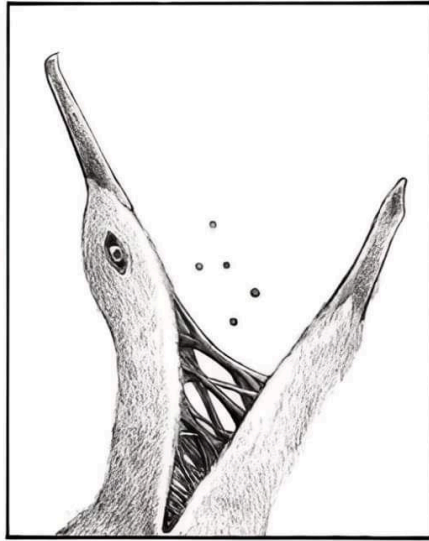
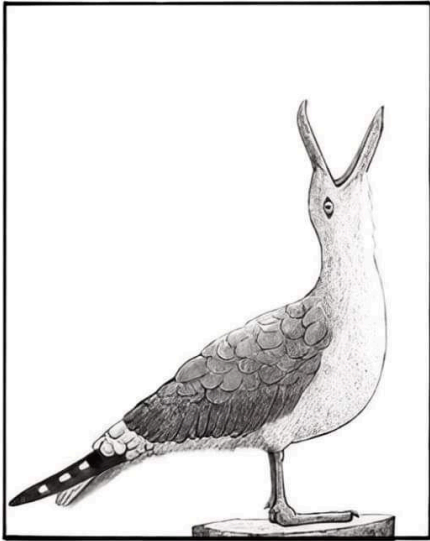
Size: 15

Health: 23

Armor: 1 (blubber)

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	+4L	10
Ram	+5L	10
Breach	+7L	11



Chapter Three: Sailing the Wine-dark Sea

*"I must go down to the seas again, to the lonely sea and the sky,
And all I ask is a tall ship and a star to steer her by;
And the wheel's kick and the wind's song and the white sail's shaking,
And a grey mist on the sea's face, and a grey dawn breaking."*

— John Masefield, "[Sea Fever](#)"

Humans have had almost as many reasons for going to sea as there are ships to sail in. The incredible diversity of sailing vessels reflects this: some are quick and light, others are vast and ponderous; some are small enough to be carried overhead, while others are floating homes to thousands.

Below are presented statistics which reflect a small sampling of the many types of vessels which have existed down the ages. Though we have attempted to make broad generalizations, each ship is ultimately unique. Feel free to modify these stats to reflect differences in the capabilities of individual vessels.

Sidebar: "It's such a pretty boat. Er, ship."

Boat. Ship. What's the difference? According to funtrivia.com, "Among sailing vessels, the distinction between ships and boats is that a ship is a square-rigged craft with at least three masts, and a boat isn't. With regard to motorized craft, a ship is a large vessel intended for oceangoing or at least deep-water transport, and a boat is anything else."

Rules for Boats and Ships

"On our little walk along the quays, he made himself the most interesting companion, telling me about the different ships that we passed by, their rig, tonnage, and nationality, explaining the work that was going forward—how one was discharging, another taking in cargo, and a third making ready for sea; and every now and then telling me some little anecdote of ships or seamen, or repeating a nautical phrase till I had learned it perfectly. I began to see that here was one of the best of possible shipmates."

- Robert Louis Stevenson, *Treasure Island*

If you want to get *really* granular with your WoD/CofD ship rules, take a look at *Seas of Steel* by Pucker Factor Games (contact Jester, when it's ready for publication). If you want a more narrative-driven style of play, then the following rules should be sufficient to the needs of your chronicle.

Vessel Traits

Aquatic vessels have the following traits: Repair, Speed, Maneuverability, Crew, Cargo, and Health Levels. Military and some pirate vessels may also have Armor and/or Weapons.

Repair

This trait represents the difficulty of maintaining a vessel, or fixing it when it breaks. The relevant dice pool for most modern vessels is Wits + Crafts. Certain kinds of repairs may call for other Skills when repairs are needed: for example, welding sacrificial anodes to a hull or patching a sub-waterline fissure would require Science to know just the right mixture of gasses for underwater welding, while fixing a problem with the communications array might call for Computers.

Storytellers can usually assume that routine maintenance happens without incident. The monthly Resources cost to keep a hard-working vessel in working order equals one-third the vessel's own Resources cost, rounded upwards: it costs more to maintain a large yacht than a little sailboat.

Failure to perform maintenance means a hatch-covering loosens, an engine begins to sputter, or the vessel otherwise loses functionality sometime during the coming month (undoubtedly at an inconvenient moment). Fixing a damaged vessel costs one Resources dot more than the maintenance cost, and always involves a dice roll.

Modern vessels are built of welded steel and/or aluminum (though some smaller craft are made of fiberglass or super-strong plastics). Leaks can happen on a semi-regular basis and can widen and ultimately sink the ship if the crew does not fix them. Such leaks happen more often when the hull suffers extra stress, whether from acceleration, actual damage, or extra cargo, but sometimes the plates of the hull just warp or split for no discernible reason. The grace period before a thin trickle turns into a dangerous torrent (and standard sinking rules [see below] go into effect) depends on the origin and size of the hole, ranging from "an hour or more" for the smallest dribbles to "none at all" in the wake of battle damage. Although welders obviously require acetylene torches and other supplies to do their work, vessels generally carry sufficient stockpiles to handle any leaks the welders have a realistic chance of stopping, and they can always cannibalize nonessential metal sheeting in emergencies.

Vessels also require daily inspection and tending of hatchways, communications arrays, and bilge pumps, plus weekly attention given to scouring decks and painting other surfaces, but such activities are assumed to occur if a vessel has enough seaworthy crew to set sail. Finally,

saltwater vessels also require seasonal work while beached or in dry dock to remove barnacles, sponges, algae, and other growths (known as “fouling”).

Though fouling cannot harm steel hulls directly, a hull covered in growth exerts increased drag on the water flowing over it, reducing the vessel’s speed and fuel efficiency. Barnacle growth on a vessel’s propeller(s), though, is a serious problem because they cause irregularities in the waterflow over the propeller, causing the engine to work harder to turn it, and potentially causing damage to the shaft and bearings which drive it. Even if the hull is covered in growth one should make every effort possible to remove barnacles from the vessel’s propeller(s) before operating the engine, as it could lead to serious damage to the engine.

The other issue that arises from hulls that have been neglected is fouling of raw water intakes. Raw water is simply water a boat draws from the surrounding water so seawater in most cases unless it is operating in freshwater. This water has a variety of purposes, most commonly, cooling the vessel’s engines. Barnacles often attach themselves to intake inlets and restrict the flow of raw water which can lead to engine overheating and affect other systems that rely on raw water flow as well.

Although arduous, such repairs are comparatively simple and automatically succeed if the necessary facilities, labor and spare parts are available (Resources cost one dot less than the cost of the vessel). Freshwater vessels need this treatment only every other season. Without such treatment, barnacles reduce the vessel’s max Speed by 10% for each season (3 months) left untreated.

Speed

Most modern vessels propel themselves using internal combustion engines, motor-driven paddlewheels or some other form of engine. The Speed provided assumes that the vessel is sailing empty or unfreighted; to calculate the vessel’s loaded Speed, subtract 1 m.p.h. from the vessel’s max Speed for each ton of cargo being carried.

Sailing vessels, on the other hand, require some external motive force. This may be physical exertion (such as rowers, or draft animals towing a barge from the shore of a canal) or some natural force (most commonly, sails catching the wind). These vessels cannot move at all without their propulsion source, and may not be able to apply their full speed if the Storyteller determines the source in question is substantially weaker than normal. For example, a skeleton-crewed galley cannot be rowed as fast as one with a full crew, while a sailing yacht stuck in doldrums without an outboard motor is dead in the water.

Sailing enthusiasts may also note that the direction and force of prevailing wind should limit a vessel’s own speed relative to that wind. In an effort to streamline play, however, these rules assume pilots of sailing ships can steer their vessel where they want it to go as long as they have wind available, tacking as necessary. The Storyteller may treat instances where this is blatantly impossible, such as when becalmed (or worse, when sailing directly against the wind).

Maneuverability

For most vessels, routine maneuvers rarely call for a roll. Many vessels, however, carry an internal penalty on the player's roll because they change direction slowly or are not very stable. A vessel's Dodge Defense Value consists of half this modifier.

Some vessels have special requirements for would-be drivers or pilots. This may be a minimum with the relevant Ability. Some personal vessels (such as Sea-Doos® or single-seater kayaks) call for a minimum Athletics rating. Other vessels require special training that falls well beyond the normal Ability, and is represented by a specialty such as Drive (Submarines). For every dot by which a character fails to meet these Ability minimums, subtract two from the vessel's Maneuverability. Characters must possess any specialty called for, or they cannot pilot the vessel.

Crew

While smaller vessels lose a dot of Maneuverability for each crew member they lack of their standard complement, this progression doesn't make sense for larger vessels such as aircraft carriers that would otherwise be at -165 Maneuverability for a skeleton crew. Instead, divide the vessel's maximum crew by 5 (rounded up). This is how many crewmembers must be missing to reduce Maneuverability by -1. Fractional losses below this number do not count toward Maneuverability reduction, and vessels cannot operate at all with less than a skeleton crew.

Cargo

A vessel's Cargo represents the total collective weight of the objects which it can safely carry (not counting passengers, which take up a lot of space but are relatively lightweight). For every [25% of maximum] by which a vessel's max Cargo is exceeded, the vessel loses a dot of Maneuverability. Cargo also affects a vessel's maximum Speed (see above).

For each crewman or passenger, the average vessel must carry about 2,000 to 3,000 calories of food and 3 to 4 liters of drinking water per day spent at sea (unless the vessel possesses a desalination system, which can be expensive, energy intensive, and slow).

Regulations state that lifeboats must have a food rations totaling not less than 10,000 kJ (~2400 calories) for each person the lifeboat is permitted to accommodate; these rations shall be kept in airtight packaging and be stowed in a watertight container. The lifeboat is also required to carry watertight receptacles containing a total of 3 liters of fresh water for each person the lifeboat is permitted to accommodate.

Health Levels

Health Level (Abbreviation)	Effects
Undamaged (U)	None; operates normally.
Minor Damage (M)	Half Speed and Maneuverability (rounded up); -1 external penalty to piloting rolls.
Critical Damage (C)	Speed drops to one quarter normal rate (rounded up); Maneuverability 0 (if normally positive); -3 external penalty to piloting rolls; consecutively unbroken successful piloting actions required to avoid automatically crashing.
Inoperative (I)	Ceases functioning. See Inoperative effects by craft type, below.
Destroyed (D)	The vehicle immediately explodes, crashes, falls apart or otherwise suffers violent destruction.

Vehicles must be repaired to regain lost health levels (see “Maintenance and Repairs”, below).

Armor

Armor for ships functions exactly as it does for living combatants: each point of armor removes one die from an incoming attack. However, armor does not apply to damage sustained from running aground: it's there to repel artillery fire, not to alter incorrect distribution of forces throughout the ship's superstructure.

Each point of armor adds one dot to the vessel's Repair cost. Note that an armored hull does not necessarily mean that the superstructure (where the crew lives and does most of their work) is armored as well.

Weapons

A vessel's integrated weaponry normally requires dedicated gunners assigned to fire them. If there are many such identical weapon emplacements on board, the gunners may be grouped together as a complementary unit for mass combat, allowing coordinated barrages for greater effect. However, most modern commercial vessels do not carry integrated weapons at all, the cost to insure their vessels and training their crewmen in their safe usage being simply too high. Military vessels of all sizes often sport artillery or anti-personnel guns, but as a rule, merchant and civilian vessels do not possess weaponry (except for maybe personal firearms, which won't

do anything against most hulls). It is worth noting, however, that all but the thickest of hulls can be pierced with a simple hand-grenade or other explosive, provided it is set off inside a sealed chamber.

Special Rules

Burning

Although the metal hulls of modern vessels are fireproof, their contents (trade goods, welding gases, paint, ammunition, human beings, and large amounts of fuel) are decidedly not. The degree to which fire spreads within a vessel depends on what kind of cargo it is carrying (crude oil, for example, is highly flammable), how much fuel it has remaining in its tanks, and how many bulkheads (if any) have been sealed against the blaze). See [“Systems for Fires and Arson” from Motor City Breakdown](#) for rules on handling large-scale fires.

With wooden vessels, any attack incorporating fire automatically sets the vessel ablaze for 1L continuing structural damage on its captain's next action. The damage cumulatively doubles with each successive action until the blaze entirely consumes the vessel or its captain successfully rallies the crew to put it out. Such attacks are especially effective against already-fragile sails (which most wooden ships possess).

Crashing/Destruction

The targeted vessel suffers dice of lethal damage equal to its maximum number of health levels, soaked normally. Most vessels treat crashes as comparable threats with full damage inflicted to individual crew members and any complementary units aboard. In the case of wooden vessels, the slightest impact can spring leaks regardless of actual damage inflicted. Larger ships can sometimes plow through smaller vessels as limited or even insignificant threats (inflicting only 5B or 1B to all aboard for limited and negligible impacts, respectively).

Vessels that crash or suffer sufficient damage to reduce them to their “D” level are destroyed. All passengers suffer dice of lethal damage equal to the vehicle's total maximum health levels, as does anything (or anyone) into which the vehicle crashes. Vessels carrying flammable chemicals, crude oil, and/or munitions might explode, inflicting significantly greater damage over a larger area. Virtually all vessels whose engines or fuel tanks are damaged will release some amount of diesel fuel into the surrounding waters, which is highly toxic to humans and may complicate rescue efforts.

Inoperative Vessels

Turning an impending crash into a rough landing requires a Wits + Drive roll with a -2 penalty with the pilot's final remaining action. Passengers still suffer 10B from a rough landing, while the vessel suffers an additional 30B, but this is usually much less damage than an actual crash would inflict.

Aquatic vehicles on open water rarely face immediate obstacles that could prompt a crash, but the danger still presents itself in shallow water, near reefs, in the midst of a packed naval battle, traveling down winding rivers and so forth. Aquatic vehicles face many of the same dangers as terrestrial ones, with the added danger of taking on water (see "Sinking", below).

Piloting Rolls

Characters do not need to make piloting rolls to operate a vessel through smooth seas provided they maintain a direct heading and travel at half maximum speed or less. Turning or otherwise maneuvering requires a piloting roll, most often without penalty, though there may be for hairpin turns, evasive actions and so forth. In rough conditions or while traveling faster than half maximum speed, Storytellers may require successive piloting rolls at regular (or irregular) intervals with a variable penalty appropriate to the situation.

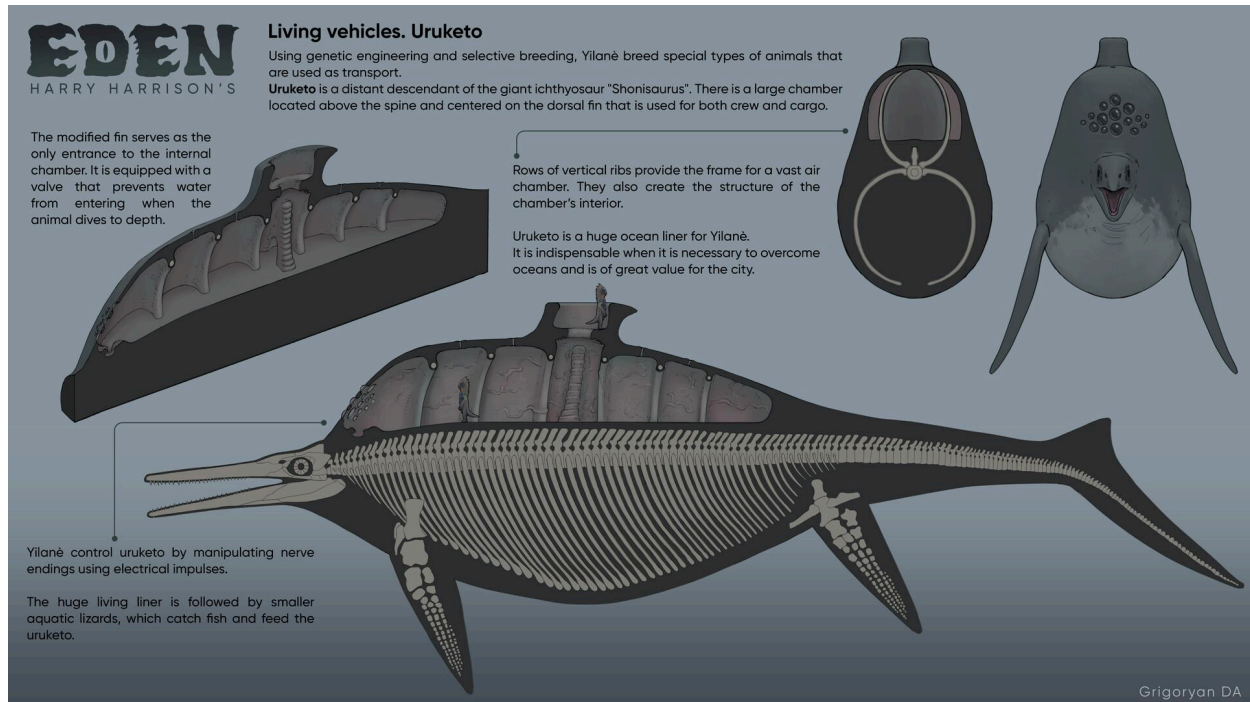
For example, handling a boat or ship in heavy winds is -1, while an actual storm is -3, and a typhoon can reach -5 or greater. Landing a ship or docking a boat also requires a piloting roll. In an effort to move stories along, Storytellers may reduce the success or failure of long-distance travel to a single roll (with an appropriate penalty), reflecting the cumulative success or failure of many rolls. Storytellers should do so only when there is no real danger or hardship to the travel, though.

Failing a piloting roll means that the vessel is out of control or else cannot succeed in the maneuver. A failed landing might result in a ruined pier (and subsequent inquiries from the local harbormaster), while a failed docking might mean the boat(s) actually capsize one another, or the boat is crushed by the ship it was trying to dock with. By contrast, characters can usually attempt a failed action again in short order at a -1 for each successive attempt.

During combat, a pilot must make a piloting roll every turn. Failure to do so means the pilot has lost control of the craft and it travels in a random (but appropriate) direction at its current speed. If the pilot does not regain control with his next action (at a -1 penalty), the vehicle crashes (if possible) or else continues veering off course. Storytellers should liberally interpret "crashing" to situations. For example, a boat on open water has nothing to crash into, but it can capsize or suffer some other mishap like miring in seaweed and whatnot. If the pilot regains control, maneuvers resume normal difficulty.

A dramatic failure on a piloting roll is always very bad. Crashing is almost a given, though if the situation does not permit a reasonable crash, some other appropriate misfortune could happen. For example, a ship might careen off a wave at a sharp angle that hurls everyone on deck

overboard unless the players make successful (Dexterity + Athletics) rolls for their characters to keep their balance. Storytellers should remember that it is bad form to kill off all the protagonists because of one bad dice roll. Fiery explosions and grievous bodily harm are definitely in-genre for the World of Darkness, which is why losing control of vehicles is so bad, but characters should almost always have a chance to do something to save themselves from certain death. This nebulous “something” might mean veering to one side to turn a head-on collision into a glancing blow, or leaping overboard just before the oncoming icebreaker collides with your puny science vessel.



Ramming

Though the use of ramming as an offensive tactic is well-attested in ancient naval battles, in the modern era it is only used as the direst of last-ditch efforts, and even then only rarely. As a rule, ramming today is seen as a suicide move, enacted by the captain of a doomed vessel in order to buy his fleeing crewmen a little more time.

A ramming attack deals as many dice of damage as the ramming vessel's total number of health levels minus the target's Durability. If the ramming vessel has a lower Durability than its target (for example, using a wooden yacht to ram a naval frigate), then the ramming vessel takes the damage instead. However, if the ramming vessel does not quickly disentangle itself, the attacker risks getting dragged down with its opponent. Backing away from the rammed vessel is a standard action that takes a Wits + Drive roll with a -2 penalty due to overcoming inertia/momentum. Retries are possible, subject to the usual penalties for doing so. A dramatic

failure means the ramming vessel is stuck and cannot withdraw, and begins to sink along with its opponent.

Sinking

While land vehicles do not bleed and suffer further injury from damage the way living beings do, maritime vessels do the reverse. Once a ship reaches its Minor damage health levels, it suffers one die of unsoakable lethal damage per minute until the hole is plugged and made watertight. At Critical damage or worse, water pours in more quickly, applying levels instead of dice. Once Destroyed, a ship's hull is so riddled with holes that it breaks apart, sinking within a minute. Emergency repairs require the appropriate raw materials on hand and a successful (Wits + Crafts) roll with a -1 penalty (while suffering Minor damage) or -2 (while suffering Critical damage or worse). Such repairs take five minutes outside of combat. A separate repair roll must be applied for each attack that inflicted damage, though multiple breaches do not generally increase the rate at which water pours in.

Compartmentalized hulls suffer only a single level of damage per damage incident from taking on water. Therefore, a compartmentalized vessel that suffers damage to bring it to a Minor damage level has one die of lethal damage rolled after a minute, and then no further water damage. If reduced again to another Minor damage level, the ship takes another level of lethal damage after a minute, then nothing, *et cetera*. Compartmentalization adds one Resources dot to the vessel's cost at purchase, or two dots if added after-market.

Threat Levels

Although vessels track their own structural integrity with health levels, vessels do not always suffer damage the same way as characters. Whenever a vessel's Durability fails to absorb all damage from an attack, the Storyteller should analyze the nature of the attack to determine the threat level the attack poses:

- **Insignificant threats** have no way to hurt the vessel, typically by dint of being too weak and/or localized to cause measurable structural damage. The Storyteller should be fair and consistent in determining what qualifies as an insignificant threat, erring on the side of making them limited threats (see below) when the attacker uses magic or highly creative solutions.

A simple litmus test for insignificance is a thought experiment consideration of the attack versus a solid wall made of the hull's substance, assuming the attack achieved maximum possible effect. For instance, consider the hull of a wooden sailing yacht, with 3L Armor from its interior fiberglass reinforcement. By the letter of the rules, if you rolled 50 Firearms attacks against a wooden hull, odds are good that the volley destroys the wall. But really, no one ever sank a 15-meter luxury yacht by shooting its hull with a pistol. The bullets, therefore, are an insignificant attack. By comparison, wooden hulls might as well be rice paper compared to the high-tech alloys composing modern hulls. A mortal attack has such little chance of penetrating the

Durability of such a vessel as to make an insignificance test necessary. Any collision between a wooden, plastic, or fiberglass vessel and a metal vessel is an insignificant threat for the metal vessel and a deadly threat to the other. To some extent, the Armor given for vessels and other vessels already reflects this understanding. Destroyers, aircraft carriers, and some other military ships have higher Armor ratings than the material they're made of would suggest, to reflect a sturdy internal structure or sheer bulk that makes them hard to damage in a meaningful way.

- **Limited threats** can and should meaningfully damage the substance of a vessel's hull, but on such a localized scale as to cause little or no impairment to the vessel's structure as a whole. Most successful attacks against large inanimate objects already use limited threat rules, as evidenced by the "destruction" of a wall translating into a large hole or broken segment rather than the collapse of the entire structure (see *Exalted*, p. 153).

Accordingly, a limited attack resolves normally against a vessel's soak—but the levels of damage inflicted do not subtract from the vessel's health track. Instead, the point of impact is considered a separate inanimate object with a Damaged health value equal to one quarter of the vessel's maximum number of health levels and a Destroyed value of half its maximum health. If a hull segment is Destroyed (i.e., breached), the vessel as a whole loses health levels as determined by the proportional significance of the breach relative to the size of the craft (judged by the Storyteller). In most cases, this means inflicting levels of damage to the superstructure equal to the attack's minimum damage, but the point of assessing threat level is to give the Storyteller the freedom to trump the abstract mathematics of attack resolution with common sense. Keep in mind that the placement of a successful limited threat attack can make all the difference in the world. Blowing a hole in a hull with a grenade is a good example of a limited threat. Okay, you've made a hole in the hull. A small hole in the side of a vessel might do little besides allow one to take potshots at the crew within with substantial (-3) cover (and vice versa). The same hole below the waterline means a gushing leak that will sink the vessel without immediate emergency repairs. Similarly, a limited threat attack against a vessel's communications array or bridge can potentially cripple a vessel's mobility with a successful called shot (see below), even if the entire vessel takes only a few levels of damage. Hulls treat most personal-scale weapons and magically-augmented attacks as limited threats, along with exceptionally powerful mundane attacks such as grenade launchers or bazookas.

- **Comparable threats** can plausibly threaten the integrity of a vessel as a whole. These are the easiest to resolve, since they apply damage directly to the vessel's health level track. Wooden vessels treat ramming, collisions, icebergs, any other source of trauma obviously larger than personal scale as comparable threats. In contrast, modern hulls treat only powerful personal-scale magical attacks, artillery and ramming impacts with other modern vessels as comparable threats. Successful called shots against specific structures using comparable attacks simultaneously apply localized and structural damage levels, potentially obliterating the targeted point of impact while inflicting only modest damage to the hull itself. Storytellers can also use threat assessment categories to resolve attacks against extremely large creatures such as whales, giant squid, or kaiju, considering them roughly analogous to wooden vessels. Sufficiently massive and resilient spirits, or Leviathans in their Apotheosis forms, may be treated like vessel hulls.

Maintenance and Repairs

Captain's log, stardate 46682.4. The Enterprise is docked at the Remmler Array, where it will undergo a routine procedure to eliminate accumulated baryon particles. In preparation for the sweep, we are evacuating the ship.

- "Starship Mine," *Star Trek: The Next Generation* S6E17

Vessels have a Repair rating when they require substantial maintenance and repair in order to keep functioning. This rating acts as a general guideline for how expensive and difficult that vessel is to maintain, how much labor must be dedicated to the vessel and how much its expendable parts and materials cost to replace. A vessel's Repair rating reflects a double cost hidden in these items: the ongoing cost of maintaining the vessel and the cost of repairing it when it breaks down, as all such items eventually do.

Maintenance

Maintenance is work needed to keep a ship functioning—such as tightening belts, filling fuel tanks, replacing expendable components and the like, and so on. Maintenance is assumed to be automatically successful. Provided the character has sufficient time, resources and ability, she can keep the vessel working indefinitely. Vessels normally need maintenance dependent on usage. A vessel that is not used will likely need basic maintenance to bring it up to full working order, but it will not continue to decay. Heavy use of vessels, especially in combat situations, typically counts as twice normal usage. (Count each hour or fraction thereof as two hours when determining the need for maintenance, unless otherwise noted in the vessel's description.) There is usually a grace period between when maintenance is needed and when the item's performance starts to suffer. Unless stated otherwise, assume the vessel loses 10% of its Speed or Maneuverability, or 4B/2L Damage or Soak, for every 12 hours by which the vessel is overdue for maintenance. These penalties accrue until all of the required maintenance has been performed. In extreme cases, the vessel might actually break from the abuse, causing it to function at this reduced level until it undergoes repairs equal to twice its normally required maintenance. Such repairs reflect a total overhaul, essentially stripping the item down to its component parts and rebuilding it entirely. If a character lets a vessel degrade this badly, have his player roll (Intelligence + Science) to see if the character possesses the knowledge needed to perform this kind of total rebuild.

Repairs

Vessels that have been broken or damaged can sometimes be repaired, though whether repair is possible depends on a variety of factors. Very old or poorly maintained vessels can be more

difficult or even impossible to repair. Repairs are normally a simple task requiring the player to roll (Intelligence + Crafts).

Fixing large or unusually complex vessels (vessel rating 4 or higher) might be an extended task, with a total difficulty equal to the Repair rating squared. (To fully repair a Repair 4 vessel requires the player to accumulate 16 successes on a difficulty 4 task.) Even these massive vessels can usually be made to function a time or two with a simple success. The Skywolf's engineer could keep her in the air for a short time with a difficulty 5 success, but long-term repairs would require an extended task. A botch on such an extended roll costs the player all accumulated successes and increases the number of successes needed by an amount equal to the number of 1s rolled in the botch.

Repair Teams

The largest vessels cannot be maintained by a single engineer, regardless of his understanding shipboard systems, as there are simply too many time-consuming adjustments and repairs that need to be done nigh-simultaneously.

Smaller vessels can sometimes benefit from an additional technician as well, but for many projects, a single assistant is sufficient (or can even be too much help). Controlling a repair team requires a successful (Charisma + Presence) roll to keep the workers motivated and operating at peak efficiency.

The difficulty is equal to the size of the team divided by three (rounded down if the character is an officer; rounded up if the character is a crewman). A repair team must have a number of technicians with Crafts or Science scores equal to (that of the engineer whose player is making the roll, minus 2). The total size of a repair team is typically equal to the Repair rating times three for ships and times two for boats.

Tools

Even the most skilled engineer can be hampered if she doesn't have the proper tools for a particular task. Very few vessels can be repaired with the contents of a carpenter's toolbox or a mechanic's shop. Such work requires a mixture of sophisticated tools, measuring vessels and calibrated instruments and utensils. Even the best spanner in the world is useless if the engineer requires a tilt-pin wrench or gimbal bearing puller to complete his repairs.

If multiple engineers are working on a large project, they all require their own sets of tools. Since there is some limited overlap, however, the total Resource cost for each additional set decreases by one.

NAVAL COMBAT

Fighting on the sea does not much resemble fighting on land. Most importantly, combat usually takes place between vessels: at every moment, the combatants stay bunched on their vessels, and attack each other's vessels as much as they attack enemy sailors and marines.

Introducing naval combat into your chronicle therefore requires a close look at how vessels function under the rules of the game. The basic rules for vehicles from pages 141–147 of *The World of Darkness* corebook focus on land-based vehicles. The core concepts apply to boats and ships, too, but need a little tweaking in their application.

The following rules and considerations apply to naval combat—including bringing the vessels to the battle.

Navigation

While the actual piloting of a vessel depends on Drive or Sailing competence, plotting a course over large distances is a mental exercise of (Intelligence + Science). The Storyteller assigns penalties based on the distance and complexity of the voyage. Success means the navigator plotted an efficient course toward the intended destination. The vessel will arrive as long as it stays on this course; any significant detours void the calculations and require a new roll.

Characters without the proper tools or maps (normally Resources ••) suffer a -3 internal penalty.

Attacking Ships

Depending on the configuration of a given vessel, it may offer its crew and passengers anything from no cover to total cover (see the *World of Darkness* corebook, pg 162 for rules on full cover and shooting through solid barriers). The Storyteller should assign the level of cover given to a unit based on its placement in the vessel. If half the crew is below-decks and the other half battlestations on the deck, the unit as a whole has partial (-2) cover. Short of complete encasement, opponents can still attack the crew through this cover like any other unit on the battlefield, treating the vessel as nothing more than a feature of the terrain.

As an alternative to targeting the crew, attackers can target a vessel itself (and have no choice but to do so if the vessel provides those aboard with substantial [-3] cover). Of course, as explained previously, hitting isn't the same thing as damaging, so attackers must be sure to use a weapon that actually can harm the craft. If an attack damages the specific portion of a vessel immediately adjacent to a specific crew member or passenger, that character soaks dice of damage equal to half the levels of damage inflicted by the assault. In mass combat, all units with personnel near the point of impact suffer this damage instead, but the value is not halved.

Targeting Components

Attempting a called shot against a vessel imposes an external penalty of -1 to -4 on the attack, depending on the size of the component. If the attack hits and has the potential to do limited or comparable damage, then the point of impact determines the soak and results of any damage.

- **Specific Hull Segment (-2):** Without a called shot, a successful attack against a vessel hits a random part of the hull. Choosing the point of impact sometimes can affect the resolution of the conflict: for instance, aiming near or below the waterline of a vessel to force battle damage leaks. Furthermore, if one attack weakens a section of the hull without accumulating enough damage to tear a hole, further attacks against that same spot can finish the job.
- **Communications Array (-2):** A vessel's communications array has the same Armor rating as the rest of the boat, but destroying it prevents the vessel from sending or receiving communications until its engineer can erect a (likely jury-rigged) replacement.
- **Bridge (-3):** The bridge of a ship is the room or platform from which the ship can be commanded. When a ship is under way, the bridge is manned by an officer of the watch aided usually by an able seaman acting as lookout. During critical maneuvers the captain will be on the bridge, often supported by an officer of the watch, an able seaman on the wheel and sometimes a pilot, if required. A successful hit against the bridge may neutralize a large portion of the ship's commanding officers, possibly including the captain.
- **Weapon Emplacements (-3):** Military vessels might hide small artillery behind the hull and pop open special shutters to attack other vessels. This arrangement gives the weapon and its gunners partial (-2) cover. Most other heavy weapons must be on deck, and receive little or no cover. A damaged result against an artillery emplacement renders it useless until it undergoes actual structural repairs. Successful called shots seldom destroy artillery, even if they knock the weapons from their turrets, but no sane captain would risk firing a weapon that had the chance of backfiring and sinking his vessel or killing his crewmen: a damaged cannon might as well be a bomb.

Crew as Units

Outside of mass combat, it is generally sufficient to know the number of crew aboard a vessel to determine any Maneuverability penalties. In a naval battle, however, crew members gather into complementary units.

- **Boarding and Deboarding:** While a single pilot might leap into a one-man craft and go at a moment's notice, transferring entire units presents a logistical challenge. Ordering a complementary unit to board or leave a vessel requires the same roll as a Turn action. Moving directly from one vessel to another is a single action.

- **Pilots and Passengers:** Once the unit is aboard, it can assume a passive role as passengers ferried about the battlefield, such as a unit of marines barracked in a vessel's cargo hold. Depending on the size of a particular vessel, the craft may accommodate many passenger units simultaneously. However, only one unit can control the vessel, with its commander serving as captain (and pilot, unless he delegates that duty to a character under his command). If units aboard a vessel cannot agree on who is in command (such as during a mutiny or boarding operation), they may have to fight it out within the enclosed space of the vessel in an infantry-on-infantry battle. While command remains challenged, the incumbent retains control. A clash on deck makes it significantly harder to retreat in an organized fashion, forcing a successful Disengage before disembarking becomes possible. Even in the absence of battle, however, orders to disembark must consider the location of the vessel. Out in the middle of the ocean, this means abandoning ship, either dropping lifeboats or swimming together until the unit is rescued (or dies from fatigue or shark attacks).

Aquatic Terrain

Common sense should guide how units and battlefield conditions interact with a liquid environment. Objects sink or float according to their buoyancy, and infantry units cannot march across the surface of the water (barring appropriate magic, of course). An individual can fight and swim, and a larger unit can do the same with the same rules. However, mass combat units lose Endurance per a charge (see *Exalted*, p. 164) for each action in which they swim. This does mean that well-armored infantry tend to sink like stones, one of many reasons marines seldom consider the added protection of armor worth the increased risk of drowning. Given these limitations, the only practical way to move around an aquatic battlefield is by boat or ship. Normal sea conditions do not provide any cover to speak of, which is part of why marine radar and sonar are so valuable to long-term tactical planning. However, sufficiently choppy seas may afford minimal (-1) or partial (-2) cover to all surface combatants. Likewise, strong winds or currents can assist or impede movement depending on their direction of travel, though seldom adjusting speed by more than +/- one die except in the most extreme cases. Either way, such conditions may function as difficult terrain.

Integrated Weapons

Ancient navies used to intentionally buy inferior tools and weapons, knowing that the sea would rust and rot them before too long; modern naval equipment tends to work poorly as well, thanks to the "lowest bidder" rule.

Sailors and marines must fight in tight spaces, so they prefer shorter weapons such as ASPs (collapsible batons) and knives. Such weapons are kept in a special armory to protect them from the elements (and misuse) except when they are needed. Almost every sailor also carries

a small knife or multitool for work about the vessel. Sailors can also use wrenches, marlinspikes, gaff hooks and other maritime tools as improvised knives, spears and clubs.

For ranged combat, sailors most often use pistols, short rifles, and shotguns, but given the close quarters and expensive equipment they work in, sailors almost never actually carry sidearms on their persons unless they are expecting imminent attack. Most modern navies give their sailors minimal firearms training, if any, reasoning that by the time the enemy is close enough to board the vessel, something has already gone catastrophically wrong.

Sample Vessels

Most of the examples below are based on common or average statistics of modern vessels, but keep in mind that these values are only very approximate, and can vary widely depending on the vessel's exact class, age, configuration, cargo, crew complement, and planned distance/duration of voyage.

Boats

Vessel	Durability	Size	Structure	Accel.	Safe Speed	Top Speed	Handling	Occupants	Cost
Day Sailer	1	8	9	*	*	*	0	1+2	●
Fishing Boat	2	9	11	4 (5 mph/turn)	7 (5 mph)	22 (15 mph)	2	1+3	●
Houseboat	3	23	26	2 (3 mph/turn)	15 (10 mph)	44 (30 mph)	-1	1+7	●●●
Inflatable Boat	1	8	10	9 (12 mph/turn)	22 (15 mph)	44 (30 mph)	2	1+7	●
Kayak, Touring	1	6	7	STR x2 per turn	2 (3 mph)	5 (7 mph)	STR-2	1	●
Kayak, Racing	1	7	8	STR x2 per turn	10 (8 mph)	19 (13 mph)	STR-3	1	●
Personal Watercraft	2	6	8	22 (30 mph/turn)	44 (30 mph)	88 (60 mph)	4	1+1	●
Powerboat	3	14	17	17 (10 mph/turn)	37 (25 mph)	66 (45 mph)	3	1+5	●●●
Racing Boat	2	18	20	17 (23 mph/turn)	73 (50 mph)	198 (135 mph)	4	3+2	●●● ●
Yacht, Racing	3	25	28	*	*	*	2	6+6	●●● ●●
Yacht, Sailing	2	20	22	*	*	*	1	1+5	●●● ●

Ships, Military ⁵

Vessel	Durability	Size	Structure	Accel	Safe Speed	Top Speed	Handling	Occupants	Cost (USD)
Aircraft Carrier	4	760	764		12 (18 mph)	23 (35 mph)	-4	Ship's Company: 3,200 + Air Wing: 2,480	~\$13 Bn
Corvette	3	190	193		17 (24 mph)	33 (48 mph)	-1	120 or fewer	\$500M
Cruiser	3	410	413		13 (19 mph)	25 (37 mph)	-2	500	\$1 Bn
Destroyer	4	375	379		12 (18 mph)	24 (35 mph)	0	300	\$2.5 Bn
Frigate	3	285	288		8 (12 mph)	16 (24 mph)	-1	200	\$1.2 Bn
Submarine, Diesel	2 ⁶	220	222		10 (14 mph)	20 (29 mph)	0	50	\$700 M
Submarine, Nuclear	2	290	292		12 (18 mph)	24 (35 mph)	+1	140	\$3 Bn to \$20 Bn

Ships, Civilian

Vessel	Durability	Size	Structure	Accel.	Safe Speed	Top Speed	Handling	Occupants	Cost (USD)
Container Ship	3	750 ⁷	753		14 (20 mph)	27 (40 mph)	-4	20-30 crew	
Cruise Ship, Oceangoing	3	675	678		12 (18 mph)	24 (35 mph)	-4	3,000 passengers	\$820 M
Cruise Ship, River (<i>Viking Gullveig</i>)	3	300	303		12 (18 mph)	24 (35 mph)	-3	53 crew, 190 guests	

⁵ Note that Acceleration, Safe Speed, and Top Speed may all vary depending on load carried, subwaterline damage, and engine functionality (if you choose to get that granular).

⁶ Although composed mainly of steel (Durability 3), *any* crack in a submarine's hull *will* lead to flooding; to reflect this, a sub's Durability is treated as being one step lower than an equivalent surfacegoing vessel.

⁷ HIGHLY variable.

Ferry, Staten Island	3	269	272		6 (9 mph)	12 (18 mph)	-2	5,000 people (no cars)	
Icebreaker	4	285	289		7 (10 mph)	14 (20 mph)	-2	125	\$2 B
Petroleum Tanker (<i>Seawise Giant</i>)	4 ⁸	1020	1024		8 (10 mph)	13 (19 mph)	-5	25	\$91 M
Science Vessel (<i>RV Calypso</i>)	3	100	103		4 (6 mph)	8 (12 mph)	-2	30	\$10 to \$300 M
Submersible	5	20	25	1 (0.6 mph/turn)	1 (2 mph)	1 (2 mph)	+2	3	\$40M
Trawler, freezer	3	89	92		4 (6 mph)	8 (12 mph)	-1	25	\$500K USD

Jester's Size Formula

If you'd like to calculate the Size of an existing vessel, or figure out how big a hypothetical one would be, enter the following equation from *Gods of Iron* by Pucker Factor Games into any spreadsheet program:

$$=\text{ROUND}(2.2*\text{SQRT}(\text{length}^2+\text{width}^2+\text{height}^2)+0.7)$$

Just plug in the ship's dimensions or your best estimate *in meters*, and the result should roughly align with the established Sizes of canonical WoD/CofD objects and vehicles (though the margin for error increases the larger you go).

NB: To convert yards per turn to MPH, *multiply* by 0.6818. To convert MPH to yards per turn, *divide* by 0.6818

⁸ Only against collisions, scrapes, and other hazards: no armor vs projectiles.

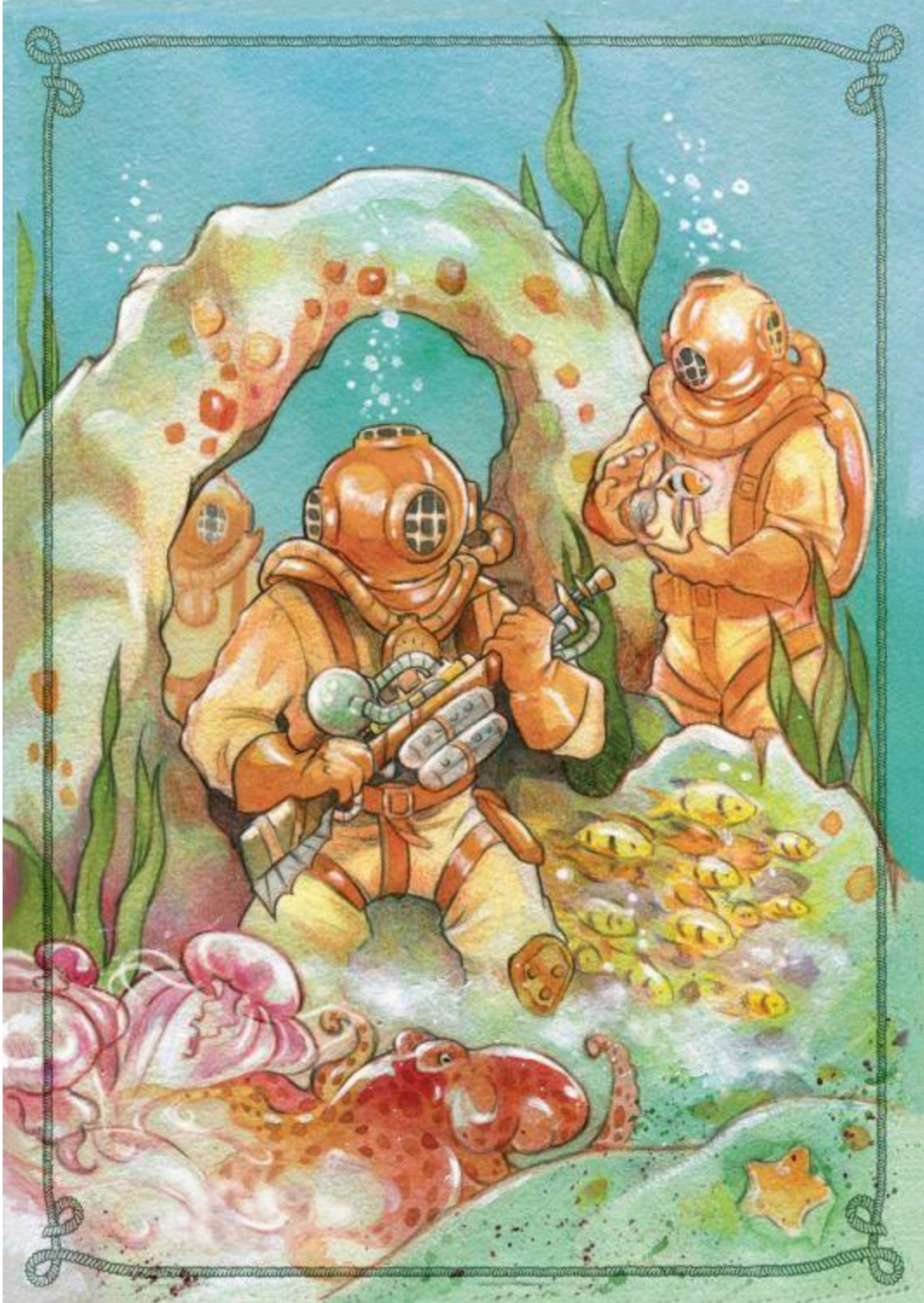


Illustration by Christiana Sandoval Woodard

NPCs

"No class of man is altogether bad, but each has its own faults and virtues; and these shipmates of mine were no exception to the rule. Rough they were, sure enough; and bad, I suppose; but they had many virtues. They were kind when it occurred to them, simple even beyond the simplicity of a country lad like me, and had some glimmerings of honesty."

- Robert Louis Stevenson, *Kidnapped*

People go to sea for an enormous variety of reasons, some for a single journey, others for their entire lives. Even small vessels require at least two teams of watchkeepers (and often more) so that each role can be fulfilled while the other team is sleeping, eating, or attending to necessary functions. Not every possible shipboard function or role is given a full array of stats here, as many roles (such as security guard and entertainer) are either given statistics in official *World of Darkness* media or else can be easily invented by the Storyteller.

Obviously players will not encounter archetypes but individuals, with their own histories and distinguishing characteristics, so any given character may have wildly different character sheets. Feel free to add to, subtract from, or completely rewrite the following statistics as needed.

Combatant NPCs

Coast Guardsman

"Let's do this by the numbers, guys. Just like we practiced."

Virtue: Prepared

Vice: Lust

Concept: maritime law enforcement officer

Background: According to the Coast Guard's official [website](#), "The Maritime Law Enforcement program protects America's maritime borders from encroachment, defends our Nation's maritime sovereignty from illicit activity, facilitates legitimate use of the waterways, and suppresses violations of federal law on, under and over the high seas and waters subject to the jurisdiction of the United States. The Coast Guard is the lead federal maritime law enforcement agency and the only agency with both the authority and capability to enforce national and international law on the high seas, outer continental shelf, and inward from the U.S. Exclusive Economic Zone (EEZ) to inland waters. Coast Guard responsibilities include detecting and interdicting contraband and illegal drug traffic; at sea enforcement of U.S. immigration laws and policies; enforcing our Nation's fisheries and marine protected resource laws and regulations; ensuring the integrity of the EEZ, monitoring compliance with international living marine resource regimes and international agreements to which the U.S. is party; and through compliance with international agreements, combating Illegal, Unreported and Unregulated (IUU)

fishing that negatively impacts maritime and economic security in coastal and regional areas worldwide.”

Appearance: Much like Navy sailors, Coast Guardsmen are expected to maintain a strictly professional and conservative appearance, though their standards are not quite as rigorous as those of the Navy (e.g. facial stubble is sometimes allowed, in certain circumstances).

Storytelling Hints: “Coasties” sometimes have a chip on their shoulder about their branch of service, due to the perception (real and imagined) that they get less respect than the Army, Navy, Air Force, and Marines (who enjoy calling them names like “Puddle Pirates,” “Pond Jumpers,” and worst of all “cute”). For the most part this is a friendly rivalry and when shit really hits the fan, when lives are at risk, the various branches can all leave their rivalry behind and pull together for the common good... *most* of the time.

Attributes

Mental: Intelligence 2, Wits 3, Resolve 2

Physical: Strength 2, Dexterity 3, Stamina 3

Social: Presence 2, Manipulation 1, Composure 3

Skills

Mental: Crafts 1, Investigation (Human Trafficking) 1, Medicine (CPR or First Aid) 2, Politics (Military) 1, Science 2

Physical: Athletics (Swimming) 2, Brawl 1, Larceny (Smuggling) 3, Survival (Search and Rescue) 3, Weaponry 2

Social: Expression (Giving Orders) 1, Intimidation 2, Persuasion 1

Merits: Allies (Crewmates) 2, Sworn Officer 1, Iron Stamina 2, Fast Reflexes 2, Disarm 2, Language (Spanish or Québécois⁹) 1

Willpower: 5

Morality: 7

Flaws: may have Embarrassing Secret (Sexual Assault) in which case Morality will be reduced

Derangements: Fixation (mild)

Initiative: +8

Defense: 2

Speed: 9

Health: 8

Armor: kevlar vest¹⁰ (Rating 1/2, Defense -1, Speed -1, already included in stats)

Total XP: 30

Attack	Damage	Range	Dice Pool	Clip	Size	Special
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⁹ Coast Guardsmen with a gift for languages will typically learn a smattering of whatever their neighboring countries or major trade partners speak.

¹⁰ Doubles as a PFD.

Pistol, light (Glock 19 9mm)	2L	20/40/80	7	17+1	1	One- or two-handed
Rifle, M16 or M4 carbine	5L	200/400/ 800	10	5+1	3	Two-handed
Knife	1L	engaged	4	n/a	1	
Brawl	0B	engaged	3	n/a	n/a	

Equipment: personal flotation device (spare), fire extinguisher, boarding equipment

Navy S.E.A.L.

“Vessel secured. Move in, Bravo Team.”

Virtue: Temperance

Vice: Pride

Concept: highly-trained warrior

Background: After passing a grueling battery of physical and mental exams followed by several years of specialized schooling (which has an attrition rate close to 80%), these special warfare and reconnaissance soldiers are perhaps the most lethal military forces on the high seas (though they are also trained to fight in a variety of terrestrial theaters as well as aquatic ones).

Appearance: Typically SEALs are young-adult to early middle-aged men (though the Navy has recently opened SEAL training to any female sailor who can pass the physical exam), always at the absolute peak of physical conditioning. SEALs are known for their distinctive facial camouflage, which has earned them the apt nickname “The Men With Green Faces”.

Storytelling Hints: SEALs are under constant, unrelenting pressure to be the best of the best, to never ever give up or let their teammates down, and to make a way where there is no way. Partly as a result of this pressure, mental health issues and substance abuse are widespread within the corps.

Attributes

Mental: Intelligence 3, Wits 3, Resolve 3

Physical: Strength 3, Dexterity 4, Stamina 3

Social: Presence 3, Manipulation 2, Composure 3

Skills

Mental: Medicine (Triage) 3, Politics (Military) 1

Physical: Athletics (Swimming) 3, Brawl 3, Firearms 4, Stealth (Aquatic) 3, Survival 3, Weaponry 3

Social: Intimidation (Enhanced Interrogation) 3, Streetwise 1, Subterfuge (Spotting Lies) 2

Merits: Combat Awareness 2, Sea Legs 2, Disarm 2, Fleet of Foot 3, Iron Stamina 3, Fighting Style: Spetsnaz Knife Fighting 2, Fighting Style: Combat Marksmanship 3, Status (Military) 2, Allies (Squadmates) 4

Willpower: 6

Morality: 5

Flaws: may have Addiction (any)

Derangements: Fixation (mild)

Initiative: 7

Defense: 3

Speed: 15

Health: 8

Total XP: lots

Attack	Damage	Range	Dice Pool	Clip	Size	Special
Assault rifle (M4A1)	4L	150/300/600	12	42+1	3	Autofire
Knife (SK-5)	1L	n/a	7	n/a	1	
Brawl	0L	n/a	6	n/a	n/a	

Oil Rig Worker

“Alright, keep it comin’. Keep it comin’. Keeeeeep it... wait, slow down. I said slow down man, or you’ll hit the—”

Background: The following statistics are meant to represent an entry-level worker such as a roustabout or roughneck, but there are many more specialized roles aboard oil rigs such as hydrologist, geologist, industrial safety consultant, construction worker, IT specialist, cook, management roles, and medical personnel. Whether they drill for liquid petroleum or natural gas, oil rig operators can hail from any county or ethnicity, though most commonly found in the richest and largest oil and natural gas fields on Earth, especially the Gulf of Mexico, the North Sea, the Persian Gulf, coastal Venezuela, the Gulf of Guinea, the South China Sea, and the East China Sea. Oil rig workers work long hours, often in 12-hour shifts (rotating days and nights) for several weeks at a stretch, then they go back to land for several weeks (typically 3 or more) before returning to the rig again.

Appearance: <TO_DO>

Storytelling Hints: <TO_DO>

Attributes

Mental: Intelligence 2, Wits 2, Resolve 3

Physical: Strength 3, Dexterity 2, Stamina 3

Social: Presence 3, Manipulation 1, Composure 2

Skills

Mental: Crafts (Repairs or Construction) 3, Medicine (First Aid or CPR) 1, Science (Physics) 3

Physical: Athletics (Lifting/Carrying) 4, Brawl 1, Drive (Cranes) 4, Survival 1, Weaponry 1

Social: Expression (Coordinating) 2, Intimidation 1, Socialize 1, Subterfuge (Corporate BS) 1

Merits: Allies 2, Common Sense 4, Iron Stamina 2, Strong Back 1, Resources 1 (or more),
Language (any) 1

Willpower: 5

Morality: 7

Possible Flaws: Hard of Hearing, maybe Sexist

Possible Conditions: Fatigued (PTC 2e, pg. 309) or Exhausted (WTF 2e, pg. 307)

Derangements: none (regular psych exams)

Initiative: +4

Defense: 2

Speed: 10

Health: 8

Armor: 1/0 (thick clothing + hardhat and steel-toed boots)

Total XP: 26

Attack	Damage	Range	Dice Pool	Clip	Size	Special
Brawl	0L	n/a		n/a	n/a	Knockdown
Wrench, large	2L	melee		n/a	3	One- or two-handed.
Buzzsaw	4L	melee			4	Two-handed only, electric.
Industrial "accident"	10L	varies	varies	n/a	n/a	Requires setup

Equipment: walkie-talkie, flashlight

Pirate, Archaic

"Avast, ye scurvy dogs! Reef the mainsail and run out the gangplank!"

Virtue: Ambition

Vice: Greed

Concept: maritime bandit

Background: Most pirates get their start as sailors for military navies or the merchant marine, who eventually get sick of their brutal treatment by an uncaring and intentionally-cruel officer class and either jump ship or stage a mutiny. Pirate ships tend to be run democratically (a fact which horrifies extremely hierarchical mainstream society), complete with formal charters and

codes of conduct, and rules specifying how any booty obtained will be divided among the captain, officers, and crewmen. Pirate ships tend to run with much larger crew than standard ships do, as they don't need to carry as much food and water (since they can just take it from the ships they prey on) and to offset their high rate of attrition.

Appearance: The specifics of style and dress varied from era to era, pirates are still sailors and must wear clothing which endures lots of sun and very hard usage. Pirates tend to bathe infrequently, and they are often unshaven and slovenly dressed. In open defiance of the “sumptuary laws” which are the rule on land, high-status pirates dress in a motley of whatever finery they can take from officers or passengers whom they kill; the more fanciful and expensive-looking the better.

Storytelling Hints: Players in a modern setting are unlikely to encounter this NPCs as-written; they are much more likely to encounter him as a vampire or other supernatural template. As a rule, players will expect a ridiculous Cornish accent, so feel free to ham it up.

Attributes

Mental: Intelligence 1, Wits 3, Resolve 2

Physical: Strength 3, Dexterity 3, Stamina 2

Social: Presence 3, Manipulation 2, Composure 2

Skills

Mental: Crafts (Carpentry) 2, Politics 2

Physical: Athletics 3, Brawl 2, Drive (Aquatic) 1, Firearms 2, Larceny 3, Weaponry 3

Social: Animal Ken (Parrots) 1, Intimidation (Torture) 3, Socialize 1, Streetwise (Black Market) 3, Subterfuge 1

Merits: Sea Legs 2, Danger Sense 2, Iron Stomach 2, Quick Draw 1, Language (any) 1, Fighting Style: Two Weapons 3, Fence 1

Willpower: 4

Morality: 1

Derangements: Suspicion, Narcissism

Flaws: Can't Swim, Notoriety, One Eye and/or One Leg and/or One Hand

Initiative: 5

Defense: 3

Speed: 11

Health: 7

Total XP: 39

Attack	Damage	Range	Dice Pool	Clip	Size	Special
Hook-hand	1L	melee	6	-	1	+1 to Disarm
Pistol, flintlock	0L	15/30/60	5	1	2	1 action to reload

Cutlass	2L	melee	8	-	2
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Pirate, Modern

"Patrol boat sighted off the port bow! Jettison all passengers and set engines to full reverse!"

Virtue: Prudence

Vice: Greed

Concept: maritime bandit

Background: The first question pirate networks ask their new recruits is "Do you have an AK-47 and can you swim?". For the most part, these are the only requirements for joining.

Appearance: The stereotypical pirate is Somali or Houthi, but they can belong to any ethnicity and operate anywhere in the world (especially the Gulf of Aden and Red Sea, the Seychelles, West Africa, the South China Sea, the northern coast of South America, and the Straits of Malacca). Pirates are almost exclusively young and male, though there have been a few historical exceptions such as Anne Bonny and Mary Read.

Storytelling Hints: Long before making an attack, pirates hack into ships' inventories (which are often surprisingly insecure and unpatched, due to long stints away from reliable Internet connections) or they purchase the inventories from hackers on the Dark Web. Before they even board their prey they know exactly what they're looking for, down to the bar code and serial number of the shipping container, in some cases. In the past, pirates would rely on watchmen in ports and informants posing as innocent fishermen, but nowadays many use drones to scout busy sea lanes for unguarded ships which lack security crews or razor-wire.

Attributes

Mental: Intelligence 1, Wits 3, Resolve 2

Physical: Strength 3, Dexterity 3, Stamina 2

Social: Presence 3, Manipulation 3, Composure 1

Skills

Mental: Computers (Hacking) 1, Crafts (Repairs) 3

Physical: Athletics (Swimming) 2, Drive (Aquatic) 3, Firearms 3, Larceny 2, Stealth (Blockade Running) 1, Weaponry 1

Social: Intimidation (Torture) 4, Streetwise (Black Market) 3

Merits: Wheelman 2, Make Do 3, Fence 3, Sea Legs 2, Quick Draw 1

Willpower: 3

Morality: 3

Initiative: 4

Defense: 3

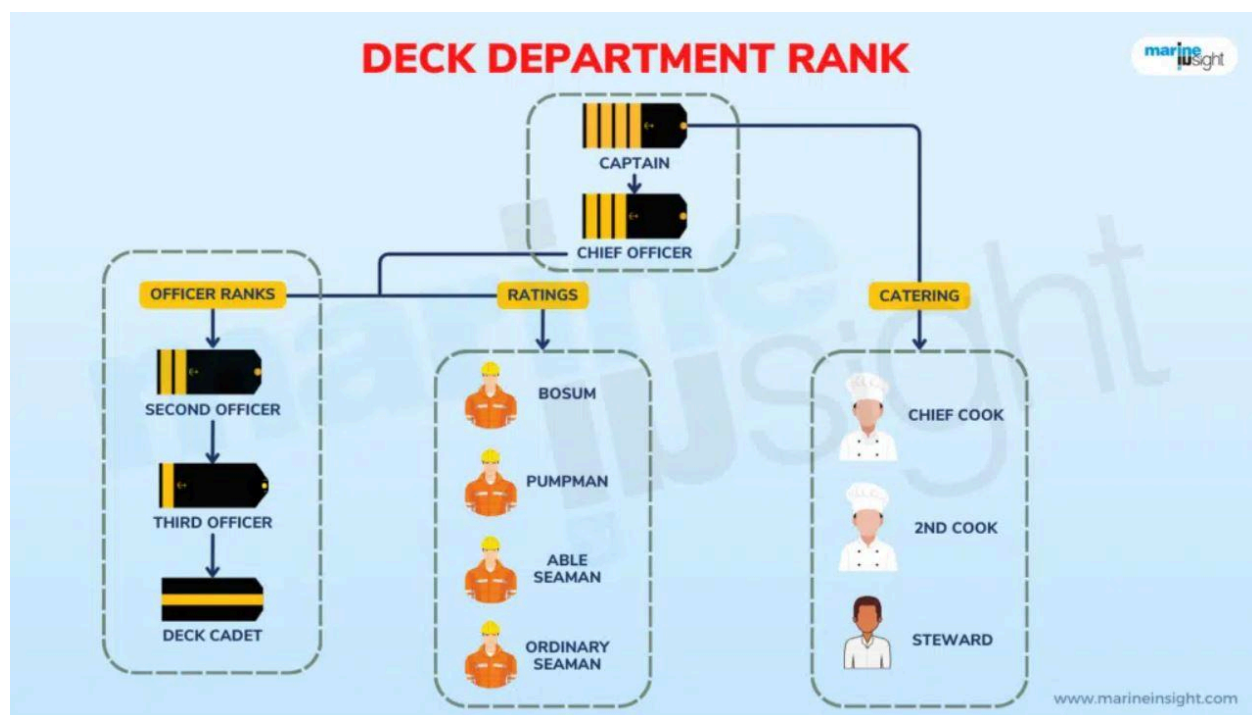
Speed: 11

Health: 3

Total XP: 39

Attack	Damage	Range	Dice Pool	Clip	Size	Special
AK-47 (Kalashnikov)	4L	150/30 0/600	10	42+1	3	Autofire
Rocket launcher	as grenade	Long	11?	1	4	Concussive (see Explosives Chart, WoD pg. 179)
Knife	1L	n/a	5	n/a	1	

Equipment: Night-vision goggles, GPS



Sailor (Military), Modern

"[salutes sharply] Aye aye, sir!"

Virtue: Fortitude

Vice: Gluttony

Concept: soldier of the sea

Background: Sailors can hail from any ethnicity or socioeconomic background, though most are either from military families with a long history of service or from financially impaired backgrounds who see the Navy as a way out of poverty and/or trouble with the law; a few just really want to travel, and hope the Navy will let them do that on the taxpayer's dime (which it will, after a fashion).

Appearance: Naval sailors tend to be considerably younger - often fresh out of high school - than commercial sailors, and they keep their uniforms and personal appearance *spotless*: for example, naval regulations require sailors with dark and fast-growing facial hair to shave twice a day.

Storytelling Hints: The Navy has ten times the personnel of commercial vessels (so many that they often trip over one another), so everyone has to specialize in something, whether that's electronics repair or weapons technology or what-have-you. Navies tend to focus more on procedural correctness more than efficiency, and they spend most of their time training and conducting drills, so that everyone knows exactly what to do and how to do it when shit inevitably hits the fan. Navy sailors tend to look down on merchant mariners, whom they see as undisciplined slackers who could never handle a “real” emergency.

Attributes

Mental: Intelligence 2, Wits 3, Resolve 2

Physical: Strength 2, Dexterity 3, Stamina 3

Social: Presence 3, Manipulation 1, Composure 3

Skills

Mental: Crafts (Repairs) 2, Medicine 1, Politics (Navy) 2, Science (Physics) 2

Physical: Athletics (Swimming) 3, Brawl 2, Drive (Ships) 2, Firearms 3, Weaponry 1

Social: Expression 1, Intimidation 2, Socialize (Carousing) 1

Merits: Sea Legs 2, Boxing 1, Allies (Shipmates) 2, Status (Navy) 1, Combat Awareness 2

Willpower: 4

Morality: 5

Initiative: +6

Defense: 3

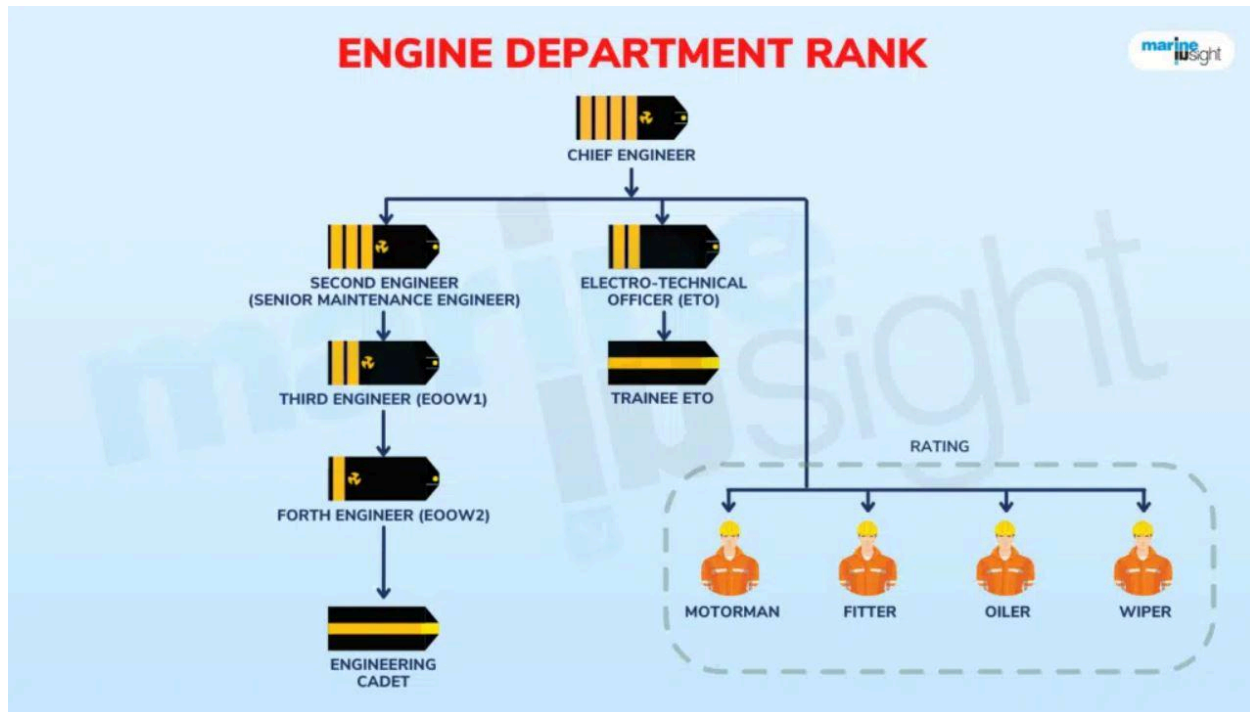
Speed: 10

Health: 8

Total XP: 13

Attack	Damage	Range	Dice Pool	Clip	Size	Special
Shotgun	4L	20/40/80	10	5+1	2	9-again
Pistol, light	2L	20/40/80	8	17+1	1	
Brawl	0B	n/a	4	n/a	n/a	
Emergency flare	0L	150/300/600	6	1	2	8-again, incendiary, 500ft vertical range

Equipment: Night-vision goggles, GPS, emergency flares



Seaman (Civilian), Modern

"Aye, sir. Right away."

Virtue: Prudence

Vice: Gluttony

Concept: seafaring working-man

Background: Seamen tend to be older than military sailors, simply because they tend to stay in their industry much longer and the age for mandatory retirement is much higher (if it exists at all). Seamen must be dependable, emotionally stable and hardworking; successful seamen are also extraverts with agreeable personalities who are comfortable with living in close quarters for long periods with their coworkers, and able to keep their wits about them when disaster strikes. Seamen must also have good Stamina, for when inclement weather or a spreading sickness cuts staffing and forces them to take double or even triple watches.

Appearance: Like sailors, seamen must be in good physical condition to tolerate the irregular hours, extreme weather, and occasionally life-threatening situations which can arise many miles from shore where no one else can come to their rescue. Unlike their military counterparts, many seamen are not contractually obliged to wear uniforms while on duty, and things like facial hair and visible tattoos are not often regulated by employers. The only educational requirement to become a seaman is a high school diploma in most cases, though unscrupulous employers in developing countries are willing to look the other way if they're short on staff.

Storytelling Hints: Whereas the military focuses more on procedural correctness, merchant mariners or merchant seamen (they don't like being called "merchant marines") focus more on the end goal, the big picture, and getting the job done. Their much leaner (i.e., more efficient)

staffing levels force seamen to become jacks-of-all-trades, so their character sheets tend to be a little more “balanced” than those of naval sailors.

Attributes

Mental: Intelligence 3, Wits 3, Resolve 2

Physical: Strength 2, Dexterity 3, Stamina 2

Social: Presence 3, Manipulation 1, Composure 2

Skills

Mental: Computer 2, Crafts (Repairs) 4, Medicine 2, Science 3

Physical: Athletics 3, Brawl 1, Drive (Aquatic) 3, Firearms 1

Social: Intimidation 1, Socialize (Carousing) 2, Streetwise 1

Merits: Allies (Shipmates) 3, Strong Lungs 3, Sea Legs 2, Well-Traveled 1

Willpower: 4

Morality: 7

Initiative: 5

Defense: 3

Speed: 10

Health: 7

Total XP: 6

Attack	Damage	Range	Dice Pool	Clip	Size	Special
Wrench, large	2B	n/a	2	n/a	2	-1 for improvised (included)
Brawl	0B	n/a	3	n/a	n/a	
Emergency flare	2L	150/300 /600	6	1	2	500ft vertical range

Viking Raider

“<These sickly skrælings will make a fine feast for the ravens!>”

Virtue: Justice

Vice: Wrath

Concept: seaborne raider and trader

Background: “Viking” is a part-time profession, not an ethnicity or religion, so anyone who “goes a-viking” (i.e. conducting seaborne raids for profit) is considered to fall under this category. That said, vikings are typically of Scandinavian or Germanic stock, tall and severe, with large beards and lean bodies hardened by many years of demanding physical labor. Most are farmers during the off-season, but a man's fighting skill matters much more than his vocation when a local king is seeking to assemble a crew.

Appearance: Vikings tend to dress in sturdy homespun cloth of wool or other natural materials, typically in leggings and a tunic with a cloak in cold weather. Most are blonde or red-haired, with great bushy beards that they often groom meticulously (though the occasional shieldmaiden is known to travel as part of a viking band). Berserkers take their names from the bearskin shirts they wear, though these terrifying warriors are so bloodthirsty that even other vikings fear and loathe them, forcing them to live on the margins of society.

Storytelling Hints: Players in a modern setting are unlikely to encounter this NPC as-written; they are much more likely to encounter him as a vampire, a Promethean, or other supernatural template. Vikings value cleverness and a quick wit almost as much as a strong sword arm: their mythology is replete with gods like Loki or Odin who tricked or cheated their way into greater fame, wealth, and power. If raiding becomes too dangerous, or if local supply and demand for trade goods are favorable, vikings will often engage in commerce rather than battle: despite their legendary cruelty and love of bloodshed, the whole point of going a-viking in the first place is to save up money to afford a better bride-price back home, not simply to kill some monks or rape a few women (though that's certainly a bonus).

Mental: Intelligence 2, Wits 3, Resolve 2

Physical: Strength 3, Dexterity 3, Stamina 2

Social: Presence 2, Manipulation 2, Composure 2

Skills

Mental: Academics (History) 1, Crafts (Woodworking) 3, Medicine 2, Occult 1, Politics 1

Physical: Athletics 2, Brawl 2, Drive (Sailing) 2, Stealth 2, Survival 2, Weaponry 2

Social: Animal Ken (Horses) 1, Expression (Poetry) 1, Intimidation 2

Merits: Sea Legs 2, Language (any) 1, Encyclopedic Knowledge (Sea Lore) 4, Ambidextrous 3, Allies or Friend 2, Resources 2

Willpower: 4

Morality: 3

Derangements: Suspicion (mild), Narcissism (mild)

Flaws: Notoriety (or Fame, depending on the audience)

Initiative: 5

Defense: 3

Speed: 11

Health: 7

Armor: chainmail (2/1) or leather (1/0)

Total XP: 40

Attack	Damage	Range	Dice Pool	Size	Special
Sword	3L	n/a	8	2	
Knife	1L	n/a	6	1	

Brawl	0B	n/a	5	n/a	
Spear	3L	Thrown	8	3	Two-handed

Equipment: sunstone, wooden shield, gold or silver jewelry

Noncombatant NPCs

Anyone onboard a vessel may potentially become a combatant with sufficient provocation, but most can be represented with simple dice pools as follows.

Admiral

“You heard me. That’s an order, sailor!”

Background: An admiral is a flag officer who commands a fleet or naval squadron, or a naval officer of very high rank. A sailor is only eligible for admiralty after 25 to 30 years of service, and must be younger than 42 years old at the time of his promotion, so only the most dedicated seamen with the most spotless service records have a chance at this lofty position.

Appearance: Being clean-cut is part of an admiral’s job description: from his spotless vanilla ice cream-colored uniform to his perfectly-shaven jaw to his black regulation footwear polished to a mirror sheen, an admiral is expected to maintain his personal appearance the same way he runs his fleet: with unflagging precision, meticulous attention to detail, and constant adherence to naval regulations.

Storytelling Hints: It’s lonely at the top. The civilian equivalent would be the CEO of a major corporation but with far fewer accouterments and far greater responsibility. The hours are incredibly long and the amount of knowledge that you must process to make each and every decision is insane, and you have to do it every day without fail. You have a large staff to assist you with record keeping and appointment making, but even with all that help it’s hard to find time to think, to deliberate, to find five quiet minutes for contemplation. You do nothing by yourself, and yet you are completely alone. The burden of command weighs heavily because ultimately all decisions are yours and yours alone to make, and the sailors under your command — men and women whose families eagerly await their return — may be harmed or killed if you get it wrong.

Abilities

Fleet Logistics (dice pool 8) — As a high-ranking naval officer, the number-one prerequisite for this position is the ability to effectively coordinate the movements and supplying of fleets of large, complex, and extremely expensive vessels.

Dressing-Down (dice pool 7) — With the ability to scuttle the career of any of his crewmen or officers who displease him, the threat of a tongue-lashing from an admiral (and the court martial and demotion which are likely to follow) will leave even experienced captains quaking in their Rocky S2Vs.

Inspection (dice pool 8) — If there is *anything* on a vessel that isn’t shipshape and Bristol fashion, an admiral will be sure to find it... and find out who’s responsible.

Captain/Skipper

"Bosun, weigh anchor. Let's get the hell out of these waters before we lose any more men."

Appearance: The stereotypical ship captain is a middle-aged man with salt-and-pepper hair and a tidy appearance, with either a neatly trimmed beard and/or mustache or else cleanly shaven. However, there are more and more exceptions to this rule every year as navies and the shipping industry become more globalized and diverse. Captains are usually in very good physical condition for their age cohort, though as they age they become inclined towards stoutness like all people, especially around the middle.

Background: Any naval officer who commands a ship is addressed by naval custom as "captain" while aboard in command, regardless of his or her actual rank. Generally, civilian captains are addressed as "skipper".

Regardless what form of address is used, the captain bears sole and ultimate responsibility for the lives and wellbeing of his crew, passengers, and cargo while they are aboard his vessel, even while he is not on watch. He decides when they set sail or drop anchor, determines the ship's course and speed, directs his officers, supervises the loading and unloading of cargo, keeps a detailed log of all noteworthy onboard occurrences and maintains records of all cargo and/or passengers.

The vast majority of ship captains do not automatically possess the authority to conduct legally binding wedding ceremonies, but some of them choose to get ordained so that they can if needed.

Becoming a captain generally requires many years of practical shipboard experience and vocational training (usually including time spent as an officer), and/or an associate's degree; most are middle-aged or older, though there is typically an age for mandatory retirement.

Storytelling Hints: Uneasy lies the head that wears the captain's hat, but the pay is excellent and the freedom, the power, and the nearly complete control over shipboard operations (within the owner's specifications, of course) is a potent mixture coveted by many a sailor. A captain must always maintain an appearance of authority, gravitas, and competence, even in the face of the worst possible disaster or supernatural threat. Captains are no longer expected or required by law or custom to "go down with the ship," but they may face legal repercussions if they abandon their vessel without a very good cause that will hold up in court. However, many captains take their responsibilities to ensure the safe evacuation of crew and passengers so seriously that their own escape or rescue is delayed, which sometimes does contribute to or bring about their own deaths.

Abilities

Commandeer (dice pool 4, military only) — In certain extreme circumstances, officers of most navies have the authority to take command of civilian vessels, pressing them into service to transport troops or munitions, shuttle refugees and survivors, or transport medical and emergency supplies. Skippers may not take kindly to this, and getting one to willingly follow orders (instead of sullenly doing the bare minimum, or just sailing away altogether) requires a delicate blend of charisma, persuasion, and intimidation.

Ship-lore (dice pool 7) — A captain must know his vessel as well or better than he knows his own body: its capabilities, its speed and acceleration, the depth of its keel and the sturdiness of its hull, and most importantly how to repair it when major disasters occur.

Repairs (dice pool 5) — overseeing and coordinating routine repairs and maintenance is second nature to any captain worth his salt. Even if complete repairs are not possible at sea, most captains know enough about engineering and physics to make a stopgap repair that will hold until the ship gets back to port.

Redirect power (dice pool 4) — Ships are incredibly complex machines, usually with multiple backup engines and generators, and by making a variety of tweaks and rearrangements (possibly including jettisoning non-essential cargo) it is often possible to get an extra burst of speed or towing power or whatever is needed at the moment, provided that there is enough crew and time to make the necessary adjustments.

Chaplain

“Most of the time I honestly don’t know whether I’m doing any good or not.”

Background: Port chaplains minister to seafarers from around the world, the vast majority of whom hail from China and the Philippines; military chaplains minister almost exclusively to enlisted men and officers of their own country; the merchant marine employs Navy chaplains on their larger vessels, but smaller vessels generally must make do without a billeted chaplain while at sea (though these vessels, being smaller and not as able to carry as much fuel and food, must make more frequent stops in port to refill their fuel tanks and larders). Generally some kind of divinity degree is necessary if one plans to work within a larger church or religious structure, but there are a few independent actors and self-taught charismatics out there.

Appearance: Chaplains dress in holy vestments or cassocks while acting in their official capacity, but many are allowed to wear civvies while on shore leave (though some are required by their vows to wear badges of their faith at all times, such as a white collar). Chaplains can have nearly any appearance or physical build, though most are not young.

Storytelling Hints: Being a chaplain requires great empathy, good public speaking, and strong faith. Chaplains can be soft-spoken and kindly old father-figures, or exciting young firebrand ecstasies, or detached ascetics who favor the spirit and eternity over the flesh and the now, or crusaders for social justice and reform. Whatever they do and however they operate, they do it with *conviction*.

Abilities

Moral guidance (dice pool 7) — Sailors have been infamous for their womanizing, carousing, and gambling since ancient times, so they present a special kind of difficulty to the shepherd responsible for their souls. Spending a scene in conference with a chaplain grants the same bonus on degeneration rolls as successfully meditating (see WoD pg. 51).

Deductive reasoning (dice pool 5) — Priests often have access to much more information than anyone else; although the seal of the confessional prevents them from revealing what they know, it is sometimes possible for them to maneuver others into uncovering the truth for themselves.

Exorcism (dice pool 5) — While the average chaplain is not equipped to banish ghosts, demons, or other supernatural entities, most have sufficient theological training and Morality/Integrity (or equivalent) to make a decent attempt at exorcism, if a trained professional is not available.

Cook

“Chow’ll be ready when it’s ready, now quit’cher bitchin’ or I’ll give ya somethin’ ta bitch about!”

Background: Ship’s cooks are typically not trained chefs, and those who are typically serve the passengers (if there are any). A cook who serves crewmen is an institutional cook first and foremost: his job is to feed large numbers of hungry, hardworking men on a regular basis so they can do their jobs well and remain in good health for the length of the voyage, not to tantalize discerning palettes with made-to-order amuse-bouches.

That said, many shipping companies and owners do care deeply about the nutrition and morale of their crewmen, and ensure that the larders are always stocked with a delicious array of top-quality ingredients. But regardless of what’s going in the pot it had better come out fully cooked and on time, or there’ll be hell to pay. A good cook means a contented crew; a bad cook means mutiny!

Appearance: “Never trust a skinny cook,” as the saying goes, and although it’s not *always* true, it does speak to a general truth that those who really love food and are surrounded by it all day, and possess the knowledge and skills and equipment necessary to turn those ingredients into whatever they like, often find it hard to resist overindulging on occasion. Good cooks are fastidious about cleanliness, with glowing white coats and toques, neatly-manicured nails, and little to no facial hair. Mediocre cooks can be recognized by their spotty aprons, singed coat sleeves, and grease stains everywhere.

Storytelling Hints: Cooking can be one of the most thankless tasks that one can perform on board a ship. Sailors and passengers are *constantly* hungry, and the usual difficulties which surround foodservice are compounded by the need to store an entire voyage’s worth of food in your pantries, walk-ins, and freezers; the need to cook it all in a kitchen which is constantly moving; and the impossibility of receiving fresh shipments of ingredients until the next time the ship docks at port (where prices may be much higher than anticipated, and part of a chef’s job is balancing the kitchen’s budget). Meals *must* be served on time at least three times a day, plus a midnight meal for the night watchkeepers, and once it’s on their plates the recipients frequently complain that it isn’t *quite* what they were hoping for. (It’s worth noting that the chief cook or chef is considered a petty officer, in the same salary grade as the bosun.)

Abilities

Rough weather cooking (dice pool 5) — Kitchens are dangerous enough when they’re stationary; just imagine trying to boil pasta and chop onions simultaneously while the walls and floor are rocking! Typically this will be made as an extended roll, to see how long it takes for meals to be served; crew and passengers take -1 penalties to Social, then Mental, then Physical dice pools *in that order* every two hours by which their meals are late (so after missing a meal

by four hours, everyone aboard would take -1 to Social dice pools and -1 to Mental dice pools; at ten hours, the penalties would increase to -2 Social, -2 Mental, and -1 Physical).

A dramatic failure on a cooking check indicates that all who partake of the meal must make a Stamina roll or contract a food-borne illness such as salmonella or norovirus (which can run rampant in the close quarters of a ship), represented by the Sick Tilt.

Perception (dice pool 3, 8-again) — Cooks don't get out much, but (almost) everyone has to eat, so cooks overhear a lot of scuttlebutt in the mess.

Engineer

"I'm givin' her all she's got, Captain! If I push it any harder, the whole thing'll blow!"

Background: Despite having the word "engine" in their title, marine engineers are responsible for numerous internal systems aboard boats and ships, such as propulsion, electrical, refrigeration, cargo manipulation, and steering. The position typically requires a bachelor's degree in marine engineering or a related field, though some begin as apprentice engineers, motormen, oilers, or wipers.

Appearance: Engineering attracts type-A personalities, who tend to be both fastidious and conservative about their appearance. Expect practical clothing, low-maintenance hairstyles, and a lack of visible tattooing.

Storytelling Hints: Engineers have a saying that "water always wins eventually," and it's your job to delay its victory for as long as possible. You are the first and last line of defense against the forces of entropy and chaos which are *always* working to turn your collective home and workplace into a multi-ton deathtrap. Whenever anything breaks—even if you didn't break it, even if someone else broke it by ignoring your *extremely clear and specific* instructions—it's your job to fix it before anyone gets hurt or the cargo is lost. Ultimately, your job-performance is graded on a pass/fail system, which leads to a tendency towards black-and-white thinking: either you saved the cargo, or you didn't; either your ship raced into harbor with flying colors, or the Coast Guard needed to pull your soggy ass out of the lifeboats; either you kept the lights on and the engines running and the water outside the ship, or you failed and people died because of you.

Abilities

Redirect Power (dice pool 7) — Most vessels have multiple redundant engines and generators (having four or more is not uncommon for very large ships), so redirecting power where it's needed is usually very doable, it's just a question of how long that will take (typically requiring an extended roll, modified by however many engineering crewmen are still alive and fit for duty).

Repairs (dice pool 7, 9-again) — Not only are engineers experts at making repairs, they can usually jury-rig something that will hold until the ship gets back to port... even if it means cannibalizing parts from elsewhere.

Computers (dice pool 6) — From running simulations to designing new and better engines, modern engineering is impossible without good software to run it on. Now if only they could do something about all those known exploits that keep cropping up while the ship is out of range of WiFi...

Fisherman

“So what if I was fishing in the no-take zone on the night of the new moon?! I have six kids back on land who don't eat unless I fill my nets!”

Background: [Per the U.S. Bureau of Labor Statistics](#), “Fishers and related fishing workers deal with a set of working conditions unique among all other occupations. This occupation is characterized by strenuous work, long hours, seasonal employment, and some of the most hazardous conditions in the workforce. These workers are often at sea for weeks or months at a time, sometimes having to stand on deck, fishing for long periods with little or no sleep. They are constantly being tossed around by wind and rough seas, with water in their face and under their feet, which adds an element of balance to the skills needed to do their job safely. Weather does not stop production, and given that these workers do not work in a factory or office building, it increases the unpredictability of their working conditions. Access to on-site medical care for these workers is limited to the knowledge of those on the boat with them or the response of the Coast Guard.

Thanks to television shows such as *Deadliest Catch*, *Lobstermen*, *Swords*, *Ragin’ Cajuns*, *Hook Line and Sisters*, *Wicked Tuna*, *Big Shrimpin’*, and *Toughest Tribes*, viewers can see the hazards these workers face first hand. But what do the numbers show? Fishers and related fishing workers have had the highest fatal injury rate of any occupation [in the United States] since 2005. Their rate of fatal injury in 2009 was 203.6 per 100,000 full-time equivalent workers, more than 50 times the all-worker rate of 3.5. From 2003 to 2009, an average of 48 [American] fishers and related fishing workers died each year as a result of an injury incurred on the job.”

Appearance: Expect to see a rough-and-ready working man dressed in waterproof work clothes and intentionally-oversized boots (so that they can be kicked off easily if he goes overboard) and possibly thermal gear as well, depending on the climate and time of year. Most fishermen sport a beard of several days’ growth while they’re onboard, but on land they may shave or not as the fancy strikes them. The rough physical nature of the work does not lend itself to those with slight builds. Many are missing fingers or toes, or carry other scars of a careless instant or unexpected movement of the ship.

Storytelling Hints: You’re a hard-working man (or very occasionally a woman) from a coastal town without much education but a lot of grit, who can deal with long and irregular hours and irregular (but potentially very high) pay, so this job is probably one of the best that you have access to. The only way you could make more money than this is by dealing drugs, and you’ll starve before you’ll sink to that level (though in all honesty that would probably be a less hazardous job than this one). If you can just make it through this trick without accidentally slicing off your fingers, falling overboard, getting caught in a net or piece of machinery, slipping on ice or water and hitting your head, or falling down a flight of stairs — all without falling asleep on the job after a week of partial sleep deprivation — you’ll be sitting pretty when you get back to land and your check clears (provided no major unforeseen repairs eat up all the profits from the voyage, of course). Given the extreme danger of the work, it’s highly likely that you know

someone personally — perhaps a brother, a father, or other close relative — who was maimed or killed while doing your job.

Abilities

Fishing (dice pool 7) — Whether the take is herring or codfish, tuna or marlin, crab or lobster or mussels, hauling it in is a fisherman's be-all and end-all.

Perception (dice pool 4) — Long hours on an unpredictable schedule lead to chronic exhaustion which, combined with work that is constant, monotonous, and requires one's full attention, can make it difficult for fishermen to remember exactly what happened in which order or on what day.

Forced Laborer (Slave)

"Please, take this. Send it to my wife and children. Let them know I am still alive!"

Appearance: Haggard and wretched, forced laborers are kept dirty and smelly by their employers as a matter of policy, their frightened eyes always watching for a lash from the overseer's *buntot pagi* or stingray-tail whip. Their long, unkempt hair hangs in greasy curtains, framing their sunburned faces. Usually barefoot and shirtless, their dark sun-baked skin is often extensively tattooed.

Background: Ethnically, most marine industrial slaves hail from developing nations in Africa or Southeast Asia. Typically they are tricked into signing extortionary labor contracts which involve going deeply into debt to their employers, but many are simply drugged or hit over the head and wake up to find themselves in a living hell of abuse, cruelty, and constant surveillance.

Storytelling Hints: Vessels which employ slave labor religiously avoid making landfall for any reason, to prevent escapes or contacting authorities; instead, all resupplies, refueling, and repairs are done at sea, and if the ship needs to be brought in to dry-dock, the slaves are transferred to another vessel first. Slaves live under constant surveillance and the threat of gruesome bodily harm, either from industrial accidents or from intentional cruelty by their employers, overseers, or other slaves looking to vent their frustrations on their fellows. The constant high levels of stress and uncertainty makes them extremely paranoid and slow to trust.

Abilities

Laboring (dice pool 4) — Despite getting plenty of fresh air and "exercise", slaves are generally too overworked and underfed to be better than merely decent workers.

Perception (dice pool 8) — Living under the constant, ceaseless threat of hideous violence and death makes slaves paranoid, forcing them to live on the balls of their feet and sleep with one eye open.

Harbormaster

"Welcome ashore. License and registration, please."

Background: You are in charge of some of the most valuable waterfront real estate in the region, and if any traffic snarls, vessel collisions, illegal dumping, transportation of invasive species, human trafficking, or boat theft occur in it, you will be held at least partially (if not entirely) responsible for it. You must verify that everyone's registration and boating licenses are

up to date, and that nobody is doing anything illegal on your watch. You must keep detailed and accurate records of the name and serial number, make and model, owner, captain, country of origin, most recent port of call, and planned course and heading of every vessel which enters or leaves your marina, from the smallest dinghy to the largest cruise ship. Despite the rule-bound nature of the job, it also requires a considerable amount of flexibility, as your duties are dictated by the events of the day.

Mechanically, harbormasters are usually make either Mental or Social Attributes primary, since in addition to being highly knowledgeable about scientific and political matters, from meteorology to maritime law, they must also be patient, composed, and able to say “no” in such a polite and respectful way that the asker walks away feeling like they got a “yes”.

Appearance: As with most maritime positions, harbormasters tend towards the white, older, and male ends of the spectrum, though this is changing. Typical dress varies with climate and the weather of the day: some harbormasters wear polos and khakis while on duty, others wear tactical vests covered in pockets (and may even carry handcuffs and go armed), while still others are almost indistinguishable from park rangers, coast guardsmen, or naval personnel. As with most positions of public authority and gravitas, expect a well-groomed and conservative physical appearance.

Storytelling Hints: Acting as harbormaster requires a delicate blend of authority, charisma, professionalism, and the ability to adapt to changing circumstances without violating one of the many laws and regulations which tie your hands.

Abilities

Inspection (dice pool 5) — Harbormasters are good at their jobs, but they are often rushed and don't always have the time to do an extremely thorough job (especially in very busy harbors or at certain times of year).

Perception (dice pool 6) — many Harbormasters who did not get their start on the sea often grew up on farms, and both farmers and sailors always keep at least one eye on the weather.

Safety awareness (dice pool 7) — A harbormaster's main job is to keep everyone safe; his second duty is to ensure smooth operations for all.

Oceanographer/Marine Biologist

"These readings are incredible! We've got to get closer to the source."

Appearance: Marine environmental scientists may (and do) come from all ethnicities and backgrounds, though it's rare for a person from a landlocked country or province to develop a consuming passion for studying the ocean and its inhabitants. They tend to come from middle- or upper-class families, since their profession requires at least some higher education. If they do field work then they tend to be in good physical condition, to better handle the rigors of shipboard life and scuba diving.

Background: The disciplines of marine biology (which studies marine plants and animals and their ecosystems) and oceanography (which focuses on the physical properties and behavior of the oceans themselves) are closely intertwined, and so scientists who hew to either path may

be represented with the same statistics for gaming purposes. If you really want to differentiate, marine biologists are likely to have more dots in Animal Ken than oceanographers do. Marine environmental scientists typically need a bachelor's degree for entry-level positions and may need a master's degree for higher level jobs. Typically a Ph.D. is a prerequisite to lead research projects.

Storytelling Hints: The ocean, and the plants and animals which inhabit it, have likely been an obsession of yours since you were a child. You put in years of study just to learn the basics necessary for entry into your field, and now you get to interact with the ocean (or lakes and rivers) *every day*! Despite achieving your childhood dream, the work is often difficult and depressing, as the watery parts of the world are increasingly overfished, overexploited, and choked with pollution, garbage, and microplastics. The battle for funding is constant, it's difficult to make the terrestrial public care about your findings, and you are haunted by the twin specters of burnout and climate doom.

Abilities

Scientific Inquiry (dice pool 7) — If you have a sharp tooth or a scrap of scaly skin that needs analyzing, a deep-sea current that's behaving unusually, or just need to know where you should go to catch the most fish tomorrow, a trained marine scientist is your best bet for finding out.

Perception (dice pool 5 or 9, see below) — Many scientists have a slight case of tunnel-vision, meaning that many are somewhat blind to anything outside of their field of study (such as remembering exactly how many crewmen the vessel had when it left shore). Scientists take a -2 penalty on perception rolls for matters outside their field of expertise, and +2 when observing any phenomenon which falls within their purview.

Grant writing (dice pool 5) — Whether in writing or verbally, scientists have to be good at convincing grantor entities to continue funding their research, since without large amounts of money it's extremely difficult to get to sea and back safely.

Ship Doctor

"Well no, I haven't performed the procedure before, but I observed it several times in med school. Are you aware of a more qualified surgeon who's currently aboard this vessel?"

Background: Few ships carry a doctor (except for naval and cruise ships), and those that do tend to be very large deep-sea vessels designed for ocean crossings and/or being far away from shore for long periods. It's rare for there to be more than one physician aboard (and maybe a nurse or two), so you will have little to no supervision—which may or may not be a good thing. Physicians can expect to encounter the full range of terrestrial diseases, though just a few of the conditions they more commonly encounter include: motion sickness, UTIs, slip and fall injuries, heart attacks, drowning or partial drownings, allergic reactions, complications of pregnancy and delivery, and rapidly-spreading infectious diseases (including STIs). In emergencies you may have to administer wound care or first aid, and/or coordinate triage. In serious emergencies, you may be called upon to perform minor surgeries and dental work (which can become life-threatening if left untreated).

Appearance: Most will wear crew uniforms rather than scrubs or lab coats, but the stethoscope hanging from their neck is (usually) a dead giveaway.

Background: Many ship doctors are older and nearing the end of their careers, or may already be retired, and are taking this as an opportunity to travel and see the world while still practicing medicine as a *locum tenens* or on a part-time basis.

Storytelling Hints: On the plus side, the pay is fairly good and you rank highly in the officer hierarchy¹¹, but on the other hand you are away from your family, friends, and hometown for weeks or months at a time, you may not always get to leave the ship while it's docked, and you are essentially on-call 24/7. Your facilities may range from a broom-closet filled with medical paraphernalia to a full medical laboratory which can run blood work and take imaging such as EKGs and x-rays.

Abilities

Perception (dice pool 8) — As a rule, doctors have good memories for medical conditions (if not always names and faces), and their bedside manner sometimes gets people to open up to them in unexpected ways.

Medical exam (dice pool 8) — The whole reason that a doctor is brought onboard in the first place.

Treatment (dice pool [variable]) — The level of specialized treatment which a physician can provide on board is largely determined by their level of education, certifications in various treatments and modalities, how much of the patient's medical history they have access to, whether they can communicate effectively with the patient, and what kind of diagnostic equipment, imaging, and treatment tools are currently available.

Emergency surgery (dice pool 4) — Sometimes when a patient is clearly at great risk of imminent and permanent bodily harm or death, a physician must rely on their secondhand knowledge of surgical techniques and/or triage to do as much good as possible, while also being careful not to do anything that will see them targeted by a malpractice suit.

Stevedore/Longshoreman

“Listen, boy. Don't think them dockers have it easy. It's dangerous, claustrophobic work, with heavy goods and high stacks, and if it's done wrong, the cargo may overbalance, perhaps even capsizing the boat. What I'm saying is, pay the stevedores right—and if you want a boat to sink, pay them extra.”

- *Warhammer Fantasy RPG 4th ED — Core Rulebook, pg. 99*

Background: Although stevedores and longshoremen are different professions, who belong to different unions and work in different locations (shipboard and *terra firma*, respectively), their jobs are similar enough that they can be represented with the same in-game statistics. Many loaders specialize in “porting” a certain type of cargo such as meat, fish, or lumber, each of which comes with its own set of skills and knowledge. Women are rare in these positions,

¹¹ Contrary to popular rumor and *Star Trek*, you do *not* outrank the captain in any respect and you cannot order him to get rest nor can you remove him from his post (that's his officers' job, *if* he is behaving erratically *and* they can demonstrate cause for doing so).

though since the work is less physical than it used to be there are more females present nowadays.

Appearance: Loaders dress in the manner of modern heavy laborers: hard hats, eye (and sometimes ear) protection, hi-visibility clothing (either vests or full jumpsuits), sturdy pants, and steel-toed non-slip boots. Rings and jewelry are inadvisable, as is unsecured long hair, as these can easily get caught on hooks, cables, and machinery, leading quickly to gruesome maiming and/or death.

Storytelling Hints: You are a tough (wo)man with a tough job. The hours are irregular, it's not glamorous, it doesn't come with any mystique or grant you any social clout, and you'll never get rich doing it, but it puts food on the table and by God you're good at it, so you might as well get the job done on time and done *right*.

Abilities

Loading/unloading cargo (dice pool 7) — Success is not in question, it's just a matter of “how much,” “how long,” and “how tight.” Typically this will be made as an extended roll, with a bonus for how many (or a penalty for how few) workers are present, the amount of cargo being loaded, the presence of darkness, rain, snow, or ice, and how hazardous or fragile the cargo is.

Hazardous materials (dice pool 5) — Loaders are well-trained in safety techniques for all sorts of dangerous substances... which means, conversely, that they also know how to ignite, expel, or otherwise release those dangerous substances onto an unsuspecting monstrosity.

Equipment operation (dice pool 7) — Most loaders have ample opportunities to hone their skills with equipment such as forklifts, mobile conveyor belts, cranes, and shiploaders. It's not difficult to see how such skills could be weaponized against supernatural antagonists.

Stowaway

"Don't shoot! I'm an American citizen and I can prove it!"

Appearance: Frequently dirty and unkempt, with rumpled, smelly clothes and several days' growth of beard or body hair. Often underfed and haggard-looking, may be severely dehydrated or have developed scurvy (or other medical complications) as well.

Background: Extreme poverty and political persecution can make people very desperate, willing to risk almost anything to escape their situation by whatever means present themselves — even if that involves risking death or maiming by stowing away in a dark cargo hold full of large, heavy, constantly-moving containers.

The Convention on Facilitation of International Maritime Traffic, 1965, as amended, (The FAL Convention), defines stowaway as “A person who is secreted on a ship, or in cargo which is subsequently loaded on the ship, without the consent of the shipowner or the master or any other responsible person and who is detected on board the ship after it has departed from a port, or in the cargo while unloading it in the port of arrival, and is reported as a stowaway by the master to the appropriate authorities”.

Unnoticed by the captain, crew, port officials and customs authorities, stowaways may gain access to a ship with or without the assistance of port personnel. Once onboard, stowaways

hide in empty containers, cargo holds, tanks, tunnels, behind false panels, stores, accommodation areas, engine rooms, void spaces, cranes and chain lockers.

The presence of stowaways may bring serious consequences for ships and, by extension, to the shipping industry as a whole; the ship could be delayed in port; the repatriation of stowaways can be a very complex and costly procedure involving masters, shipowners, port authorities and agents, and the life of stowaways could be endangered as they may spend several days hidden, with the risk of suffocation, starvation, drowning, and dehydration.

Storytelling Hints: Though they try their best to avoid detection at all costs, stowaways have human needs: they need to breathe, eat, piss, and shit eventually. Most are terrified of discovery, and will go to incredible lengths to avoid doing anything to draw attention to themselves.

Abilities

Stealth (dice pool 4) — Stowaways can come from any background or profession, the only thing they really care about (for the moment) is staying hidden until they reach land.

Unfortunately for them, most have little to no formal training in avoiding detection; their only advantage is that nobody knows they're onboard and don't know to look for them (yet).

Perception (dice pool 3) — Because of their extreme reluctance to reveal themselves, stowaways may witness or overhear things that sailors believe are done or said in the strictest confidence (such as committing sabotage or murder, or planning a mutiny).

Tourist

"DO. YOU. [points] SPEAK. [mimes talking with hands] ENG-LISH?"

Appearance: Usually overweight, often seasick or sunburned, frequently drunk. Commonly wearing a T-shirt or baseball cap which bears the name of the locale they're currently visiting (though it was likely manufactured in a different country).

Background: "The single most important fact about tourism is this: we already know what we will be like when we return. A vacation is not like immigrating to a foreign country, or matriculating at a university, or starting a new job, or falling in love. We embark on those pursuits with the trepidation of one who enters a tunnel not knowing who she will be when she walks out. The traveller departs confident that she will come back with the same basic interests, political beliefs, and living arrangements. Travel is a boomerang. It drops you right where you started." — Agnes Callard, [The Case Against Travel](#)

Storytelling Hints: You've likely had to scrimp and save for years to take this trip. Every time your boss made you stay late, every time you had to come in on your day off, you thought fondly of this very moment, when you would finally be able to relax and let your worries drift away. Only it's not turning out quite like you planned: the food is good, yes, but it's not *great*. The staff are professional, yes, but they're not *quite* as friendly as the brochure made them sound. The sights and experiences are unique and novel, but not *life-altering*. You're beginning to wonder why you spent all this money on coming here instead of investing it in your retirement fund.

Abilities

Resources 3 — Tourists are usually flush with cash, credit cards, and traveler's checks, and just itching to spend it on whatever gaudy trinket catches their fancy. Their ignorance of local customs and frequent intoxication makes them ideal targets for pickpockets and muggers.

Perception (dice pool 3, 9-again) — Tourists are by definition in unfamiliar places, where they may or may not speak the local language, and are usually more focused on having a good time than watching their surroundings for danger. However, they do tend to take a lot of pictures, which can be highly valuable when conducting an investigation.

Yachting Enthusiast

"Isn't Daddy's boat absolutely darling, sweetie? I tell you, this is just what we needed for the weekend."

Background: In the modern era of motorized craft, sailing is a hobby reserved exclusively for those with a lot of time and money on their hands. Not being able to control the direction or speed of your craft's propulsion makes it difficult to predict when you'll arrive, meaning that anyone with a hard deadline for their holiday cannot even consider sailing for any significant distance. Most modern sail enthusiasts pick up the hobby from a close friend or relative, or by taking tourists on day-cruises, but a lucky few find steady employment as historical reenactors or "yacht delivery men," transporting luxury watercraft from the shipyards to their buyers' preferred marina. A few specialized modern ships (such as the Windstar *Wind Spirit*) come equipped with partial sail power ~~as a marketing gimmick to conserve fuel~~ appeal to people who like the romantic appeal of sails have a lot of money.

Appearance: Expect to see WASP-y good looks and practical(ish) clothing, maybe a traditional white cable-knit woolen sweater (fun fact: wool generates its own heat when wet). Any passengers along for the ride are likely only wearing impractical designer clothes or luxury swimwear.

Storytelling Hints: Many sailing enthusiasts come to their hobby through a historical family connection to the sea, either as sailors or fishermen or Captains or just living near the coast for several generations. Some are drawn in via historical research and reenactment, while some others are drawn in via scouting programs as children and teenagers or tangentially through naval service as adults. If you decide to give them an accent, Thurston Howell III (the millionaire from *Gilligan's Island*) is a decent place to start, though few would consider themselves "wealthy" (though they probably are considerably more well-off than the average landlubber whose hobbies run more to the "Doritos and Netflix" end of the economic spectrum).

Abilities

Sailing (dice pool 5) — A rarity in the modern age of outboard motors, yachting enthusiasts are often die-hard fans of the "simple pleasures" of sailing "the old-fashioned way". Most, however, don't get to practice as often as they would like.

Resources 2+ — Anyone wealthy enough to own or borrow a yacht must obviously have access to large amounts of money (though it may be locked up in a trust fund or invested in foreign money-markets, or take the form of non-transferable military benefits).

Knotwork (dice pool 6) — Any yachter (or yachtsperson, or yachtist) worth his salt knows how to tie a plethora of knots with a wide variety of uses: from handholds to clove-hitches, from

full-body harnesses to fishing nets, from knots that will hold fast indefinitely to ones that will work themselves loose after a few hours or minutes. Some even know how to make a serviceable noose.

Chapter Four: Supernaturals at Sea

"So is this great and wide sea, wherein are things creeping innumerable, both small and great beasts.

There go the ships: there is that Leviathan, whom Thou hast made to play therein."

— Psalm 104:25-26, King James Version

Official Maritime Content

White Wolf/Onyx Path has not seen fit to release a maritime-specific sourcebook (hence this ebook), but they have blessed us with a few tantalizing tidbits spread across their many gamelines.

Ama-san (Historical Hunter Compact)

Dark Eras: Fallen Blossoms pg. 309

Female freedivers who are familiar with the dangers that lurk off the coasts of Japan and Korea. Their “sea-whistle” ability allows them to summon monsters from the depths, the better to surround and destroy them... or sic them on other monsters.

Aquatic Kiths (Changeling option)

Changeling: The Lost - Core Rulebook and *Winter Masques*

The fae-folk may take on myriad forms, each one different from the next. They are broadly divided into six Seemings, and each Seeming into numerous Kiths. More than a few Kiths are aquatic in nature, their shapes having been forged in nightmare depictions and warped fairy tales of sunken kingdoms and wild seas.

- Beastling Swimmerskin - CtL pg 102
- Waterborn Elementals - CtL pg 110
- Water-Dweller Ogres - CtL pg 119
- Beastling Nix - Winter Masques of 107

In addition to these explicitly aquatic kiths, numerous others could be easily reflavored to represent aquatic Durances: from flying-fish or seabird Windwings to a wide variety of poisonous Venombites, seafloor Sandharrowed and Earthbones, kelp- or coral-attuned Woodbloods and Woodwalkers, Blightbents formed of microplastics or oil spills, sirocco Airtouched, bioluminescent Bright Ones, sea-serpent Draconics, terrapin Stonebones, helicoprion-eqsue or megalodontic Gristlegrinders, scrimshander Artists, deck-swabbing Drudges, or ship-doctor Chirurgeons and galley-cook Pamarindos.

Bottlevoice (Minor Magical Object)

Changeling: The Lost - Winter Masques, pg. 114

A minor Trifle that may be found in the Hedge bordering the sea or ocean. Grants +3 to a chosen Mental Skill for a scene.

The Brineborn (Changing Breed)

Werewolf: The Forsaken - War Against The Pure, pgs. 201-207

The fish-like shapeshifters of the Bith-Balag are a people cursed, forever trapped between land and sea. Their insular communities never stray far from a body of water.

The *Crimson Gull* (ghost ship and captain)

Dark Eras 2: The Devil and the Deep Blue Sea

A shapeshifting witch-captain who communes with spirits of disease and reads omens in ships that fall victim to sickness and outbreaks.

The Deep (Unique NPC)

Werewolf: The Forsaken - Predators, pgs. 175-178

One of the ancient abominations the Uratha must sometimes face, the Deep swims the coldest and furthest depths of the ocean, but sometimes comes ashore to hunt.

The Drowned Men (Horrors)

Shadows of the UK, pgs. 185-187

There have always been tales of drowned men returning to plague the living along the shores of Great Britain, but they seem to be increasing of late. These Drowned Men are real, and they are growing in number. Their motives are unknown, but they always seem to be missing a body part, and when they return to the sea they might just take you with them (there's also a brief description of the maritime **Gull clan of vampires** on page 52, though there aren't any rules).

Hard-A-Lee Freehold and the Tidal Courts

Changeling: The Lost 2e, pgs. 286-289

This picturesque freehold, located in historic Ipswich, Massachusetts, incorporates a unique Court system based on the ebbing and flowing of the tides themselves (although it uses second edition rules, which may or may not be compatible with your chronicle).

Lodge of the Maelstrom

Werewolf: The Forsaken - Lodges: The Faithful, pgs. 66-69

A fraternity composed primarily of Storm Lords, focused on the stewardship of the seas and hunting down dangerous spirits in places where most other Uratha fear to tread.

Manananggal and Tikbalang (Horrors)

See “Penanggalan” from *Vampire: The Requiem - Night Horrors: The Wicked Dead*, pgs. 69-72 and *Changeling: The Lost - Night Horrors: Grim Fears*, pgs. 116-118 (respectively)

Neither monstrosity is aquatic per se, but since Filipinos comprise a third of all active sailors today, it's only a matter of time before a given group of PCs encounters one or both of these creatures; and conversely, someone who knows how to fend them off.

The Mara (Vampiric Bloodline)

Vampire: The Requiem - Circle of the Crone, pgs. 180-183

Inhuman even by the standards of vampires, the predatory Mara lurk beneath the waves and lakes and swamps as they worship their Sunken Mother. They are isolated, have little regard for the trappings of civilization, and rarely walk among their cousins for any length of time. So tied are they to the sea, that they cannot consume Vitae out of water.

The Oceanborn (Changing Breed)

Werewolf: The Forsaken - Changing Breeds, pgs. 199-201

Clans of fish-folk who lurk in the dark and airless waters and call out to Man from the depths.

Oceanview Hotel (Location)

A World of Darkness Second Edition, p. 121-122

Not to be confused with the Ocean View Hotel in Santa Monica, California, the Oceanview Hotel in Mombasa, Kenya is a haven for vampires who travel through the hostile African wilderness; it is owned and operated by one Lupo Giovanni.

The Ocean of Fragments (Dead Dominion)

Book of the Dead, pgs. 192-198

May be accidentally entered from any of the natural oceans from the World Above. Bringing a ship there means being hunted down by The Freighter, however, a ship may become the new Freighter if the old one should somehow be sunk. Beware the water, which will wash away your very sense of self.

Ocean Ouroboros (Astral Realm)

Mage: The Awakening - Astral Realms

In the Astral Realm, at the very edge of the Anima Mundi lies the Ocean Ourobouroos, and is the place where the Abyss separates the Astral from the Supernal. Anything thrown into the ocean is irrevocably lost. By its shores lives the Old Man of the Abyss.

Pytania Hecate (NPC) and the Empusae (Bloodline)

Vampire: The Requiem - Immortal Sinners, pg. 121-127

The being now known as Pytania Hecate was embraced in the ocean off the coast of a small New England fishing village in the 17th century, and the elder vampire has since sired an insular coven of aquatic Gangrel. The bloodline is mostly still constrained to that village, and few have ever encountered another vampire or know of their existence.

The Rotgrafen (Vampiric Bloodline)

Vampire: The Requiem - Bloodlines: The Chosen, pgs. 56-64

Seafarers one and all, the members of this bloodline were first viking raiders and later pirates associated with the Carthian Covenant. The Sea Kings sail the waves and ready themselves for the Ragnarök that they believe is to come.

Water and Weather Elementals (Spirits)

Werewolf: The Forsaken - Predators, pgs. 47-49

Spirit counterparts exist for almost anything you can think of, including the waters and wrath of the ocean.

Vampires at Sea

Risk and Reward

Vampires have been taking to the sea since Count Dracula boarded the *Demeter*, but they have a bit more to consider if they want to be involved in the maritime lifestyle which many of their prey so enjoy. They can't expose themselves to the sun, must sleep during the day, and they must have a steady food source in a confined area without gaining suspicion. In addition, the question of what exactly there is to gain from the sea, socially and economically, for a vampire must be asked as well. While all of these things make their job significantly more difficult, it isn't impossible. After all, where humans go, vampires are sure to follow.

Cruises

It is known that vampires mingle with high society, and as consequence, more than a few Daeva and Ventrue have been invited to cruises to exotic places. And what if a few locals in the Caribbean go missing? Well the crew seems fine.

Now there is a danger to this, and that is you have to make sure said cruise is offering activities at night, and if it does, then who would fault you for spending too much time sleeping in the day after a night of partying?

Even if there are a lot of people on the ship, a vampire must be weary to keep her victims alive during the stay on the cruise. It is not easy to escape a ship should the masquerade get broken there, and the masquerade is a delicate thing while staying in such a confined area. But should the vampire drain some locals during their stops a little too dry, why they might not even realize it before they've already set sail.

Shipping Industry and Tourism

A few of the clans and covenants are known to be drawn towards business and, as a result, one should not be surprised to learn that shipping businesses often fall under more than a few vampires' control. A vampire may not go to the sea himself, but he will deal with it as it is part of his business should it gain him money to fuel other schemes.

There is also another industry that has some connections to the sea, and that is tourism. Many tourists will come to beaches, cruise destinations, and so forth, looking for a good time. and more than a few of them leave a bit more than just drained.

Piracy and Smuggling

Piracy and smuggling is alive and well in the modern era. It is something that a few enterprising vampires have been known to take a part in. In war torn areas of the world, a local warlord might happen to be a vampire or be controlled by a vampire. Though he is not a pirate himself, he benefits from the pirates smuggling goods back to him and people for him to feed upon. However one need not go to war-torn places for vampires to do the same thing. After all in the 1800s sailors did practice [shanghaiing](#), but many people living in modern first-world countries would be surprised to learn that [the practice continues to this day](#) in many parts of the world.

Covenants and the Sea

Circle of the Crone

In more than a few circles, this covenant has been known to worship ancient deities, and a number of them are deities of the sea. Dark, bloody pagan sacrifices are sometimes done for these deities in exchange for powerful abilities or ancient secrets long buried underneath the murky depths. The deity in question does depend on the region, but the practices are inevitable blood offerings to the sea.

Ordo Dracul

Because they seek to understand the vampiric condition, more than a few members of the Order have decided that they should study the effects of the ocean on the Damned, both physical and psychological. Vampires, after all, do not need to breathe: perhaps this could be taken advantage of? Who knows how many answers may be hidden beneath the waves that cover so much of this planet?

Werewolves at Sea

Risk and Reward

The Uratha rarely have reason to travel beneath the waves. A pack lives and dies by their territory, few see honour or cause to vanish beneath the sea for extended periods. Yet when a pack discovers a powerful Locus under the waters bordering their seaside territory, when a powerful Magath threatens the pack safe from an underwater home... that's when the children of Father Wolf call on Spirits that prowl the depths to ask for Gifts.

Father Neptune's Gifts: Sea Magic

Gifts of the Reef

To survive beneath the waves, where it is not natural for a wolf to travel, the Uratha seek the strength of the sea's apex predators. The trials demanded for these Gifts are violent, blood-soaked affairs.

Hammerhead's Nose (•)

A Werewolf's smell is one of her most powerful weapons. At sea she is blind, and even on land rain or running water can wash away the trail. The shark has no such weakness, its nose has adapted for under the water and can track even the faintest trace of blood. When a Werewolf learns this gift she no longer suffers any penalty from the presence of water when trying to smell, and on land she ignores penalties when prey crosses a stream or for tracking in heavy rain. Underwater, it's a Gift she can track by smell at all.

There is no cost or roll for this Gift, it is a permanent change to the Werewolf's abilities. Any Spirit of aquatic life with a good sense of smell can teach this Gift.

Ceaseless Momentum. (••)

Many deep sea fish never stop moving, even asleep they are in motion. A Werewolf who learns the trick of it can slowly build up the speed to hunt down even the fastest of prey. Every turn the Werewolf is moving at his maximum Speed, modified or otherwise, he increases his speed by one to a maximum of twice his unmodified Speed. It is important to note that this power is up to twice the unmodified Speed, supernatural or even mundane problems, such as heavy armor, that slow him down mean that it takes longer for the werewolf to reach this Gift's full potential. They do not decrease his maximum speed. This Gift may not be used in conjunction with Father Wolf's Speed or similar speed enhancing Gifts.

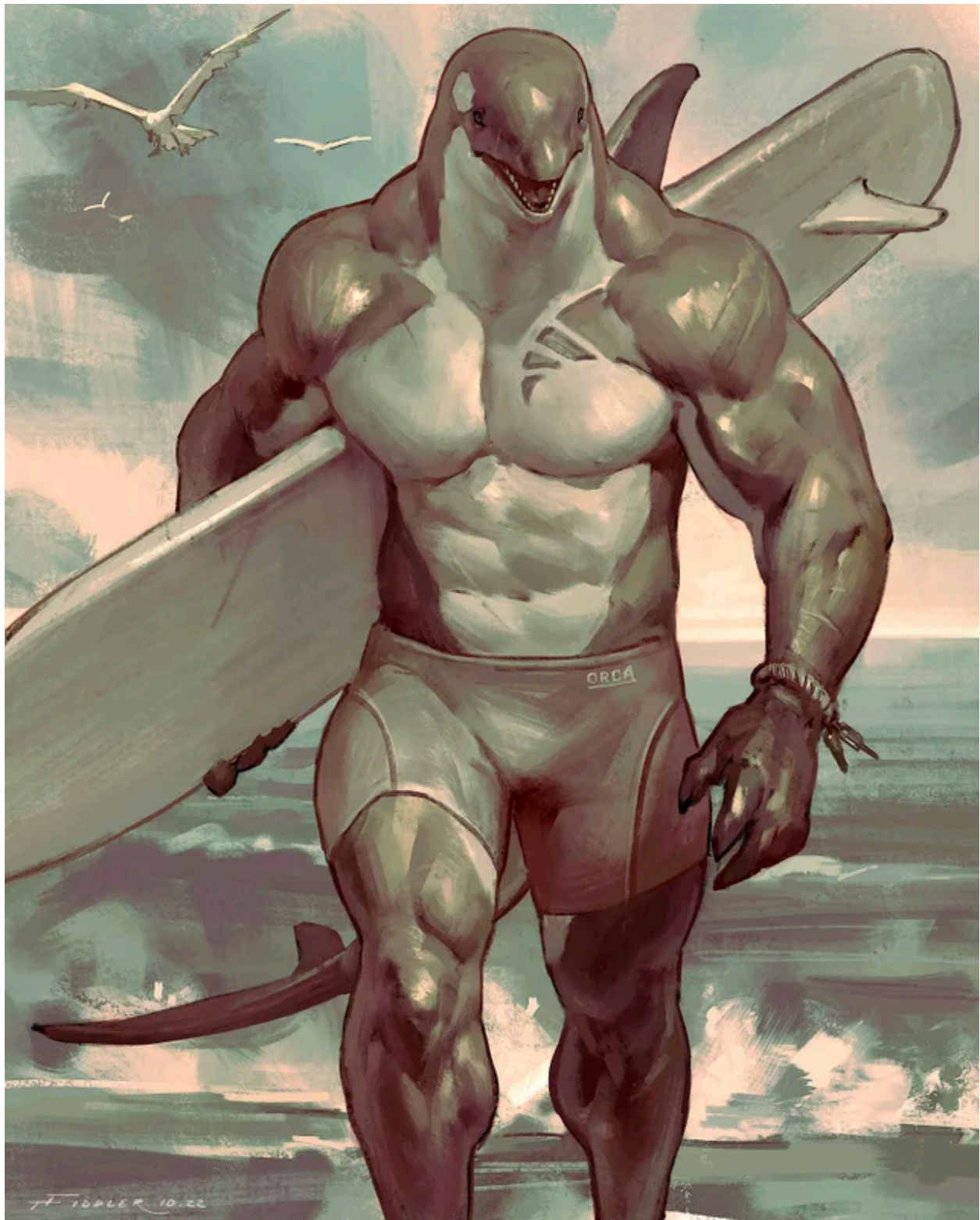
If the Werewolf stops moving, even for a turn, all bonuses from this Gift vanish and must be built up again. This power lasts for one scene.

Cost: 1 Essence

Dice pool: This power needs no roll.

Action: Reflexive

Any deep sea fish that never stops moving can teach this gift.



Feeding Frenzy (•••)

A Werewolf might fear the rage beating within her heart, but she hasn't understood the madness that can live within a beast until she has taken this Gift and drawn the sharks' unholy hunger into her own Belly.

With Feeding Frenzy a Werewolf can gain Essence from eating any living meat they can get their jaws around, rather than just Humans. Spirits, the undead and Prometheans still don't qualify though.

Cost: None

Dice Pool: Stamina + Survival + Cunning

Action: Instant

Dramatic Failure: The Gift successfully activates and the Werewolf immediately suffers two points of bashing damage as though she had gone several days without food. Worse, she immediately falls into Kuruth and attempts to devour anything within sight. Willpower cannot be spent to resist Kuruth.

Failure: The Werewolf immediately suffers two points of bashing damage as though she had gone several days without food. While she doesn't have to check for Kuruth, at least not immediately, it takes a successful Resolve + Composure roll not to start eating. No roll is required if there's no food, or if the only food is people. Unless the Werewolf makes a habit of eating people, that is. If the Werewolf has any meat in her jaws, including after a successful bite attack, she rolls to resist swallowing with a -3 penalty.

Success: The Werewolf's stomach empties and her teeth itch with anticipation for the kill. She suffers the same penalties as with a Failure but also gains the benefits of this Gift. Every three points of Lethal Damage inflicted with the intent of eating flesh grants one point of Essence. Humans still give one point of Essence per point of damage. Essence acquired from this Gift always has a resonance of Hunger. This power lasts one Scene. Ending it early requires a point of Essence and a successful activation roll, with the usual penalties for failure.

Drawback: The hunger of the shark is truly insatiable. For every individual creature the Werewolf eats with the intention of gaining essence she must roll to resist Death Rage with a penalty equal to the amount of Essence she has gained from this Gift within the last 24 hours. If she enters Kuruth she immediately attempts to devour everything in sight. She does gain Essence from any meat eaten during Kuruth.

Exceptional Success: The Gift activates without causing any damage. The Werewolf will not need to roll to resist eating until she has her jaws around some meat, then she rolls without penalty to resist swallowing. Even on an exceptional Exceptional Successes the Werewolf must roll to resist Kuruth after every kill, as with a regular success.

Suggested Modifiers: The Werewolf has fed recently (+2), the Werewolf activates this Gift while hungry (-1 to -5 after going a whole day without food), the Werewolf can smell blood (-2) Only powerful Spirits of creatures prone to a feeding frenzy can teach this Gift.

Water's Breath. (••••)

All life came from the sea. Deep within each and every one of us is memories of those ancient days, how to swim, how to breath beneath the waves.

Cost: 2 Essence

Dice Pool: Stamina + Survival + Purity

Action: Instant

Dramatic Failure: The Werewolf immediately begins choking as he loses the ability to breathe for 6 – Stamina rounds.

Failure: The Gift does not activate.

Success: The Werewolf enormously increases his lung capacity. Underwater he can hold his breath for 10 times the listed amount due to Stamina. This Gift grants no additional ability to hold his breath on land. In addition while underwater he can reflexively spend one Essence to gain the ability to breathe water for a moment. Just long enough to refill his lungs to their full capacity. These enhanced lungs last for the scene.

Exceptional Success: The effects of this Gift last until the next moonrise. If the moon has already risen or will rise during the scene it lasts until tomorrow night's moonrise. (New Moon still counts).

Spirits of water breathing life or water itself can teach this gift. Finding an aquatic spirit powerful enough to teach a four dot Gift that cannot easily escape into the water is rare, most werewolves must settle for a spirit that doesn't want to run. Presumably because it prefers to fight.

Gaping Maw (•••••)

The wolf hunts and the wolf honors the hunt. It respects its prey. The shark, the shark merely feeds. The ultimate Gift of the Reef teaches this terrible empty philosophy.

Cost: 3 Essence

Dice Pool: Strength + Brawl + Glory

Action: Instant

Dramatic Failure: Although the Gift activates the Werewolf immediately falls into Kuruth and attempts to devour anything within sight. Willpower cannot be spent to resist Kuruth.

Failure: The Gift fails to activate and the Werewolf must roll to resist Death Rage.

Success: The Gift successfully activates. Every turn that the Werewolf attacks her claws and teeth increase their damage rating to a maximum of Primal Urge + Glory Damage. Any turn where the Werewolf does not attack someone or move at maximum speed towards her nearest opponent resets her claws and teeth to their natural damage rating. In Death Rage this Gift is even more potent, the Damage rating rises by 2 per turn to the same limit.

Drawback: The Werewolf still has to roll to resist Death Rage when activating this Gift. So long as the Gift is active she has no Defense, she can still make All-Out Attacks and Charge Attacks but more intricate moves which sacrifice Defense are beyond her.

Exceptional Success: The Gift activates, no roll is required for resisting Death Rage.

The Spirit of any aquatic apex predator can teach this gift.

Mages at Sea

Risk and Reward

Mages must normally rely on secrecy and subtlety to hide their arts from Sleeper eyes, but just like most laws don't apply in international waters, mages are granted an unusual degree of freedom on the open sea, where the dangers of Dissonance are virtually non-existent. Of course, this can always be complicated by the presence of spy satellites and sonar networks, but as long as whatever you do isn't easily visible from space, pretty much anything goes. For this reason, experienced mages will sometimes take their apprentices on short "teaching voyages" where the students may practice their larger and flashier spells in relative safety from observers.

Though there are many enchanted grottos and isolated caves which act as Sanctums to various sea-witches and water-warlocks, and the seafloor is positively studded with wrecks and caverns and sunken cities just waiting to be explored, many do not realize that there are numerous temporary Hallows on the sea's surface as well. Typically they only exist for a few moments when the conditions are exactly right, but it's not uncommon for mage vessels to change course to intercept them: notable examples include red skies in the morning or evening, showers of shooting stars, when the wind's from the east and the sun's from the west, and the elusive [green flash](#).

Thysus mages, imbued as they are with respect and reverence for the natural world, often find themselves at odds with mortals and mages who seek to exploit the sea's resources. Some feel so strongly about protecting their patron(ess) from overharvesting and pollution that they turn to more extreme methods to get their point across, such as industrial sabotage and eco-terrorism.

Shades of Atlantis

Mages have plenty of reasons to look to the ocean, not least are never-noted Atlantean ruins (after all, Plato did say it sank beneath the waves). Deep in the tides' cold embrace, the antediluvian remnants should be protected from Disbelief by the simple reason that no Sleeper has ever seen them deep beneath the waves. A few Mysterium ultra-idealists even believe that they could find the actual-factual ruins of Atlantis itself under the chill waters of the oceans, but these tend to end up empty-handed (or outright vanish, see below).

An eccentric segment of the American Silver Ladder also believes that it could found a magical undersea utopia - a new Atlantis if you will - away from the prying eyes of Sleepers, a sort of "Galt's Gulch" run by mages, for mages where they could use their powers with much less bother about maintaining the secrecy of the Mysteries.

Darkness Visible

Of course, the oceans also worry Mages in numerous ways.

Deep beneath the sea, Verges and other rifts between worlds open, unmonitored and unchecked. Strange things creep in the lightless depths, spirits of gargantuan squid and other deep sea-life horrifically hybridized with the ephemeral reflections of sunken ships not least among them. Abyssal horrors have been known to lurk in the darkest parts of deep sea trenches, and strange things unknown to man or magus crop up in expedition reports with worrying frequency.

A typical tale is the Mysterium cabal which called itself "The Ferryman of Oceanus", one of those who thought Atlantis itself might be drowned underwater. Exploring the depths of the South Pacific in 1997, they came upon something never before seen by man at 50 degrees south 100 west. The recording of their last transmission (later discerned to be from Thalia, an Obrimos known for her combat skills) makes for harrowing listening:

Dead city. Underwater, kelp fronds. Green light all around me, wrong angles. There's no light but that pale eerie gleam. The buildings make New York skyscrapers look like matchsticks, disturbingly organic - almost some form of Gothic architecture, but the whole place looks like Geiger designed it. Idol buried in silt. No creature I ever saw. Will press on.

<Static fills the radio for ten minutes>

Corridors messed up. Dry at least, but Space magic isn't working right. Low on mana, can't get out of maze. Carvings on walls hurt eyes. Depictions of human sacrifice, orgies, cannibalism - all intermingled. Need to get out. Eight-sided blocks tessellate. Can't get out. Something's behind me. Can't look back. Have to move on.

<Three minutes of static>

Spent three months here in this messed-up place. Can't remember it all, seems to slip away. No food or water but I eat and drink. This place messes up everything. Have to leave, but don't remember how I entered. Must keep moving. He'll get me. She'll eat me all if I tarry.

<One second of static>

The dead god's heart is black ice. He dreams, and this place is his dream. I disturbed him from his sleep, he's going to turn over. Pray he doesn't wake up.

The recording cuts out after that last terrified sentence. The Ferryman's ship was found floating 360 nautical miles west of where Thalia made her last transmission by Guardians of the Veil a week later, its crew completely and suddenly disappeared. Not even investigation by Masters of Space and Time gave any clue as to their whereabouts or even what had happened to strike them low.

In 1997, Sleepers recorded a mysterious sound from the region the Ferryman explored before their sudden disappearance. Unexplained by their science, they called it '[the Bloop](#)' and

recorded it as an anomaly. If whatever-it-is had anything to do with the case of the Ferryman, Mages might watch the incoming tide a lot more nervously.

Seidos: Monks on the Flowing Path (Custom Path)

By wulf ([original post](#))

Scions of the Watchtower of the Silver Spiral in the Realm of Okeanos

Kingdom of Reflection, Abode of the Leviathan

Ruling Arcana: Time, Mind

Supplementary Arcana: Matter

Inferior Arcanum: Prime

Okeanos is the primordial ocean, whence all waters flow. The passage of time and memory reign supreme here where impermanence, transience and non-attachment are the prevailing themes. Like Arcadia, the supernal realm changes day-to-day with one exception: The Watchtower at its heart. The Watchtower of the Silver Spiral is an enormous, twisting column of water. The crushing power of its tides extends far below even the darkest depths of the ocean to places so remote and inaccessible, none are known to have explored it. Likewise, the Watchtower twists high into the sky, so high that its peak has never been found or even seen. The roaring sound of its severe might is spiritually overwhelming, it is this sound that resounds across the abyss like thunder, calling to the souls of humankind.

Monks know well that all causal and conditional things are impermanent, lacking any kind of static reality. This direct experience of the inherent instability of reality guides the Seidos Mages. They seldom put down roots, form lasting relationships or stay in one place for very long. With the ability to look backwards through time and to clarify the mind, they can reconcile memories with actual events and this clarity of the past would make them ideal historians if only they believed in recording history. Likewise, they are able to look forward into the future and plan for it in great detail, commanding their minds to take note of what's important and to ignore what isn't.

Their supplementary Arcanum, Matter, relates to the literal aquatic quality of the Supernal Realm they've awakened to. Seidos Mages find it much easier to manipulate fluids than any other kind of matter and, especially, liquid water.

Although not necessarily related to their Awakening, many monks seem to be physically strong. Perhaps the crushing power of the churning ocean inspires Seidos Mages to engage in strength training. Regardless of the reason, it is a curious trend among the Monks as noted by the Silver Ladder and Mysterium who do keep track of these kinds of things.

Scavengers of the Farthest Shore (Custom Legacy)

By Warpwind ([original post](#))

Astral is an infinite realm full of wonders and horrors in equal measure. Unfortunately, accessing it isn't easy and taking its treasures back to the physical world is a sin against the very nature of reality. Greater still are the horrors and mind-bending waves waiting at the shore of the Ocean of Ouroboros. Reaching the most distant shore is no small feat and many mages only risk it in the direst need.

Being members of the Free Council, Scavengers of the Farthest Shore are explorers and visionaries fascinated with the grim mysteries of the Astral Ocean. They wish to study the strange creatures and phenomena washed ashore by the Abyss and when possible to bring it to real existence. As the detritus washed up is anything but the part of natural astral space, materializing it by this legacy doesn't constitute the sin against Wisdom. However, a deliberate exposure of some horror that will inadvertently pollute and destroy the world around it is weighed separately.

Mainly consisting of the Mastigos and Moros mages of the Free Council, the legacy was founded by a fan of Lovecraft and is under close scrutiny and can be declared left-handed after a serious enough violation.

Oblations: Wandering on the seaside and collecting debris, taking care of fish or birds, crafting.

Monikers: Abyss Forgers, Nightmare Hoarders, Smiths of the Unreal.

X marks the spot - Mind 1 + space 1

Sacrificing a token of travel to the Ouroboros, mage can travel quickly to the ocean without mana or demence. Only halve the successes required.

Nightmare Vault - Space 2 + Mind 3

Collecting stuff on the unreal shore is one thing, keeping it from killing you is another. Dipping a representation of walls in the black water the mage can build a reinforced vault in his mind to safely contain his spoils (number of cells = Gnosis).

Undreamt-Of Forge

At this final attainment scavenger may finally draw his treasures to the material world and channel their power, or if wishing so to take them out of his oneiroi, giving a permanent existence to items and spirits.

Mind 4 + Matter 4, channel trophies contained in the cells through appropriate medium.

Mind 4 + Spirit 4, summon the living things from cells as spirits.

Matter 4 + Spirit 4 + Mind 4, as spell "chimerical conjuration", but no Wisdom loss.

The Mystery of Salt

The vast ocean's ebb and flow are hard to grasp. So many ripples, currents, and winds, ever-moving, ever-changing, can play havoc with the magics of Fate, Space, and Time. The chaos of the sea, its constant battery of minute changes, can serve as a form of protection — a clouding haze of possibilities born from its roiling avarice.

Any Awakened using Fate or Time magic of the Practices of Knowing, Unveiling, Weaving, or Patterning to affect a subject that has been at sea for at least a day (including herself) must spend one additional Reach. The same goes for any spells cast sympathetically and any Space magic to pinpoint or change a subject's location; even with the necessary sympathetic Yantra, the mage must spend an extra Reach to find the subject or the destination out on the jealous ocean.

Benthic Walkers (Custom Legacy)

By Cauthon ([original post](#))

08-07-2022, 05:44 AM

Not quite happy with these - it started from the seed-image of a mage wandering the bottom of the ocean in an classic deep-sea diver suit, but the last few Attainments and the background went in a completely different direction. Any suggestions appreciated.

Benthic Walkers

A legacy of deep sea divers. They are on the verge of extinction due to solitary behavior, but have daimonomikon scattered widely across the world.

Nicknames: Abyssal Hunters, Deep Ones, Sea Dragons

Organization: While solitary in the practice of their Legacy, Deep Ones usually maintain small cadres of surface-side allies. At low levels, this is to ensure that they have crews to man their boats or maintain seaside bases. At high levels, this tends to become twisted into cultish worship amongst the Sleepers and Sleepwalkers.

Theory: The deep places of the world hold secrets beyond counting. Perhaps, in the darkest depths, the world may grow thin enough to slip beyond.

Background: Ostensibly born during the 1820s, the Deep Ones were formed in emulation of the early Standard Diving Dress divers. The Legacy spread slowly, practitioners often becoming solitary wanderers spending most of their time beneath the waves. In modern nights they have become almost extinct, with elder practitioners often inexplicably vanishing. Because of this regular vanishing, Adept- and Master-tier Attainments are frequently novel. The Attainments below are those most commonly still encountered.

Parentage: Mysterium, Free Council, or Adamantine Arrow; Thyrsus

Ruling Arcanum: Forces

Yantras: Standard Diving Dress (+1); Being submerged in salt water (+1); Being beneath more than two atmospheric pressures (+2); Detritus from benthic zones (+1 for shallow water, +2 for areas normally inaccessible without equipment)

Oblations: Remaining submerged in a natural body of water; Spending time in a Standard Diving Dress suit; Listening to seashells

Prerequisites: Forces 2, Life 2, Athletics 2

Initiation: In an odd twist, daimonomikon of the Initiate through Disciple attainments are very common, and the most frequent method of initiation. Most appear to be strange statues of water-smoothed stone, shaped into pelagic forms.

Beneath the Waves

(Forces •, Life •) Initiation

Sinking into a body of water and attuning themselves to the flows, the Deep One enhances their body and senses to better deal with moving through water.

NOTE: Activated Simultaneously

Kinetic Efficiency

Duration = Forces (Reach to Advanced Duration)

Potency = 1, 2 at Forces 2, 3 at Forces 4

Range = Self

Casting Time = Scene

Heightened Senses

Duration = Life (Reach to Advanced Duration)

Potency = 1, 2 at Life 2, 3 at Life 4

Range = Self

Casting Time = Scene

COMMENTARY: Simple and basic - better senses, better movement. Activation can be in either a large artificial body of water -such as reservoirs- or any natural body of water.

Into the Depths

(Forces ••, Life ••)

The Deep One's aquatic attunement is enhanced, allowing them to see even in the darkest depths. Further, they begin to sense every spark in the deep, able to pinpoint living beings within their radius.

NOTE: Activated Simultaneously, and conjunctively with the Initiate Attainment

Night Vision

Duration = Forces (Reach to Advanced Duration)

Potency = 2, 3 at Forces 3

Range = Self

Casting Time = Scene

NOTE: Reach to "No Overstimulation"

Web of Life

Duration = Life (Reach to Advanced Duration)

Potency = 1

Scale = Small Warehouse, Large Warehouse at Life 4 (Reach to Advanced Scale)

Range = Self

Casting Time = Scene

COMMENTARY: Plays to my personal fear of the ocean - Night Vision and Web of Life would go a long way towards making deep water less terrifying.

Prowling the Pit

(Forces ●●●, Life ●●●) Athletics 3. Legacy Pedagogue

The last of the Attainments commonly learned by Deep Ones, this ability protects them from the crushing weight of the abyssal zone. Aside from reducing their need for sustenance and respiration, they ignore the detrimental effects of temperature and pressure.

NOTE: Activated Simultaneously, and conjunctively with the previous Attainments.

Environmental Shield

Potency = Prime (Reach to Change Primary Spell Factor)

Duration = One Day, One Week at Forces 4 (Reach to Advanced Duration)

Range = Self

Casting Time = Scene

Body Control

Potency = Life (Reach to Change Primary Factor)

Duration = One Day, One Week at Life 4 (Reach to Advanced Duration)

Range = Self

Casting Time = Scene

COMMENTARY: Interesting point - using this Attainment for its intended purpose (i.e. exploring deep water) acts as a constant casting action. So you'll never really let it elapse, which is good 'cause that would probably kill you.

Apex Predator

(Forces ●●●●) Athletics 4

Already able to move through water more effectively than most terrestrial creatures, the Deep One's mastery over Forces allows them to accelerate their movement speed. While very useful underwater, this becomes somewhat inconvenient on land

Velocity Control

Potency = Forces

Duration = One Week (Reach to Advanced Duration)

Range = Self

Casting Time = Instant (Reach to Instant Casting)

COMMENTARY: Jet around the deep like Aquaman! It could technically be used above the waves, but at this point most Deep Ones are probably disinterested in the land.

(Life ●●●●)

Until this point, most Deep Ones will have been using the Transform Life spell to gain gills. Upon reaching this Attainment, they assimilate the change into themselves.

Transform Life

Potency = Life

Duration = One Week (Reach to Advanced Duration)

Range = Self

Casting Time = Instant (Reach to Instant Casting)

NOTE: The first trait gained is always Gills. The rest may be chosen by the player at each activation

COMMENTARY: Rather far down the chain to give you water breathing, but it's the best bang-to-buck ratio for Reach.

Lord of the Deep

(Forces ●●●●●) Athletics 5

This Attainment represents the novel branch developed by one of the only known living Masters of the Legacy. It was supposedly developed as a way to disable predators in the deep, and incapacitate a Seer Cabal that had been regularly hunting them in a submarine.

Electromagnetic Pulse

Potency = Forces

Duration = N/A

Scale = Up to 4 Targets / Size 7 Target

Range = Sensory (Reach to Sensory Range)

Casting Time = Instant (Reach to Instant Casting)

COMMENTARY: Direct damage spell that can also disable electronics. The Master who developed this strain of the Legacy became very territorial of his stretch of ocean.

(Life ●●●●●)

This Attainment represents the novel branch developed by one of the only known living Masters of the Legacy. Said Master elected to take the form of some massive, serpentine creature. When enraged, they add all manner of squamous defenses through use of the Adept Attainment.

Shapechange

Duration = Life (Advanced Duration)

Potency = 1

Scale = Size 15 (Advanced Scale)

Range = Self

Casting Time = Instant (Reach to Instant Casting)

NOTE: "Gear Merge" Reach Effect. Limited to only transforming into one chosen aquatic form. Use of the Adept Attainment does not require Potency to be spent on Gills when used on this form.

COMMENTARY: Become Cthulhu. Or Watatsumi. Atypical in the amount of extra Reach and the Gear Merge not needing Matter. Mildly balanced by only having one form

Secrets and Story Hooks

There's a reason Benthic Walkers become more reclusive as they grow in power - The Song. All elder Deep Ones speak something calling them from the deep - a call that grows more insistent as they progress. Ignoring it becomes painful, and it subsides only when dwelling beneath the waves. The Song is also what drives them to scribe a new Daimonomikon upon passing the Disciple level.

A Daimonomikon has been discovered, believed to have been created by the original Benthic Walker. All five levels of the original Legacy are supposedly scribed into the antique diving suit, and the local Deep One is determined to retrieve it from Seer custody.

The Ganges Fan is off-limits to Mages, and the few Deep Ones that are known to have gone to India vanished. The local Consiliums firmly write it off as them running afoul of a particularly tenacious local Hunter compact, but the Councils seem genuinely terrified of something out there.

Much like passing beyond the atmosphere, traveling too far under the waves means you leave the protection of Luna and Helios. Spirits lurk in the deep, mostly natural. The few Magath that form, however... well, pollution and kaiju are rarely a healthy combination.

A Deep One claims to have discovered a Vampire Court dwelling in a local body of water. The next night, his acquaintances begin turning up drained of blood.

Last edited by [Cauthon](#); 08-08-2022, 02:00 AM.

God's Own Backwater (New Zealand)

By Gareth3 ([original post](#))

- You can tell a native kiwi mage by the Shadow Name, which will be a common English personal name like Pete or Fred. Anyone calling themselves Hippocrates or Jnana is an expatriate from somewhere else. This goes for the Seers too.
- New Zealand is a punishment assignment for the Seers - it's even less attractive to them than to Pentacle mages. So they're outnumbered by the "good guys", and not that competent. But some of them have religious reasons for staying in the country, seeing the lack of Hallows as a sign from the Exarchs.
- There are no ruins of occult significance in New Zealand (none which have been discovered above sea level, anyway), but some very odd artefacts do pop up from time to time. Being an isolated backwater for the whole of human history made it attractive as a hiding place, and the Mysterium is sending more and more explorers to investigate.
- The closest Hallow to New Zealand is in the open Southern Ocean, miles from any land and with the worst weather on the planet. Some factions of the Free Council believe that a Hallow will form in Auckland, the largest city, if the population grows enough.

Prometheans at Sea

Risk and Reward

Mary Shelley's *Frankenstein* opens on a ship traveling to the Arctic Circle, so Prometheans have a long association with sea travel. Unfortunately this is not a happy association, as the confined quarters and the certainty of inflicting the Disquiet on the other passengers and crew makes all but the shortest sea journeys extremely dangerous for the Created (unless they travel solo or as part of a Throng, though both of those come with attendant dangers of their own).

Fortunately, the ready presence of powerful onboard generators makes topping off on Pyros easy, and Prometheans' supernatural endurance means that swimming and treading water for hours, perhaps days, is easily achievable for all but the least athletic of the Created.

Neptunus Transmutations

Weather Eye (•, Sensorium)

At sea, life and death turns upon the weather, any sailor worth his salt would endeavor to read its signs. Though the Created are far more resistant to the torments of nature than humans they spend much of their life without a home and so they turn to this Transmutation. Those who take to the seas are always grateful that they can get an early warning when storms are brewing.

Weather Eye makes use of the Promethean's regular senses and so it benefits from Transmutations that enhance those senses. Bloodhound's Nose and Firesight both grant a one-die bonus with Rarefied Senses makes this a Rote Action.

When rolling Weather Eye the Promethean must say how far ahead they wish to look. They can look anywhere up to an hour at no penalty. Between one and two hours imposes a -1 penalty. Six hours at a -5 penalty is the furthest this Transmutation can reach.

Cost: None

Dice Pool: Wits + Science

Dramatic Failure: The Promethean disastrously misjudges the upcoming weather.

Failure: The attempt to predict the weather fails.

Success: The Promethean correctly judges the weather, he learns approximate wind speed, wind direction, type and strength of any precipitation and the temperature for his current location from now until the time chosen when using this Transmutation. If the Promethean has a Skill who's effectiveness is closely tied to the weather he may roll Wits + Skill to determine how the weather will aid or hinder that skill. For example a Sailor could roll Wits + Drive or Wits + Survival to determine how dangerous it is to set sail.

Exceptional Success: Choose one of: Wind speed, wind direction, type of precipitation, strength of precipitation, temperature. The Promethean gains exact information about that part of the weather. If the Promethean intends to roll a Skill he gains +3 on that roll.

Shape of the Rokea (••, Metamorphosis)

By altering the shape of his body the Promethean can assume the form of a large shark-like creature. In the murky depth she might be mistaken for a natural animal but in clear light her unnatural shape is obvious

Prerequisites: Natural Weaponry (•) Blessing of Tethys (••)

Cost: 2 Pyros

Dice Pool: None

Action: Instant

The Promethean's legs fuse together while her feet stretch and thin into flippers. Her arms recede into the body leaving only the hands where the fingers combine to form fins. Her jaw stretches from ear to ear and grows several rows of razor sharp serrated teeth. In this form the Created has no hands and is incapable of performing any physical action beyond that of a shark. She retains human speech though it is likely to be distorted by her own throat and the water in which she swims.

The Created loses her Defense during the turn of transformation. In shark form apply the following modifiers: +1 Strength, +1 on any Swimming rolls, +2 Speed in water and the Created uses her full speed when swimming. If the Promethean knows any one-dot Sensorium Transmutations she may activate them for free while using this Transmutation. While in this form Blessing of Tethys is always active, it's cost is included in this Transmutation. Finally her bite inflicts +1 lethal damage.

If she knows the Mask Deception Transmutation she can use it to make herself appear to be a real, natural shark. She does not need to make a separate activation roll for that power or spend the requisite Pyros to do this.

Shape of the Rokea does not increase a Promethean's resistance to the cold or pressure of the ocean, though the Created are better suited to it than most. A Created who intends to dive deep is advised to use Transmutations that provide Armour or the Weatherproof Merit.

Changelings at Sea

Risk and Reward

After their long imprisonment the most unlucky of the Lost return home to find they are no longer welcome. The open sea whispers promises to those poor unfortunate souls. It promises a life far away from the society that rejected them, a life with not a single wall, just you and the boundless ocean as far as the eye can see.

Turning a dream to reality can be hard, not every changeling can survive at sea unaided.

There's the need for licenses, and life at sea can be a harsh regimented existence driven by the necessities of keeping a ship afloat. Yet if anyone can spin reality from dreams it's the Lost.

Powerful changelings, masters of faerie sorceries, have set sail in boats spun from thorns and sea spray that need no crew. Motleys have kept ships funded and repaired through Pledges and Contracts alone while those with greater ambitions than mere existence use Pledges that define everyone's role. By nailing down the restrictions of a sailor's life before the Wyrd, they make the chains of necessity bearable by splitting power and authority between various defined roles they hide their ships from the Gentry.

Systems

Surviving at Sea

Breathing: The Tread of the Swift Hooves clause can allow a changeling to hold their breath for ten times the normal duration. Swimmerskins and Water-dwellers can both hold their breath underwater for an exceptional amount of time. Waterborn, or Swimmerskin and Water-dwellers with the Gills merit (see below) can breathe underwater indefinitely.

Vision: The clause Beast's Keen Senses applied to any deep sea life grants the changeling senses that work clearly underwater. Water-dwellers can naturally see underwater. Bright Ones can create their own illumination.

Cold: Cloak of the Elements applied to water or Son of the Hearth protects the changeling from even the coldest waters. Son of the Hearth allows a changeling to protect his companions as well as himself.

Pressure: Cloak of the Elements applied to water protects the changeling from even the harshest deep sea pressures.

Swimming: Tread of the Swift Hooves allows a changeling to swim as fast as she can run. Both Swimmerskins and Waterborn are naturally exceptional swimmers.

Contracts

Contracts of Elements and Communion: All Contracts with Water get +1 while on a boat at sea and +2 while underwater. Equal penalties are applied to Fire. While underwater most elements get a -1 penalty because little of the element is around.

The Hedge

Gates to the Hedge open as normal, providing the changeling can find a doorway or reflective surface to open. Weather conditions such as whirlpools or thick fogs might lead to the hedge. Old and skilled changeling sailors have been known to use vast arches, sea caves or even the struts of abandoned oil derricks big enough to sail a ship through as massive Hedge-gates. An ordinary ship has little chance of surviving long amongst the Thorns, but a Hedgespun craft could use these secret Trods to smuggle or launch pirate raids beneath the navy's watchful eye.

Fae Merits, Magics, and Tokens

Sovereignty of the Ship

The sea is a harsh mistress and only strict discipline can keep a sailor alive. Since time before memory all understood that at sea the captain's word is law, in time this belief became recognized by the Wyrd itself. **While at sea, any acting captain is crowned by the Wyrd** and for one Glamour point he may instantly know one fact about physical goings-on aboard her ship. Examples include: "Are there any stowaways?", "How full are the water tanks?", or "Where is that cabin boy" are all valid questions. As master of her ship, acknowledged by the Wyrd itself, a Captain can make pledges which incorporate Fealty and Vassalage as Tasks.

Wizened Kith: Sailor

The crews and galley-slaves of the fae. So long as they're standing on a vessel in which they are a crewman (or crewwoman) they act in **Partnership with the Craft** gaining 9-again on all rolls related to sailing. In addition they never suffer from seasickness or similar maladies.

Merit: Gills (•••)

Perquisites: Swimmerskin or Water-Dweller kith, or possess a fae connection to an aquatic animal or folkloric creature

Description: Some changelings have retained more of their aquatic Durance than others. They return from Arcadia equally adapted for both land and water. Characters with this Merit can breathe comfortably underwater.

Drawback: The changeling's adaptation for the waves comes at a slight cost: The changeling is exceptionally susceptible to dehydration. In any environment where the air is completely dry, such as a desert, the changeling begins to suffer penalties as per the rules for Extreme Temperatures (see *World of Darkness* pg. 181). This stacks with the regular penalties for Extreme Temperatures and can be prevented with appropriate Contracts.

The King's Shilling (Token ••••)

This Token is a simple looking thing, it appears as an ancient worn coin bearing the profile of a long-dead king. It smells faintly of sea air, brine and cheap grog.

Effect: Any monarch (which includes the captain of any seafaring vessel) can use the Shilling to trap the unwary into a pledge they never spoke. The monarch must activate this token, then create a pledge incorporating Fealty, which is invested into the Shilling. When the Shilling is handed to another (they must voluntarily - if perhaps unwittingly - take it) the Pledge snaps shut as though the recipient had agreed to it themselves. The Shilling cannot be given as part of a legitimate trade (unless that exchange included "service upon the ship" as part of its Task) so Larceny may be required to palm it off. Anyone who already has a Fealty pledge with the owner of this token cannot be affected by this token, and such a person can be used as an agent to "recruit" others.

Mien: When activated, the coin seems freshly minted and anyone holding it to their ear can hear its last owner giving orders.

Drawback: Anyone who uses the shilling to press-gang someone into service gives off an aura of untrustworthiness for the next 24 hours, taking a -3 on all Social rolls which rely on being liked or trusted. If the monarch used a vassal as an agent to deliver the coin, then the token's drawback is levied on both the monarch and the vassal in question.

Catch: The monarch may avoid paying the token's activation cost if s/he grants the new "recruit" two of his/her dots in Resources for the pledge's duration. If the monarch does not possess Resources s/he may substitute another Merit of equal value (Storyteller's discretion) but dots Resources *must* be given first if any are available.

Contacts of Ship and Sail (Wizened Affinity-Contract)

The Contracts of Ship and Sail enhance the bond between ship and her crew. Like the chain of command before the mast, higher levels of this contract require a higher position aboard to function, if a character loses their rank they retain any dots in the Contract but cannot use them until they regain their position. This is one of the oldest Contracts and isn't always suited for the realities of modern sailing.

Steady As She Goes (•)

The changeling can call upon the ship upon which she stands to guide her feet.

Perquisite: Apprentice Seaman/Recruit

Cost: 1 Glamour

Dice Pool: Athletics + Wyrd

Action: Instant

Duration: Scene

Catch: The changeling has not set foot on land in the last three days, or the changeling is of the Sailor kith.

Dramatic Failure: The changeling loses his footing at a disastrous moment. He may spill a barrel of dangerous lantern oil all over the deck or perhaps even fall overboard.

Failure: The changeling fails to activate the clause.

Success: The ship steadies itself beneath the changeling's foot. Loose objects tend to avoid him as he does his duties. Each Success reduces environmental penalties for rough seas by one.

Exceptional Success: The ship bends and twists under the changeling to help him on his way. For the rest of the scene the changeling gets +1 to Athletics.

All Together Lads (••)

A ship must function as a well oiled machine, every man on board must know his role and man his post to stay alive. With this clause a changeling can enhance their ability to work as a team.

Prerequisite: Bosun/Ordinary Seaman

Cost: 1 Glamour

Dice Pool: Socialize + Wyrd

Action: Reflexive

Duration: 1 Teamwork Action

Catch: The changeling is singing a shanty along with at least half the people he intends to work with.

Dramatic Failure: The changeling ends up causing trouble for everyone he works with, a -4 penalty for everyone contributing to the teamwork action.

Failure: The changeling fails to activate the clause.

Success: The changeling and his companions function in perfect harmony, gaining 9-again to the teamwork action.

Exceptional Success: As above, but 8-again.

<TO_DO> (•••)

Description

Prerequisite: Third Mate/Petty Officer

Cost:

Dice Pool:

Action:

Duration:

Catch:

Dramatic Failure:

Failure:

Success:

Exceptional Success:

Captain on Deck (****)

A skilled captain begets a skilled crew. On a ship organisation is matter of life and death, an inspiring leader can be the only thing that holds a crew together in the face of a fierce storm. With this Clause the character can empower an entire crew. To learn this Clause a character must hold ultimate authority on the ship. When the highest authority is shared, such as between a captain and a quartermaster, only the character who currently has the conn may invoke Captain on Deck.

Prerequisite: Skipper/Captain

Cost: 3 Glamour

Dice Pool: Presence + Wyrd

Action: Instant

Duration: a number of turns equal to the invoker's Wyrd

Catch: The character is wearing a fancy hat that is modified, custom tailored or otherwise uniquely his and has been for at least three months.

Dramatic Failure: The changeling issues a disastrous order, chaos sweeps the deck as every sailor suffers -3 to his next action. A loss of respect is likely.

Failure: The Clause fails to invoke. The changeling may have made an inspirational gesture that fell flat.

Success: The captain organizes and encourages the crew granting every sailor a bonus equal to his Successes for Wyrd turns. This Clause may not be used again until it has naturally expired.

Exceptional Success: In addition to the bonus every sailor also recovers a point of Willpower. This clause can never grant more than one point of Willpower a day.

Master of the Ship (*****)

The captain asserts his authority over the ship itself. Rope animates like serpents and the very timber beneath his feet come to life, eager to obey their captains command.

Prerequisite: Skipper/Captain

Cost: 3 Glamour + 1 Willpower

Dice Pool: Presence + Wyrd

Action: Instant

Duration: Wyrd turns or Scene

Catch: The captain invokes this Clause to oppose a mutiny.

Dramatic Failure: The ship rebels against the captain's harsh authority. For the rest of the scene it will make one grapple attempt against her per turn.

Failure: For a few moments the ship comes to life, but it amounts to nothing more than waving rope and slamming doors.

Success: The ship comes to life, gaining flexibility that should be impossible for solid wood or metal. Ropes will lash out while the deck will grow to surround people's feet. Once per turn, in addition to her normal action, she may designate one grapple attack against any creature that she can see and who is standing upon the ship. She may sacrifice her normal action for a second grapple attack, and her Defense for a third. The ship attacks with a dice pool of Wyrd + 1-3 equipment bonus for the material. Ropes are great, wood and metal less so. As an alternative to grappling the captain can also use her control over the ship to perform a single Instant Action at range with her normal dice pool. She could fire a cannon or steer the ship without moving a hand. She may supplement this action with up to Wyrd Reflexive Actions per turn, this is best using for opening doors, flipping switches and the like. The captain retains control over the ship for Wyrd turns.

Exceptional Success: The captain retains control of the ship for an entire Scene.



[Rapture of the Deep](#) by kara-lija

New Entitlement: Divers of the Cerulean Pearl

By Super_Dave

“Isn’t it a little late for a swim? Sorry, we didn’t mean to startle you. But you really shouldn’t be out here alone.”

Titles: Divers, Frogmen (informal), Master Divers

Prerequisites: Athletics ●●, Language (Sign Language) ●, Weaponry ●●, Sea-Blooded (see below)

Concepts: ama pearl-diver, aquatic saboteur, Coast Guard paramedic, coral-encrusted tour guide, grave robbing wreck-diver, retired Navy SEAL, risk-addicted freediver, underwater welder

“Don’t play near the pond: a monster lives in it, and she likes to eat bad little children.” How many of us heard such warnings when we were young? Unfortunately, even exaggerated danger rarely keeps humans away from the water, and in the eyes of the Gentry, trespassing in their water is no less a crime than trespassing on their land. Sadly, aquatic manhunts are typically much shorter and cover much less territory than terrestrial ones. That’s where the Divers of the Cerulean Pearl come in.

Emulating legendary heroes like Beowulf, Maui, Captain Alfred Bulltop Stormalong, and countless others, Master Divers brave a world of crushing pressure and hidden currents to rescue humans stolen by aquatic hobgoblins, Huntsmen, and True Fae. The Divers also assist their freeholds in the Hedge (by maintaining underwater Trods, harvesting aquatic Goblin Fruits, and killing marine hobgoblins) and in the mortal world (by destroying or “liberating” smuggled cargoes, retrieving lost items from wrecked ships, and even the occasional act of nautical sabotage).

Joining: Changelings who have some obvious connection to water (such as a Fairest mermaid or a watery Elemental) can expect to be actively courted by the Divers, but those with less-direct connections are generally allowed to make the first move. In particular, the Divers keep their ears open for any changeling who was abducted by an aquatic True Fae, or lost a loved one to such: the Divers are not above dangling the possibility of revenge before a prospective recruit. Becoming a Diver of the Cerulean Pearl is fairly straightforward: one simply swears the oath before at least three other Master Divers, and undergoes a ceremonial “drowning” in either the sea or a major body of freshwater.

Mien: Divers frequently smell salty or fishy, and often appear to be dripping water. Features of aquatic animals and plants are commonplace, including wet hair braided with kelp or draped with sheets of algae; gills which ceaselessly open and close; rectangular octopoid pupils; nictitating membranes which blink unnervingly; and skin which always feels clammy.

Background: Divers are expected to be excellent swimmers with a high tolerance for risk, to know how to handle an aquatic weapon (diver’s knife, harpoon, trident, etc.), and to be able to communicate underwater via sign language. In addition, they also require that prospective members have some innate connection with water, or with the creatures, objects, and vehicles which live in and travel through it. Divers refer to these individuals as being “sea-blooded,” and

consider this quality a prerequisite for membership (examples include piscine or amphibious Beasts, bottom-feeding Darklings, watery Elementals, merfolk Fairests, maritime [Mechanicals](#), Ogres of the Water-Dweller kith, and pressure-shrunken Wizenen).

That said, the Divers are willing to stretch this requirement in the interest of maintaining their membership. A Tunnelgrub might talk up his familiarity with the crushing darkness of the deep, while a Bright One might mention her similarity to the glowing monstrosities which live in the ocean's deepest places. A Sandharrowed might gain admittance by claiming kinship with the seabed, and folklore is replete with water-dwelling Ogres.

Organization: Divers of the Cerulean Pearl organize themselves into independent teams; each team decides for itself which jobs it will take, but every Diver is expected to do everything in their power to rescue any other diver in danger (including mortals), even at great personal risk.

Privileges: Divers of the Cerulean Pearl gain two specialties upon joining: Occult (Water), and Science (Hydrology). Below is a Token available to all Divers of the Cerulean Pearl upon initiation.

Aqualung (Token ●●)

Mien: Archaic SCUBA gear, worn and slightly corroded with many years of exposure to water, though all of its parts are in perfect working order. When activated it appears new-made to fae eyes, though an irregular tapping sound can be heard from inside it, as if a small crustacean were trying to escape the tank.

Effect: Normally, the Aqualung contains as much air as an average SCUBA set (about an hour's worth, depending on the depth visited). When activated, the Aqualung magically fills with another hour's worth of air, though this air feels hot and wet, as if a living creature were breathing straight into the user's lungs. Repeated activation-costs are automatically incurred as the dive continues, until Glamour runs out or a Wyrd roll fails, at which point the character must begin holding his or her breath (see *World of Darkness* corebook, pg. 49).

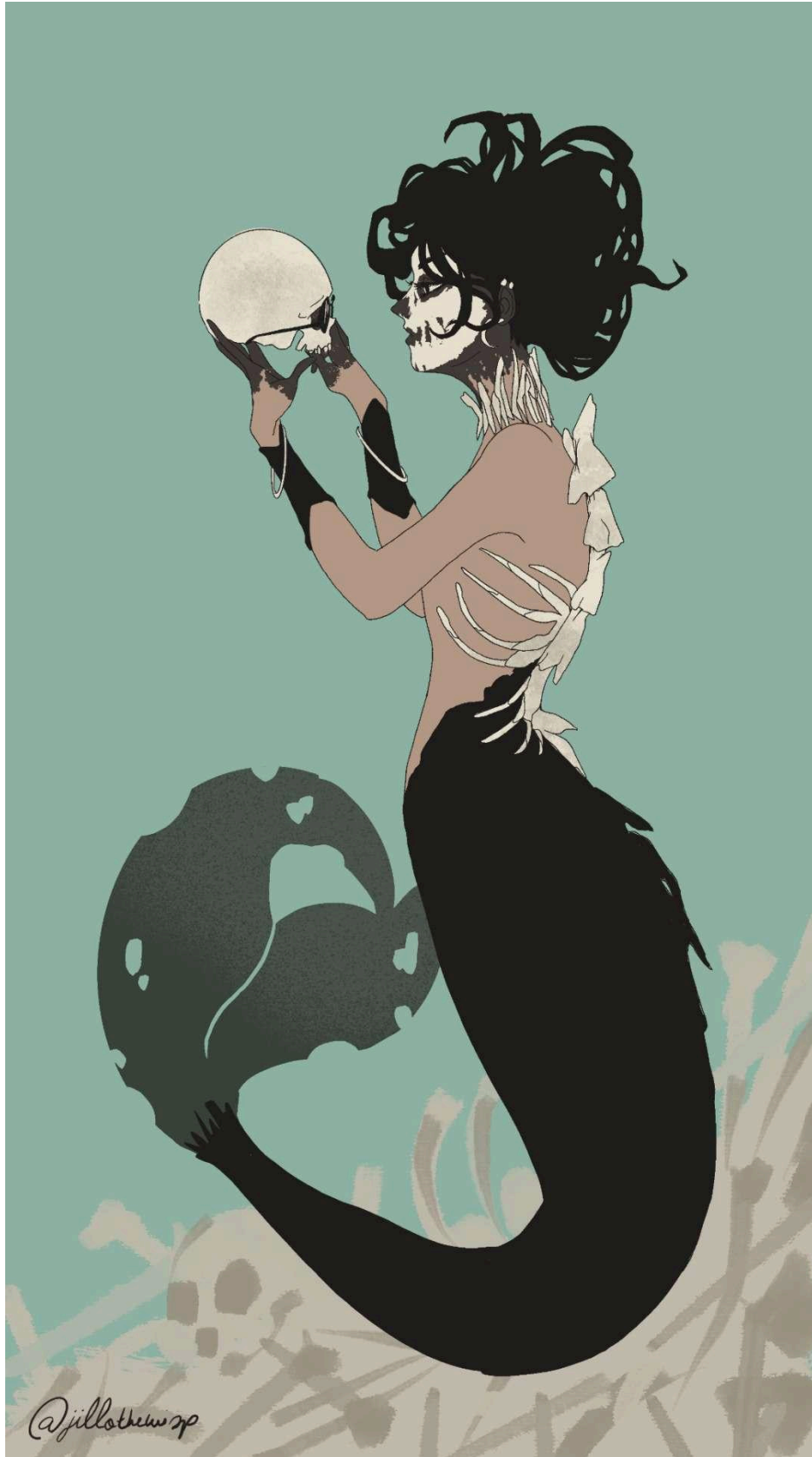
Drawback: While an Aqualung is active, its user becomes intensely focused on the perfect attainment of the dive's goal; any failure or mistake in attaining this goal, no matter how minor, might set them off. The user gains the Fixation derangement, or upgrades to Obsessive Compulsion, for the duration of the dive.

Catch: The Aqualung will automatically refill itself with air, without Glamour expenditure or a Wyrd roll, but at the price of an acute case of decompression sickness ("the bends") upon emerging from the dive, which deals three points of lethal damage. This damage occurs regardless of depth attained, and cannot be prevented or healed by supernatural means.

Rumors of the Divers:

- Ever since one local Diver scavenged a wreck in which all hands were drowned, the freehold has been haunted by the watery dead. The current monarch is demanding that the Diver in question return the stolen booty, but the Diver says that's impossible: he's already sold or traded most of it away!
- Despite their bravery, Frogmen are intensely superstitious, refusing to dive from any vessel which has flowers, pennies, or bananas onboard, or in the presence of whistling; no outsider knows why, and the Divers refuse point-blank to discuss the subject.

- An explosion on a deep-sea oil rig has resulted in a vast black tide of deadly crude oil, which is making its inexorable way towards the coastline. Submersibles have been unable to plug the well, which is gushing thousands of gallons of crude every hour. A senior Diver has made the shocking claim that these efforts are being sabotaged by Loyalists bent on reshaping nearby waters to make them more hospitable for their secret master, a pollution-based True Fae known as "[The Dark Dweller](#)". Are these accusations true, or simply fear-mongering on the Divers' part?



Sin-Eaters at Sea

Risk and Reward

Sin-Eaters might be mediators between the living and the dead, but they still have to earn their daily bread like anyone else, which means that some of them take to the sea for gainful employment. Others live out a nautical life at the insistence of their Geist, who represents those who died at sea, either from industrial accidents (typically drowning, but there are many who died of burns, infected wounds, fume inhalation, being crushed by falling cargo, starvation, or contagious diseases) or by violence (e.g. cliff-top suicides, or anyone who was ever pushed off a bridge or over a boat's railing into the water below).

The unquiet dead are drawn to Sin-Eaters like a moth to a flame, and as a result passing through a ship graveyard or over a major wreck, a particularly rocky stretch of coastline, or most lighthouses, is a harrowing experience for the Bound. One moment you're playing poker with your mates down in the staff lounge, the next you're screaming in the foetal position on the floor trying to bat away the restless shades of the hundreds of sailors who perished over the years when their ships ran around on the rock you just passed by.

The Bound's ghost sense is limited to about 30 yards by default, which means that on larger vessels it is simply not possible to remain constantly aware of every part of the ship. It also means that if a wreck is more than 30 yards below sea level, the Bound may be completely unable to sense the presence of the restless dead who inhabit it.

Systems

Obviously the Tear-Stained and Cold-Wind Keys will see a lot of use in any nautical chronicle, but don't forget about Industrial either. Primeval can see some interesting usage at sea, and Stillness can be helpful when navigating the tight corridors and cramped quarters aboard a ship or smaller vessel.

At sea, the Ceremonies "Call Upon Huginn" and "Call Upon Muninn" can be used on seagulls (which are known to occasionally dine on carrion) instead of ravens.

Surviving at Sea

Breathing: A Sin-Eater can breathe underwater with just a single dot of the Tear-Stained Shroud. The Primeval Caul allows the Sin-Eater to turn into an aquatic animal at four dots.

Vision: Short of turning into a fish with the Primeval Caul or bonding her flesh to advanced cameras with the Industrial Caul a Sin-Eater has no extra senses that work below water better than their normal ones. Sin-Eaters can however create their own light with the Pyre-Flame Caul

or the Pyre-Flame Shroud (assuming they're not using the Tear-Stained Shroud to breath at the time)

Cold: While the Cold Wind Shroud will protect a Sin-Eater from any cold but it cannot be used with the Tear-Stained Key. To survive freezing ocean temperatures a Sin-Eater would have to get more creative: The Pyre-Flame Caul heats his body while the Cold-Wind Caul removes the need for heat entirely. The Primeval Caul can be used to turn into a creature adapted for the cold or the Industrial Caul could put an electric heater inside his chest.

Pressure: Any Shroud will provide Armour that protects against pressure while the Primeval Caul turn the Sin-Eater into a creature that is naturally adapted for high pressure environments.

Swimming: The Tear-Stained key provides a bonus to swimming rolls equal to the Sin-Eater's activation successes but does not actually increase her speed. If she wants to swim faster (not just better) she will have to transform herself with the Primeval Caul.

Balance: Invoking a Curse with the Phantasmal Key normally makes it extremely difficult for the subject to move any faster than a slow forward walk: on the deck of a moving ship, the subject must make a Dexterity roll to do anything more difficult than crawling on their hands and knees.

Hunters at Sea

Hunters are like any mortal at sea, meaning they drown, they die of exposure, and if the local predators are hungry well, they'd better have Roy Scheider, a scuba tank, and a rifle ready. To make things worse, the monsters usually have a special ability or magic to help them survive the freezing waters or help them communicate with the waters and sea creatures. The advantage, though, is numbers. A single vampire has no chance against a ship full of humans, especially when one of those humans can teach the others to fight.

Risk and Reward

The risk is obvious; the sea is still incredibly dangerous to your baseline human being. Ships are lost from storms, malfunction, even piracy in more lawless areas. Further on the scale of bizarre, and you have the creatures that are supposed to be mythical or cryptozoological. It's also rare for a ship to be crewed solely by hunters, as the laws and regulations regarding international shipping means that, unless it's a warship, lethal weapons are not allowed. Crews can be seized for their actions in other ports, and often the lifeblood of any ship is economic. Fishing boats and cargo ships suffer when business takes a downturn, and their crews have to put the Vigil on hold if they can't afford it.

Where's the reward? Information. While most fighting against the darkness occurs on land, scientifically-minded hunters can attempt to find evidence of stranger creatures. The common phrase is that we know more about the farthest stars than the deepest seas, and it's true. Occasionally a lucky hunt by a "private expedition" will find new species thought either extinct or impossible. Only their discoveries often result in a hasty escape and a loss of some of the data. Conspiracies are often the most capable of raising a crew of their own to find certain aquatic

threats, while compacts and lone cells must either deal with unknowing civilians or even the risk that one of their crew might be a trojan horse, if not an enemy themselves.

The sheer variety of creatures on the open seas means that a sailing hunter is often wholly in the pocket of nautical superstition. Women never come on their ships, except in the most dire cases. A red sky in the morning automatically means locking down everything that isn't essential.

Systems

The overwhelming majority of Endowments are oriented towards either harming or defending against the predations of supernatural beings, which gives them limited utility outside of combat. Most of them will function exactly the same on a boat or ship, or against aquatic creatures, as they do in terrestrial theaters (though remember to account for the refractive properties of water, detailed in Visibility > Underwater, above).

Use of the Mjolnir Cannon on submerged targets may result in the electrocution of all nearby creatures (see WoD pg. 177 for electrocution rules). Fortitude of St. George may assist survivors in treading water until help can arrive. Whispers of Babel and Tongues of Babel are incredibly useful when traveling in parts foreign, or when among crews with whom you do not share a common language. A Doru Talisman will find its range reduced when used underwater (see "Underwater Combat," above). Owing to the increased density of water, a Sonic Resonance Attenuator will find its range increased by 50% when activated in aquatic environments, while a Xenotechnology Ray Gun will find its range unaffected (or perhaps just reduced by 25%) in the same situation. The Boon of Lazarus will restore the drowned to life, but that is of little use if their lungs are still full of water or their brains have been damaged by a lack of oxygen; to prevent asphyxiation the victim's lungs must first be cleared with a Strength + Medicine roll to represent CPR, mouth-to-mouth breathing, and airway clearance (this may be an extended roll, depending how much water the victim has swallowed).

Some Tactics may function differently at sea than they do on land: for instance, Corral may require players to roll Presence + Drive or Animal Ken instead of Presence + Intimidation if attempting to herd aquatic prey from aboard a boat or ship. Running down a victim with Roadkill may result in chopping it to bits in the ship's propellers. And obviously, anything that bleeds underwater is going to attract sharks...

Surviving at Sea

Since any nautical chronicle can easily become a global one, it pays to keep track of where each conspiracy and compact operates, and which lands it claims as its "home turf". Towards that end, we present a link to LostLight's [Hunters around the Globe](#) thread, which is too long and detailed to reprint here in its entirety. Happy hunting.

Mummies at Sea

Risk and Reward

At first glance, it would appear that the Arisen have few reasons to go to sea; but what is an ocean if not a desert with dunes of water? Like any respectable empire, Irem had numerous trading partners, and their ships were subject to the occasional wreck like any mortal vessel. Sometimes the Arisen or their cults have cause to search beneath the waves for lost artifacts and sunken ruins, especially in the Red Sea and eastern Mediterranean Sea.

When the Aswan High Dam was built across the Nile in the 1960s, large portions of what were once Upper Egypt and Nubia were drowned beneath the rising floodwaters, inundating countless uncatalogued artifacts and tombs under several meters of heavily-polluted water¹². Numerous temple complexes – notably Abu Simbel and Philae – had to be painstakingly disassembled by UNESCO workers and transported several meters uphill, a marvel of modern archaeological preservation whose scope is beyond the ability of this document to relate in full. But obviously they couldn't possibly save every site with potential archaeological significance. Hundreds, perhaps thousands, of uncataloged artifacts, inscriptions, tombs, sarcophagi, and perhaps even a few of the Arisen themselves are lying beneath the surface of the waters to this day, waiting for the time when the stars are right.

Systems

Bound as Fingers in a Fist

Extremely beneficial when used on crewmates, who must often take Teamwork actions to complete their work details (or simply to survive).

Chthonic Dominion

Generates light and makes ghosts visible, both of which are very useful when invoked on deeper dives.

Command the Beasts

Obviously being able to sneak past sharks and other aquatic predators can come in handy in a pinch, but this Utterance can also be used to arrange for animal attacks (and not just by sharks, but by equally dangerous creatures such as jellyfish, octopi, and killer whales) and even gaining their assistance for complex or time-consuming tasks.

¹² For more about the viral and toxicological issues which would-be divers might face, see [Lake Nasser: A Unique Opportunity for the Study of Submerged Terrestrial Sites](#) by Matthew Joel Adams.

Discipline the Obstinate

There is no ship large enough that this powerful Utterance cannot reach every part of, and it is useful for punishing mutinous crewmen or disabling an enemy's sailors prior to boarding.

Dust Beneath Feet

Though of limited utility at sea, with enough Sekhem this Utterance could be used to generate underwater earthquakes and hence, tsunamis (which unfortunately cannot be aimed, and will inevitably cause catastrophic damage and loss of life on a regional or even global scale).

Palace Knows Its Pharaoh

No Arisen should ever take to sea without knowledge of this Utterance, which is of paramount utility while aboard any vessel. Its ultimate expression, at Ba 4, can create a sort of "moon pool" doorway which allows the Arisen to step directly into the sea from anywhere aboard... or to flood the entire vessel as easily as opening a hatch.

Power of Re

Not useful underwater; can be invoked, but is instantly extinguished.

Revealing Words

Can be helpful for knowing when one's vessel has been infiltrated by interlopers, or for knowing when one has sailed into haunted waters.

Revelations of Smoke and Flame

Not useful underwater; can be invoked, but is instantly extinguished.

Secrets Ripped From Skies

Highly useful for determining when one's GPS or other navigational aids have been sabotaged or falsified. Summoned meteors will almost always deal catastrophic and irreparable damage to a ship's hull in the event of a direct hit, but depending on the size of the meteor and distance from land this utterance can also [create a devastating tsunami](#) which will inevitably cause great harm to nearby coastal regions.

Whispers of the Earth

While this Utterance is typically useless at sea, generous Storytellers may allow PCs to learn a modified version which allows for communion with sea-vermin (such as fish mites, roundworms, leeches, lampreys, and *Cymothoa exigua*), makes it possible to locate wreckage or important objects on the seafloor, and drag unsuspecting mortals down through the decks of their vessels directly into the sea.

Water of Life and Death

The Ren 1 version of this Utterance cannot be used at sea, though the Sheut 2 version can be used to suffocate water-breathing creatures, complicate underwater searches, and attract sharks and other predators to the area. Ba 4 can dramatically ease the recovery of underwater objects whose locations are known.

Surviving at Sea

Utterances *can* be invoked underwater, as physical speech is not a prerequisite for their invocation; a mummy can invoke an Utterance even if you magically remove its mouth, entomb it in cement, and shoot it into space, so a little thing like a mouthful of salt water is hardly an insurmountable barrier. That said, water does have different acoustic properties than air, and the compulsion to not inhale while underwater is EXTREMELY strong in all air-breathing organisms, so filling your lungs with water and speaking clearly around a lungful of seawater may take some practice and concentration.

Demons at Sea

Risk and Reward

The God-Machine and its agents pay relatively little attention to the oceans (compared to cities and other major population centers), so it's relatively easy to go unnoticed at sea. However, the dearth of Infrastructure also means that once one of the Fallen *has* been noticed, there are very few places for them to hide.

Systems

Cacophony

Anarchism can incite mutiny if invoked on enough sufficiently-disgruntled targets.

Fire Drill will create a flurry of well-practiced activity when used aboard any vessel, but it is unlikely to create panic (at least not among the crew and officers), as all sailors are well-versed in disaster response, and the ruse is unlikely to hold up for long as they will quickly realize that the alarm was false. Passengers, on the other hand, are much more prone to panic.

Sabotage and **Shatter** have potentially deadly consequences when they are used on crucial pieces of equipment such as engines and motors, bilge pumps, fuel pumps, or SCUBA gear.

Instrumental

Check Backdrop can have massive unintended consequences if used in the crowded, claustrophobic passages of a ship, especially if anywhere near the fuel tanks or their fumes.

Data Wipe instantly results in the terrifying experience of becoming literally lost at sea.

The Map Is Not The Territory and **Meaninglessness** can have catastrophic consequences for all but the most experienced seamen (i.e. anyone who doesn't remember exactly what to do in an emergency, and lacks access to an expert). Even warning labels and directional signage are affected, so unless the party(s) in question also know their ship by heart, they're going to have a hard time making any headway while under this Embed's effects.

Right Tools, Right Job drastically simplifies virtually all maintenance activities, allowing a seaman to make repairs with a single tool instead of a heavy bag full of them, while **Tools Into Toys** is perhaps the ultimate act of sabotage.

Soup Up can allow even a floating bucket of bolts to perform like a high-powered speedboat.

Tag & Release makes finding an already-encountered target on the vast and trackless ocean relatively easy. Of course, you still have to catch up with them.

Mundane

Clothes Make the Man and **Quick Change** can potentially allow a Demon to step right into the chain of command, allowing them to commandeer vessels, requisition supplies, alter a vessel's heading, and potentially even order a warship to fire upon a target (though knowing the necessary codes and clearances is a separate Embed, and may require a Subterfuge roll).

Vocal

Animal Messenger is extremely useful when diving or swimming, but much more difficult to make use of if either the sender or recipient are aboard a vessel. Still, it might be possible to send a message via a dolphin's sonar or whalesong, if the recipient is able to perceive it through the hull and over the sound of the engine(s).

Everybody Knows will wreak merry havoc in the close confines of a ship where everyone knows everyone else's business, potentially even leading to mutiny or loss of Allies dots.

Social Dynamics is less useful than you might think aboard a military vessel, where everyone's role and capabilities are already visible from their uniform and decorations. It is much more useful aboard civilian vessels, and especially on vessels where large numbers of passengers are present.

Tower of Babel can have disastrous consequences if invoked in the midst of a complex Teamwork Action such as a rescue, boarding party, or major repairs. Even loading and unloading can be deadly if participants cannot tell each other when to stop.

Vox can be used to issue or countermand existing orders, but obtaining the clearance codes to do so is a separate roll and may require Subterfuge.

Surviving at Sea

Unchained whose Demonic Forms have **Huge Size** will move more slowly in water due to increased drag (see “Underwater Movement”, above), while those with **Low Density** can literally walk on water (which can be useful inside a sinking vessel, too). **Night Vision** is a game-changer for Demons who must dive beneath the waves, while **Radio Suite** can be used to intercept a vessel’s communications either onboard or ashore. **Sonic Acuity** is even more useful underwater than on land, due to water’s enhanced acoustic properties. **Dead Reckoning** (a term which is nautical in origin) can allow a Demon to navigate by the stars, **Relentless** makes them immune to drowning and fatigue from treading water for extended periods, and **Weather Sense** can be extremely useful for determining what the sea has in store for you and your vessel.

Beasts at Sea

Risk and Reward

The chance to meet the Dark Mother in her natural habitat is an opportunity which few of the Begotten want to pass up. Whenever someone reports sighting her off the coast of such-and-such place, there are inevitably a few drifters who pop up in town hoping to catch a glimpse of their own: local vessels grant passage to these “whale watchers” at their own risk.

Systems

Anakim

Cyclopean Strength can lift smaller ships completely out of dry dock or rip them from their moorings, but this Atavism is virtually useless without a firm place to stand (though it might be possible to subtly alter a moving vessel’s course with it). **Titanic Blow** can pierce a ship’s hull from within or without.

Eshmaki

Death of Light is dangerous underwater, and even more so when used inside a claustrophobic and violently rocking vessel. **Dragonfire** can set wooden vessels aflame in seconds, but regardless of the ship’s construction it also rapidly uses up all the available oxygen; although

though the invoker is granted immunity to fire, heat, and smoke, this Atavism does *not* negate the need to breathe.

Inguma

Doppelganger and **Enemy Within** make infiltrating crews and command structures nearly seamless.

Makara

Heart of the Ocean is by far the most useful Atavism for a seaborne Beast to possess, as it makes both aquatic survival and exploration virtually effortless. **Monster from the Deep** and **Ravenous Maw** are both essential tools for any Beast with an aquatic Legend, while **Siren's Treacherous Song** makes issuing orders a snap (and **Smashing Currents** helps one to escape the consequences of “flying false colors”).

Namtaru

With an expenditure, **Plague Bearer** can infect an entire crew (and passengers as well) at a single stroke, provided one's Lair is high enough and the vessel small enough. **Shadowed Soul** can effectively allow for virtually unlimited teleportation within the bathypelagic zone and below.

Talassii

Caught in the Webs is especially dangerous in rough seas, when a fall down a flight of stairs or into an open hatchway can mean death. **Crushing Coils** can be used defensively to maintain one's grip on a railing or rope while being washed off the deck by green water or a rogue wave. With an expenditure, **Illusion of Safety** allows a Beast to temporarily access her Lair from anywhere in the world, as long as she is aboard a vessel large enough to have at least one door.

Ugallu

When invoked underwater, **Lightning Strike**'s range is reduced: the Beast may move up to (Lair dots x 3) yards to attack, rather than the usual multiplier. **Storm-Lashed** imposes environmental penalties on others while granting the invoker immunity to them, making it ideal for use on ships and boats. **Wings of the Raptor** has limited utility indoors on a ship, but it can add significantly to the damage of an attack made while leaping from a command tower or masthead, or allow one to glide between cranes, rigs, or stacked shipping containers.

Surviving at Sea

Anakim and Makara are deeply connected to the sea (especially the latter), and so they are the Families which most commonly live a nautical lifestyle. However, members of *all* the Families may feel the call of the sea at some point:

- **Anakim, Nightmares of Helplessness and Hopelessness** - The sea is the ultimate representation of Nature's uncaring attitude towards Man. The tsunami or typhoon/hurricane is perhaps the image that springs most readily to mind, but the inexorable sinking of a mortally-wounded craft, or a slow, sunbaked death by starvation and dehydration, can make a human feel equally powerless as the fiercest storm.
- **Eshmaki, Nightmares of Darkness** - Light's intensity is halved at a depth of just ten meters (assuming no particulate matter makes it run out faster), so even on the brightest day in the clearest water no ship is ever too far from vast swathes of darkness.
- **Inguma, Nightmares of the Other** - It was once less common to encounter this Family at sea, where crowds of people are few and far between, but in the modern age of globalization it's getting harder and harder to find a crew that doesn't contain at least one member who isn't quite on the same page as everyone else.
- **Makara, Nightmares of the Depths** - The connection of this Family to the sea should be so obvious it hardly needs restating here.
- **Namtaru, Nightmares of Revulsion** - The ocean is filled with monstrosities which provoke instinctive revulsion, from moray eels to blobfish, carrion-eating spider crabs, cephalopods with questing tentacles, and all manner of parasites (particularly *Cymothoa exigua*, or "the tongue-eating louse").
- **Talassii, Nightmares of Confinement** - In stark contrast to the wide-open nature of the ocean, most vessels are full of claustrophobic little cabins, cupboards, and lockers where all manner of unspeakable things might happen.
- **Ugallu, Nightmares of Exposure** - The sheer incalculable vastness of the ocean can be difficult to really comprehend until you find yourself stranded in the middle of the trackless ocean without a ship in sight. There's a good reason why Pip, the poor little cabin-boy of the *Pequod*, went mad after the experience.

Leviathans at Sea

Risk and Reward

The Wicked Tribe are naturally suited to a life at sea, from their watery ancestry to their hideous Transformations. New Leviathans with high Morality sometimes take to the sea in an effort to avoid imposing the Wake on mortals; this works for a time, but without regular human contact, they eventually lose all Tranquility and become Typhons, attacking passing ships and gobbling up delicious islanders until they attract the attention of the Marduk Society.

Followers of the School of the Abyss are frequently found exploring the surface, depths, and silty bottom of the sea for lost civilizations, strange beasts, and forgotten gateways. More than a few Leviathans have, when forced by circumstance to relocate, moved their entire cults *en masse* to previously-uninhabited islands: some of these miniature societies prosper and multiply away from the watchful eyes of mortal authorities, but many more descend into madness, violence, inbreeding, and cannibalism.

Systems

Surviving at Sea

Geniuses at Sea

Risk and Reward

The sea has many traits which appeal to the Inspired. If your lab floats, it's that much easier to pull up stakes and move when the authorities come knocking to ask about all the spare organs that went missing from the local hospital. The fact that there are relatively few laws which have jurisdiction in international waters is another major draw for low-Obligation Geniuses and the unmada.

Various Lemurian baramins built more than a few undersea cities which they hoped to fashion into utopias, but most were abandoned when Lemuria fell. Some were destroyed during the Invisible War, others were reclaimed by the Peerage, but a handful remained untouched and undisturbed by the outside world for decades. Who knows what those societies might look like nowadays?! Freed from stifling constraints of Law and Morality, have they ascended to technological near-godhood? Or maybe they've devolved into aquatic Morlocks, scurrying and snuffling their way through leaky tunnels and smoke-darkened domes, gobbling up anything edible and worshipping kelp.

Systems

Weapons of Katastrofi are considerably more dangerous underwater: any explosion that goes off underwater has its damage Dice Pool increased by 50% (round up). vehicles which dive more than a few meters below the surface will require Prostasia to protect them (as well as any crew and passengers) from the crushing pressure of the depths.

Surviving at Sea

Cooking up an automatic air-recycler or a miniaturized fission-mask which breaks H₂O into oxygen and hydrogen is only a minor inconvenience for any Genius with more than a few dots in Metaptropi or Exelixi. Skafoi can cook up some truly bizarre methods of underwater travel: everything from pressure-proof bubbles of transparent steel to living submarines made from hollowed-out whales. With help from Prostasia, little things like millions upon millions of tons of crushing pressure per square inch are no longer obstacles to exploration and colonization.



The Destruction of Leviathan by Gustave Doré

Magical Girls at Sea

Risk and Reward

Some of the Nobility, particularly Clubs and/or Seekers with naturalistic tendencies, take it upon themselves to act as [protectors of the seas](#) and other waters. They might fill the role of Water in an elemental-themed nakama, or they may simply recognize the vast importance of water in human lives and livelihoods (to say nothing of its inherent beauty and mystery). More than a few were obsessed with mermaids prior to their Blossoming, and their Regalia almost always reflects this.

Invocations

Acqua is invaluable when traveling by boat or ship. Since the Invocation applies at no cost when the target of a Princess' Charm is water or ice, any nakama that takes to sea would be wise to have at least one Crystal among their crew who knows how to use it well.

Given the salty nature of tears, **Lacrima** is a highly appropriate for oceangoing chronicles, allowing Princesses to protect entire vessels and their crews with the "**Sheltered by Her Hand**" Charm (**Bless** ••••, **Lacrima** ••••). It is interesting to note, however, that when used at sea its effects extend much farther (across the entire horizon) and are known to cause [dead zones](#) which can endure for years afterwards.

Charms

In the event that the crew is forced to abandon ship, **Long Fast (Perfect •, Legno •)** can help make the rations in the lifeboats stretch a bit farther. The "Airless" upgrade can allow a drowning Princess to stave off asphyxiation until her body can be picked up by her friends and revived.

Wellspring (Shape •, Acqua •) can only draw pure water from the earth, not the sea, but it can turn saltwater into freshwater with the "Purified" upgrade and a suitable container in which to stir the liquid.

Strength of the Tides (Shape ••, Acqua ••) is of limited utility at sea: what does a single wave matter compared to millions of its brothers and sisters? Still, the Charm might be useful for retrieving a man overboard, or for battering small vessels with the "Violent" upgrade.

The Dark World

At sea, the Dark World is a frigid and violent ocean where murderous storms and deadly tsunamis erupt without warning from the black, bottomless depths. Unlike the true ocean, this Dark Sea is as lifeless as the Dead Sea, a frigid waste which quickly sucks all life and warmth out of any living creature unfortunate enough to be caught in its embrace (treat the Dark Sea as being one "step" colder than the real-world ocean to which it is adjacent; see [Hypothermia](#)). As if this were not enough, the Dark Sea is also polluted beyond hope of cleansing, and possesses a Toxicity rating of 2: survivors say that being immersed in the Dark Sea burns the eyes and mouth and other mucous membranes like swimming in pure ammonia.

The Dark Sea is also haunted by [Dark Water](#), a terrifying phenomenon which behaves like a cross between an oil spill and an intelligent slime-mold, which is able to pursue, enfold, and consume the most massive ships, and even whole islands!

Surviving at Sea

Members of the [Embassy to the Oceans](#) are considered the leading experts on all matters aquatic, and asking them for help (or at least telling them your heading and planned course before you leave port) is considered both wise and prudent among the Nobility. Their numerous

Privileges can mean the difference between another minute of breathing and going down to a watery grave.

Chapter Five: Horrors of the Deep

*"The mariner swayed and rocked on the mast,
But the tumult pleased him well;
Down the yawning wave his eye he cast,
And the monsters watched as they hurried past,
Or lightly rose and fell;
For their broad, damp fins were under the tide,
And they lashed as they passed the vessel's side,
And their filmy eyes, all huge and grim,
Glared fiercely up, and they glared at him."*

— Elizabeth Oakes Smith, [The Drowned Mariner](#)

On Blood-Dimmed Tides: Vampires

Bloodline: Tregarthen

by TheKingsRaven

The Tregarthen are forced into a life of perpetual nomadism by their Bloodline curse. They unlive their Requiem on the high seas, feeding upon a crew of blood bound thralls and studying their unholy wizardry.

When they desire something they appear like the pirate raiders of old. They strike without warning, hitting hard with wizardry and a fanatical crew led by spiritually enhanced officers. Or they strike with their reputation and possession of more secrets than any stranger should have, secrets ferreted out by spiritual spies. After they've stolen, traded or intimidated their way into possession of what they want, they vanish like fog under the midday sun.

The spiritually aware Circle of the Crone are the covenant best placed to predict and react to a Tregarthen raid. Their prophets and witches can spot the spiritually modified scouts and spies of a Tregarthen captain long before he lands.

For their own part the Tregarthen, when they join a Covenant, avoid the Circle as well as the Sanctum. The Bloodline claims to have defeated gods, more likely they were cursed by one, and either way they have little interest in worshipping any deity. The Ordo Dracul's belief in fighting god sits well with the Bloodline's own beliefs and experimentation fills those long hours at sea, making it the most popular Covenant. But most Tregarthen are unaligned, the sea is a lonely place.

Clan: Mekhet

Nicknames: Vampirates

Bloodline Bane: The sun is the enemy of all vampires, but none more so than the Tregarthen. The Tregarthen must always be travelling, for if they don't the sun will find them, and it will kill them.

After remaining in place for three days, a column of sunlight one hundred yards in diameter appears centered on the Tregarthen. This column remains at night and penetrates any amount of solid matter. It will follow the Tregarthen until final death. Make no mistake, once the sun finds a Tregarthen final death is quick and inevitable.

Fortunately, then, the Tregarthen can hide. If they travel 100 miles over water, 200 miles under the cover of fog, or fifty miles over water and under the cover of fog, the counter resets. The Tregarthen must end this trip at least 50 miles from anywhere they have stayed for over a day in the last year.

After two and a half days in Torpor the Bloodline curse ceases to apply until the vampire wakes again.

Bloodline Disciplines: Auspex, Majesty, Resilience, Obfuscation Bloodline Sorcery: Nahualli Wizardry

The wizards the Tregarthen once were, and still are, could summon spirits and bind them to their bidding.

The sorcerers that the Tregarthen stole from would dream their way into the spirit realm, to capture spirits and take claim their powers as their own.

The Tregarthen do both at once. Like wizards, they summon spirits and bind them into human victims. Like the Nahualli sorcerers, well a vampire can't bond with a spirit, but once the spirit is trapped in a ritually prepared living human: All it takes is a sip.

Cost: A Nahualli Wizardry ritual has half the cost of a Theban Sorcery ritual of an equivalent level combined with half the cost of a Cruac ritual of an equivalent level. A ritual's Vitae cost is a net cost after any ritualistic feeding.

In addition every ritual requires a blood bound victim who will host the summoned Spirit. They must have signals carved into their flesh, be anointed with toxic sacraments, fed ritually poisoned Vitae, or just fed upon. This costs one Lethal damage per dot of the ritual.

Themes:

- With Evocation the Vampire summons a spirit with Influence over their target, then drinks deeply from the spirit's host. Through an evocation ritual a Tregarthen can exert his will over objects, animals, and even the very forces of nature.
- With Invocation the Vampire summons a spirit into a person, then painfully binds the two together permanently. Invocation creates Claimed, but a skilled Tregarthen can control exactly how the Claiming manifests, creating servants for their needs. The first change is always to remove any protection against Blood Bonding that the Claimed might naturally have. By spilling the sacrifice's blood Invocation can also force Spirits to Claim inanimate objects, imbuing them with supernatural power.

Devotions

The following Devotions require a Tregarthen to use Nahualli Wizardry and then drink the victim dry, permanently imbuing themselves with some of a spirit's power. To Auspex this looks similar too, but clearly distinct from, diablerie. What vampires don't know they fear, especially if it

resembles diablerie. Fear often leads to violence, but with the Tregarthen, perhaps not often enough.

Many of these rituals require feeding on the spirit of the ship, While the human victim is drunk dry only part of the spirit's essence is stolen, and spirits can recover from most things, in short you may acquire multiple ship based devotions.

Pulse of the Invisible: All spirits can see others of their own kind, and by ritually consuming a spirit the Tregarthen gains the ability to see spirits in Twilight. This ability costs one Vitae and lasts a scene.

Pulse of the Invisible is free to all Tregarthen. All members of the bloodline are given the gift by their Avus.

Dutchman's Vessel: By feeding upon the spirit of their own ships the Tregarthen permanently bond themselves to their craft. Their undead resilience permeates the hull.

The ship's durability increases by Resilience, and it's structure increases by Resilience + Blood Potency + Invocation. As with Resilience itself, this power manifests as a supernatural ability to ignore damage.

Prerequisites: Resilience one, Invocation three.

Captain's Eye: By feeding upon the spirit of their own ship a Tregarthen may gain absolute awareness of everything aboard her craft. The very timbers are an extension of her senses. She may reflexively shift her viewpoint to anywhere upon the ship.

So long as the captain is aboard her craft, using Beast's Hackles and asking if a vampire present is using Auspex five always says yes regardless of where the captain is focusing her attention.

Prerequisites: Auspex two, Invocation one.

Fog's Loyal Protection: Through feeding on a powerful spirit of fog, and anointing their own ship as part of the ritual, the vampire gains a potent ability. They may activate Touch of Shadow upon their entire ship.

Drawback: While their ship is hidden it will generate it's own fog-bank. While fog is useful for hiding from the Bloodline's Curse it is also distinctly unnatural in most weathers and can draw unwanted attention. The ship is protected by Touch of Shadow, the fog is not.

Prerequisites: Obscurification five, Evocation three.

Dutchman's Fate: By summoning the spirit of their ship into the same body as a conceptual spirit of undeath then feeding on both a Tregarthen may permanently link her unlife to his ship. At the culmination of the ritual she cuts out her own heart, which transforms into beating wood. After acquiring Dutchman's Fate a Tregarthen will, upon falling into torpor or final death, crumble into ash to revive upon their ship the next night with all her Health boxes bar one filled with Aggravated damage. The only way to permanently kill her is to destroy her heart or her ship. She is also immune to staking, as she has no heart in her chest to stake.

Dutchman's Fate is no Defense against the Bloodline's curse. Should the sun find her once, then it will be waiting and strike again the moment she revives. Should the sun strike her wooden heart it will immediately burst into flames, so the second death is usually final.

Drawback: It is hard to be away from one's own heart. If the Tregarthen is not on her ship she may no longer spend Vitae to activate her Resilience or to heal wounds, nor may she spend Vitae to activate other abilities that serve a similar function. Should she be on dry land (a pier or other artificial structure above the water does not count), she also loses the passive benefits of Resilience.

If the heart is ever removed from the ship, a Tregarthen immediately suffers both drawbacks until it is returned. If she is destroyed while the heart is away from her ship she will not revive until it is returned.

If her ship is destroyed the Tregarthen suffers Final Death.

Prerequisites: Resilience five, Invocation five.

Hunter (Antagonist NPC)

By Super_Dave

"I am hunger as ancient as the waves and remorseless as the hurricane. I swim eternally in a sea of blood, and out of that salty womb I emerge fully-formed and perfect unto myself. Rejoice, for by your deaths you nourish a legend far greater than you could ever dare to be."

Background

Prior to his Embrace, Hunter fancied himself "a true intellectual in the Classical Greek mode", combining an athlete's intuitive self-knowledge with a philosopher's quest for Truth. Embraced by an unknown Gangrel during a hunting trip, Hunter suddenly found that Nietzsche had been more right than he realized: the world really was divided into *Übermenschen* and *Untermenschen*, into alpha studs and beta cucks; he just hadn't realized that all humans were betas, and the Kindred were the true, hidden alphas of the world.

Treating his Requiem as a philosophical quest for Ultimate Reality, Hunter fit in neatly with the philosopher-kings and warrior-poets of the Ordo Dracul, but he was haunted by the questions raised by his Embrace: if the driving force of life is a Nietzschean "will to power", then what is the driving force of un-life? After a few years of contemplation, Hunter arrived at an answer which finally satisfied him. In defining "will to power" as an instinct for growth and durability, he decided that the solution to the vampiric curse was not (as the Ordo Dracul claimed) to transcend it, but to embrace it: to perform one's Requiem with total conviction, without compromise or apology to anyone.

Looking to nature for inspiration, Hunter found his totem in the shark: an antediluvian predator which had barely changed since the seas themselves were young; a perfect, remorseless killing machine whose only goal was survival and whose only morality was to feed. Hunter spent years subjecting himself to bizarre fleshcrafting rituals, molding and shaping his undead flesh to more closely resemble that of his selachian spirit-animal. Eventually he abandoned mortal and vampiric company altogether, disappearing into the sea for weeks on end, and eventually for

months. Now he cruises up and down the coast, from city to city and coastal village to coastal village, his unnaturally sharp senses always on the lookout for any human unfortunate enough to be alone near the waterfront at night.

Appearance

For most of his prey, their first (and usually last) impression is that of a naked, hairless, humanoid monster, with sallow skin and black pupil-less eyes (complete with nictitating membranes that blink laterally when he's about to feed). Hunter is entirely bald, lacking even eyebrows or eyelashes, and covered from head to foot in microscopic denticles which cause his skin to feel like sandpaper. Hunter smells of fish and seawater (he's usually dripping with it), and his breath smells strongly of blood. His mouth is a horror of jagged, irregular teeth which stick out at odd angles, sometimes piercing his own lips and cheeks.

Eschewing clothing and other trappings of Men, Hunter is always completely naked. Everything that's not hydrodynamic has been surgically removed, from his hair to his now-useless genitals. When underwater, Hunter usually spends his time living as a ghostly-white shark (the exact species of which is left to the Storyteller's discretion), except that during daysleep and Torpor he must revert to human form.

Storytelling Hints

Despite his animalistic appearance, Hunter is not stupid. He might not be a genius, but he's nobody's fool, either. He still remembers enough of his philosophy studies to make a disturbingly coherent argument for his actions; he simply has no reason to do so in most cases. If challenged to defend his thesis, it may be possible to distract or anger him, redirecting his attention for a time.

Like his totem the shark, Hunter cannot remain still for any length of time (outside of feeding). When he feeds, Hunter almost always chooses to voluntarily enter hunger-frenzy and "ride the wave" (*Vampire: The Requiem* pg 178), reveling in the coppery spray of blood and the gurgling screams of the dying. In the rare cases where Hunter needs to retreat, he plunges into the sea, bites himself to get blood in the water, and then summons all nearby sharks to the area, creating a melee of blood and foaming water to cover his escape and discourage pursuit.

Attributes: Strength 4, Dexterity 3, Stamina 3, Intelligence 2, Wits 3, Resolve 2, Presence 3, Manipulation 1, Composure 2.

Skills: Athletics (Swimming) 3, Brawl (Underwater) 3, Stealth 3, Survival (Aquatic) 3, Academics (Philosophy) 3, Investigation 2, Science (Oceanography) 2, Animal Ken (Sea Creatures) 2, Intimidation 4.

Clan: Gangrel

Covenant: Ordo Dracul (formerly), The Unaligned (currently)

Virtue: Fortitude

Vice: Gluttony

Merits: Danger Sense 2, Fleet of Foot 3, Haven 2 (undersea grotto)

Derangements: Bulimia (VtR p188), Obsessive Compulsion ("always keep moving")

Disciplines: Auspex ●, Animalism ●●●●, Protean ●●●●, Resilience ●, Coils of the Dragon (Blood ●, Beast ●●)

Devotions: Partial Transformation

Flaws: Painful Bite (victims remain conscious and will struggle)

Blood Potency: 3

Humanity: 1

Defense: 3

Health: 8

Size: 5

Speed: 15

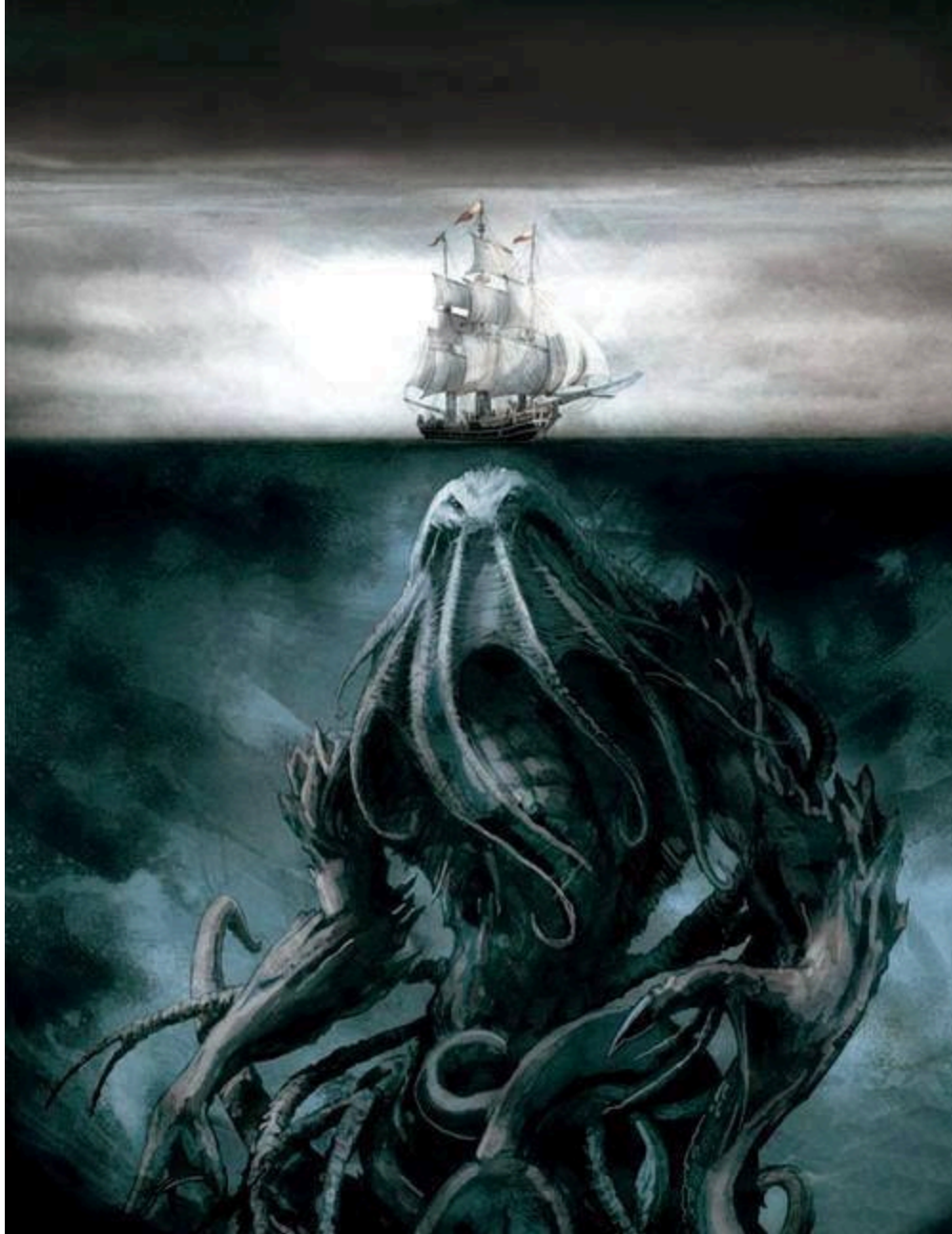
Initiative: 5

Willpower: 4

Gear & Equipment

Hunter carries no equipment on his person, but he compulsively swallows one memento of every victim he kills, possibly as a way of absorbing their spiritual essence, or as a show of dominance. If the players cut open his stomach, they will find it contains a bizarre assortment of objects including license plates, wrist watches, dog collars, wallets, cell phones, money, tattered bits of clothing, and perhaps even a magical item such as a fetish or Token.

Attacks	Damage	Range	Dice Pool	Special
Brawl	0 (B)	engaged	Strength + Brawl	n/a
Bite	2 (L)	engaged	Dexterity + Brawl	n/a



Sea-Wolves and Salty Dogs: Werewolves, Wolf-Blooded, and Shifters

‘Water Tribe’ Pack

By Ibeaumanior ([original post](#))

The Water Tribe is an independent pack, located in Nunavut, Canada, near the North Pole. Composed of humans and wolf-blooded of Inuit heritage, they have been favoured by Luna herself who allowed them to have a Lune totem. The tribe has built an impressive Ice City (it is not fully ice, but almost), using their Totem granted powers to deal with the harsh climate and unfavourable conditions of the region.

Pack Aspirations:

Short-Term – Improve the Ice City infrastructure.

Medium-Term – Rejoin Northern and Southern Tribe members.

Long-Term – Expand the population of the Tribe.

Pack Touchstones:

Physical – The Ice City.

Spiritual – The Spirit Oasis.

Pack Complications:

Schism – The tribe population is divided between the Traditionalist, who inhabit the Ice City, and the Modernists based on the southern regions of Nunavut. The division was caused by an inability to agree on certain social and cultural practices. Now that the general population is declining, the time to merge both sets of people has arrived.

Dual Spirits – Tui is their Totem, but its companion Lu is also part of the pack. The problem is that Lu does not have the same concern for the Pack well being as Tui, and when defending the Spirit Oasis it might not show restraint for the humans.

Hunting Nature:

Human

Pack Merits:

Dedicated Locus 5

Magnanimous Totem 4

Moon's Grace 3

Safe Place 5

Territorial Advantage 5

Totem: Tui, Pushing Moon

By Ibeaumanior

Totem Type: Lune

Totem Rank: 3

Background: Reportedly "near the beginning of time", Tui and La chose to manifest themselves in the mortal world to benefit mankind and took up residence together as koi fish in a locus, the Spirit Oasis.

Description: A white koi fish with a large black spot on its head.

Storytelling Hints: If it was not obvious enough this is a blatant copy of the Waterbending Tribes in *Avatar: The Last Airbender*. I tried to be as close to the details as possible while still being set in the Chronicles of Darkness. Feel free to modify.

Aspirations: Protect the Spirit Oasis.

Totem Points: 21

Rank: 3

Attributes: Power 9, Finesse 9, Resistance 3

Willpower: 10

Essence: 20

Initiative: 12

Defense: 9

Speed: 18 ground / 28 swim

Size: 3

Corpus: 6

Influences: Health 2, Ice 1, Moonlight 2, Water 3

Manifestations: Twilight Form, Fetter, Possess, Claim

Numina: 6 Numina exchanged for Influence dots

Ban: Tui must disrupt the pack bond during a lunar eclipse, the pack loses access to the totem and any advantages during this time. Tui can only accept descendants of the Water Tribe as members of the pack.

Bane: Fire created by supernatural sources.

Conditions: Fettered (Spirit Oasis)

Totem Advantage: Merit: Psychokinetic Resistance (Cryokinesis), Merit: Psychokinesis (Cryokinesis) 5, Merit: Shadow Occultism (taboo: can only learn Influences or supernatural merits associated with Healing or Water)

Spirit: La, Pulling Ocean

By Ibeaumanior

Spirit Type: Oceanic Spirit

Description: A black koi fish with a large white spot on its head.

Rank: 3

Attributes: Power 9, Finesse 9, Resistance 3

Willpower: 10

Essence: 20

Initiative: 12

Defense: 9

Speed: 18 ground / 28 swim

Size: 3

Corpus: 6

Influences: Light 1, Ice 2, Tides 3, Water 3

Manifestations: Twilight Form, Fetter, Possess, Claim

Numina: 6 Numina exchanged for Influence dots

Ban: La can only Claim live humans with a supernatural template.

Bane: Fire created by supernatural sources.

Conditions: Fettered (Spirit Oasis)

Secrets of the Deep: Mages and Sleepwalkers

Deadeye Dick

"I am what I am."

Shadow Name: Deadeye Dick

True Name: Frank Seger, AB (Able Seaman)

Virtue: Fortitude

Vice: Wrath

Concept: pugnacious sailor

Path: Obrimos

Order: Adamantine Arrow

Legacy: Perfected Adepts

Background: Abandoned by his mage father as a small child, Frank Seger grew up quick and he grew up mean, constantly forced to defend himself against the bigger boys' taunts about his pedigree in their small coastal village. As soon as he was grown he took to the sea, partly to escape their taunts and partly to see the world and pay his own way. A chance encounter with a truly breathtaking storm saw him struck by lightning and thrown into the sea, and afterwards he was never the same: he could see the minute forces at work behind the scenes of our world, he could taste the electricity that hummed in the ship around him, and smell big waves coming that would swamp his vessel. Leaving the Navy as soon as his tour of duty was over, the budding mage set up shop in the bustling harbor-town of Westhaven while he began learning the craft and introducing himself to the local Consilium, who at first wanted nothing to do with him but gradually came to see that his "refreshingly direct" style could be useful in clearing out ruffians and convincing delinquent members to pay their dues. He has recently begun a romantic relationship with a slim young lass from a moderately well-to-do family, who disapprove of their daughter marrying such a rough and uncouth sailor. But he refuses to change, saying only "I am what I am."

Appearance: Years of hard physical labor, punishing sun, and having his nose broken multiple times as a boy have done nothing to improve his appearance, which is not helped by the eye he lost during his Awakening to a snapped cable which slashed his face. Despite his fearsome appearance and gruff exterior, Dick has a soft-spot for animals and children: in particular his

adopted son Lathyrus, who was left on his doorstep one night with only a note pinned to his bassinet, saying only that the boy would have "a high station" when he came of age, and that all would be explained then. Unfortunately for Dick, his rivalry with the enormous Moros mage known as Pluto over the lovely Olivia has erupted into open war: Pluto has kidnapped Lathyrus, vowing to only return the lad if Dick breaks off his engagement to Olivia!

Storytelling Hints: It remains unclear whether he actually knows he's a mage, or if the possibility of defeat simply doesn't occur to him. Sometimes it almost seems as if he's not even aware that he's doing anything out of the ordinary (for him, at least). Despite his unusually high Wisdom, Dick does have one minor derangement: he mumbles constantly to himself, often incomprehensibly but just as often subconsciously revealing key insights into his thought process.

Gear, Equipment & Vehicles

The S.S. Tomcod

Attributes

Mental: Intelligence 1, Wits 3, Resolve 3

Physical: Strength 4, Dexterity 2, Stamina 3

Social: Presence 4, Manipulation 1, Composure 2

Skills

Mental: Crafts (Repairs) 3, Science 2

Physical: Athletics (Balance) 4, Brawl 4, Drive (Aquatic) 2, Weaponry 1

Social: Empathy (Babies) 2, Intimidation 3, Streetwise 2

Arcana: Forces 3 (1st), Matter 2 (2nd), Prime 2 (3rd)

Active Spells: Jury Rig, Telekinetic Push

Defensive spells: Unseen Aegis, Magic Shield

Rotes: Unseen Aegis (Matter 2), Telekinetic Strike (Forces 3), Crafter's Eye (Matter 1), Temporary Repair (Matter 2), Magic Shield (Prime 2), Floating Step (Forces 3)

Merits: Style: Boxing 3, Profession: Sailor 3, Contacts (Sailors) 2, Brawling Dodge 2, Strong Back 1, Familiar (Eugene) 2, True Love 4 (Olivia Panchioli), Retainer 1 (J. Wellford Quimper)

Flaws: One Eye, Doesn't Use Guns, Ward (Lathyrus), Nemesis (Pluto)

Willpower: 5

Wisdom: 8

Size: 5

Initiative: +4

Defense: 4

Speed: 11

Health: 8

Armor: 2 general/3 firearms (Bullet-Proof Cotton, Lv 4 enchanted item)

Gnosis: 1

Nimbus: His muscles ripple and bulge beneath his skin, as if his body contained symbols of strength and endurance like engines, bulls, pistons, ships, trains, etc.

Bedlam: Cannot cast new spells until he consumes spinach.

Brand: Speech bubbles full of “symbol swearing” appear in the air above and around him.

Dedicated magical tool: can opener, corncob pipe

Derangements: Vocalization (mild)

Aspirations

1. Rescue my adopted son from the clutches of my nemesis.
2. Convince Olivia to marry me (without using magic)
3. Don't give up the ship.

Familiar: Eugene

Rank: 1

Type: Conceptual

Description: somewhere between a bipedal cat and a dog, with a large bulbous nose and a long tail

Power 1, **Finesse** 3, **Resistance** 2

Skills: Investigation, Occult, Survival

Size 2, **Speed** 13, **Defense** 3, **Initiative** +5

Corpus 4, **Willpower** 2

Influence: Travel

Ban: cannot intentionally lie

Numina: Omen Trance, Materialize, Discorporation

Total XP: 68

Attacks	Damage	Dice Pool	Clip	Size	Special
Roughhousin'	0 (B or L, his choice)	8	n/a	n/a	Knockout
Big Ol' Wrench	2 (L)	n/a	5	n/a	2 Knockout

The Sons of Jörmungandr [eco-terrorist cabal]

Sturm König

“If I act, some may live. But if I do nothing, all will die.”

Virtue: Fortitude

Vice: Pessimistic

Concept: eco-terrorist weather-wizard

Path: Acanthus (but with a Norse aesthetic, not airy-fairy)

Order: none (formerly Silver Ladder)

Legacy: [Storm Keeper](#)

Background: For decades, Skipper Jeremias Larsen watched the portents growing steadily worse. His scrying bowl was constantly filled with visions of doom: storms that pounded the coastlines in ever-quicker succession, heat waves that brought floods from the mountains to meet the rising waters of the seas and drown the cities between them, ecological collapse and mass starvation and genocide covering the globe. At first he tried to help as best he could, by placating storm-spirits whenever possible, and when he couldn't, redirecting their wrath onto less-populated areas. But gradually he began to wonder why he was fighting so hard to save people who seemed hell-bent on doing ever more and more of the very things that were riling up the storm-spirits in the first place, and poisoning themselves while doing it. He began to look around at the petrochemical companies that employed him and his ship, and wondered if he wasn't part of the problem.

One day his tanker got a new chaplain, a firebrand from the New World who preached a message of impending judgement for the Earth, spouting jeremiads of how Man in his hubris had disturbed the bones of the primordial lizard-kings and used them to build ladders to Heaven, and was about to be cast down for his folly. Being Norwegian, Larsen was well aware of the contradiction that lay at the heart of his country's wealth and stability—despite his government's public-facing commitment to combatting climate change, their entire economy was built on the extraction of fossil fuels from beneath the North Sea, giving Norway the highest GDP in Europe but at the cost of slowly poisoning the Earth while enabling humanity to doom itself, and all life along with it. The final straw for him was reading *Ishmael* by Daniel Quinn which made him realize that the problem is not that human civilization hasn't found a way to live sustainably or in harmony with nature, it's that *settled civilization itself is fundamentally incompatible with and actively opposed to sustainability*.

And with that realization, he knew he had to act.

Knowing that it was too late to stop catastrophic climate change, Larsen decided to try a different tack: with the chaplain's guidance he would use global warming to defeat global warming. Instead of calming or redirecting storms he would whip them into blind fury, and use them to lash the coastlines of the world, to turn oil spills and nuclear reactor leakage into chemotherapy for the cancerous growth that is humanity, to scourge the whole world indiscriminately, to hunt those who abuse and despoil the bounty of the sea, so that at least a remnant of a remnant might survive the impending armageddon.

But obviously no two mages, no matter how powerful, could hope to complete a project of such scale and scope without being stopped and destroyed by any number of objectors and detractors, not to mention the mundane authorities who would ask inconvenient questions every time they came ashore for supplies and fuel. Larsen could keep time-travellers from attempting to destroy them temporally, but attacks would come at them from every conceivable (and

inconceivable) direction: *literally everyone on Earth* would be against them in this endeavor, so who would crew their ship and keep the lights on? The captain and the chaplain set out together to recruit other mages to their way of thinking, each one specializing in a different aspect of seafaring and magickal self-defense. Crisscrossing the globe, always one step ahead of every naysayer and businessman and do-gooder who wanted them dead, they sent out a call for the disaffected and despairing: *Come join us, and together we can stop this madness. We can fix this if we try hard enough. Together we will be as a serpent¹³ rising from the sea, striking back at the foolishness of Man and unleashing Ragnarök upon an uncaring, selfish world.*

Appearance: A big man and athlete in his youth, Captain¹⁴ Larsen has gone slightly to seed in his later years, gaining considerable girth around his middle, but despite this he remains light on his feet: years of balancing on the rocking deck of a ship have given him an almost preternatural grace. He has let his beard and hair grow long since leaving the petrofleet, and both have whitened with age. He cuts a dramatic figure, standing on the deck of his vessel in the rolling sea beneath a darkening cover of clouds, with the wind whipping at his shock of white hair which stands boldly out against his dark hat and navy pea-coat, with his iron lightning-rod wand or his seiðr-working oaken distaff clutched in one thick hand.

Storytelling Hints: Larsen is wracked by guilt and conflict over his country's supposed "commitment to combating climate change" while simultaneously being Europe's number-one producer of petroleum; an industry to which he used to belong. Inwardly he wishes there were another way to save the world from itself, a way that didn't involve so much senseless destruction and human suffering and death, but he can't see any other way that has a reasonable chance of success against the unstoppable behemoth that is globalized society and the leviathan of modern consumerism. As long as the option to burn fossil fuels is available to humans, most of them will take it because it's the path of least resistance. The only way to stop people from burning away the very life of our planet is to break the system, to throw spanners into the gears of the economy and bring the whole edifice to a forced halt.

Gear, Equipment & Vehicles: Spatial Binoculars (imbued item •••), lightning-rod wand covered in glyphs from every known language¹⁵, oaken distaff

Attributes

Mental: Intelligence 3, Wits 3, Resolve 3

Physical: Strength 3, Dexterity 3, Stamina 2

Social: Presence 3, Manipulation 3, Composure 2

Skills

Mental: Crafts (Repairs) 3, Investigation (Finance) 1, Occult 3, Science (Meteorology) 4

Physical: Athletics 2, Brawl 1, Drive (Ships) 4, Firearms 2

¹³ If Jörmungandr is the cabal's metaphysical "parent", then Loki is their metaphysical grandfather...

¹⁴ He goes by "captain" rather than "skipper", as he fancies himself the leader of a military outfit.

¹⁵ With apologies to Ray Bradbury.

Social: Expression 1, Intimidation (Bluster) 3, Persuasion 2, Subterfuge 1

Arcana: Fate 2, Forces 5, Time 3

Defensive spells: Shield of Chronos (Time 2), Temporal Dodge (Time 2)

Spells cast on self: Unseen Shield (Forces 2), The Sybil's Sight (Fate 1)

Rotes: Change Weather (Forces 4), Bag of Winds (Forces 2, Fate 2, Time 2), Adverse Weather (Forces 5), Control Traffic (Forces 2), Call Lightning (Forces 3), Control Velocity (Forces 4), Thunderbolt (Forces 4), Earthquake¹⁶ (Forces 5), Library of Time (Time 2), Divination (Time 3), Bestow Exceptional Luck (Fate 3), Fortune's Protection (Fate 2), Technology Curse (Fate 2, Forces 2)

Merits: Profession (Sailor) 5¹⁷, Contacts 2 (Sailors), Weather Sense 2, Wheelman 2, Sea Legs 2, Language (Norwegian) 3

Flaws: n/a

Willpower: 5

Wisdom: 1

Derangements: Dehumanization, Insomnia, Fixation, Spirit Placation

Initiative: +4

Defense: 3

Speed: 11

Health: 7

Gnosis: 3

Nimbus: angry pagan sky-father, runes and knotwork *everywhere*

Total XP: 274

Attacks	Damage	Range	Dice Pool	Clip	Size	Special
Brawl	0 (B)	melee	4	n/a	n/a	
Knife, fish	1 (L)	melee	2	n/a	2	
Oaken distaff	1 (B)	melee	2	n/a	3	Two-handed,
knockdown, reaching						
Sidearm, Glock	1 (L)	20/40/80	5	17+	1	

Seven-Jaguar

"We have reached the point where our choices are limited to austerity or extinction, and I will not allow mankind to choose the latter."

Virtue: Fortitude

¹⁶ Causes tsunamis when used at sea; there aren't official rules for this transliteration, but the end results should be comparable in scope and scale to the original spell as-written.

¹⁷ Asset Skills: Athletics, Crafts, Drive

Vice: Despair

Concept: one-man think tank and spiritual advisor

Path: Mastigos

Order: none (formerly Guardians of the Veil)

Legacy: [Dreamers of the Black Sun](#)

Background: While he was a young man attending seminary in Mexico City, Manuel Kantún was required to take a course on natural history, which included a section on paleontology: he was shocked to learn that as a boy, he had grown up walking on the rim of the very [crater](#) left by the impact that killed the dinosaurs, and laid low the mighty lizard-kings which had ruled the Earth for millions of years. Involuntarily he found himself comparing their destruction to that of the Mayan civilization of his ancestors, and considering the implications which sprang from such a comparison. If the dinosaurs could rule the earth for 165 million years (a mere blink of God's eye) and be wiped out in an instant of divine fire from heaven, then what did that mean for modern industrialized society which had already taken its first tentative steps towards the stars? The fragility of seemingly-permanent things began to gnaw at him, in a way that the simple platitudes and encouragements to "just have faith" from the padres did nothing to assuage his sense that that God might tire of humans and decide to wipe them out again like He did the dinosaurs, and again in the days of Noah. The nascent mage began to have disturbing dreams about monstrous women falling from the night sky to visit burning fury upon the earth, and during his waking hours he sought to find meaning behind his nocturnal visions. Eventually in his research he learned of the Tzitzimime of Aztec legend, demonic star-women who made eternal war against the Fifth Sun and sought to extinguish it. Connecting this legend to the "Big Five" mass extinction events of prehistory, Manuel learned more and more about the fragility of life on Earth, and the increasing reliance of mankind on fossil fuels seemed to him increasingly like building a castle from the bones of one's ancestors and declaring oneself immortal: foolish at best, suicidally hubristic at worst.

Unable to focus on his studies, Manuel dropped out of seminary (mentioning Proverbs 16:18-19 in his letter of resignation) and returned home to discover that his tiny coastal village had been wiped off the map, not by revolutionaries or disease but by unchecked coastal erosion. The stress of losing both his spiritual and material homes caused the young man to Awaken, and in the moment he glimpsed the Supernal Truth of the universe he understood that this was God's way of sending him a message: by literally sending the sea to his doorstep. The would-be priest took a job as a chaplain on a petroleum tanker operating out of Venezuela, using magic to deal with the paperwork and the little issue of not having earned his D. Div, realizing that if he was going to fight the petroleum industry and climate change he would need to understand how it operates, and the personalities and needs of the men who drill for oil and crew the tankers and refine crude into gasoline. It was in this capacity that he first met Capt. Larsen, a man who was having increasing doubts of his own about the nature of his work within the petrochemical industry, and convinced him that the only rational response to an industry which thrived off the destruction of the Global South and its inhabitants was to refuse to comply, to gum up the

works, to offer ferocious backlash in place of meek submission to destruction. In short, to “turn the other cheek” and “go the extra mile”: not in the pedestrian sense of being weak and submissive, but in Christ’s [original sense](#) of exposing corruption and speaking uncomfortable truth to power.

Together the two young mages “liberated” a Venezuelan oil tanker and crashed it into an offshore drilling rig (making sure to give the roughnecks plenty of time to evacuate first) and disappeared across the waves. For a while they laid low in the Caribbean, where they met a Moros mage called “Monsieur Dimanche” who told them he could help them find an ideal crew for their next heist: a crew that would never ask questions, would tell no tales, and would never need to sleep or eat. Realizing that they couldn’t possibly crew a vessel of any significant size by themselves, and couldn’t take on a crew of Sleepers without inviting Paradox (and couldn’t possibly afford to feed them all even if they *could* hire them), the three men signed an accord and the rest, as they say, is history.

Appearance: Stout around the middle, with a kindly, clean-shaven face well into its middle years, “Father” Kantún dresses in dark clothing which suggests a priest’s cassock. He’s not bold enough to actually wear the collar, but he gives every indication that he is at least a deacon and if pressed can provide a reasonable facsimile of a diploma (though obviously he won’t show up on the university’s official records).

Storytelling Hints: Manuel believes that mankind has overexploited its environment, much like his Mayan ancestors did, and unless immediate and violent action is taken our little blue green dot is doomed within our lifetimes. Despite being quite a few years younger than his captain, Manuel is the “voice of reason” in the older man’s ear when his spirit flags (or indeed, when any of the officers’ courage fails). Each time they fend off another attack by time-travelers or narrowly escape being scuppered by a sea monster sent to avenge some death they’ve caused or business they’ve ruined, Manuel is always there with a kind word and a strong cup of black coffee and a few minutes of conversation when one of the captain’s black moods strike him, encouraging him to shoulder his cross and continue marching on towards the hope of a better world, a world that can actually survive the coming storm. Whenever anyone is injured in body or spirit, “Father” Kantún is there with soothing words that lull them into a healing sleep.

In addition to providing emotional support, Manuel crunches numbers and acts as accountant for the vessel, calculating fuel reserves and rates of travel, displacement volumes, how long their food will last, figuring out what their next optimal target is or when the next aquatic Locus will appear. Whenever new crewmen are brought onboard, he’s the one who “shows them the ropes” with spells like Bestow Skill and Living Library. Whenever the other officers are plagued by insomnia or nightmares, the kindly “padre” enters their sleeping minds to help them vanquish the demons that torment them. Despite being the rock of emotional and spiritual support for the rest of the crew, ironically the padre is often devoting much of his “Scriptural study” hours to checking and rechecking his own memories to make sure they all line up correctly, examining them in minute detail for signs of tampering. At least once in every scene he asks God to forgive

him, though that never seems to result in him actually changing his behavior, vis-a-vis destroying the lives and livelihoods of huge numbers of people at random.

Gear, Equipment & Vehicles: dedicated magical calculator, black vestments, rosary beads, reading glasses

Attributes

Mental: Intelligence 3, Wits 3, Resolve 3

Physical: Strength 1, Dexterity 3, Stamina 3

Social: Presence 3, Manipulation 3, Composure 2

Skills

Mental: Academics (Scripture) 3, Investigation 2, Occult 3, Science (Mathematics) 3

Physical: Athletics 2, Survival (Sea) 2

Social: Empathy 2, Expression (Jeremiads) 2, Persuasion 3

Arcana: Death 1, Forces 2, Mind 4, Space 1

Defensive spells: Mental Shield (Mind 2), Mental Wall (Mind 3), Third Eye (Mind 1), Aura Perception (Mind 1)

Spells cast on self: Omnivision (Space 1), Multi-tasking (Mind 3)

Rotes: Emotional Urging (Mind 2), Bestow Skill (Mind 3), Sleep of the Just (Mind 3), Universal Language (Mind 3), Living Library (Mind 4), Read the Depths (Mind 4), Nightsight (Forces 1)

Merits: Inspiring 4, Language (Spanish) 3, Language (Maya t'aan) 3, Higher Calling 2, Well-Traveled 1, Meditative Mind 1

Flaws: n/a

Willpower: 5

Wisdom: 3

Derangements: Grandiose Delusion (Climate Change), Memory Obsession, Supernatural Fascination

Initiative: +5

Defense: 3

Speed: 9

Health: 8

Gnosis: 2

Nimbus: Mayan mathemagician

Total XP: 73

Attacks	Damage	Range	Dice Pool	Size	Special
Brawl	0 (B)	melee	chance die	n/a	
Knife, obsidian	1 (L)	melee	chance die	1	9-again
Macuahuitl	2 (L)	melee	chance die	3	Two-handed, 9-again

Jackaroo Dave

"I see it as a Zeroth Law Rebellion: we're saving the world from itself. Now come on, put that down and crack a tinnie. I'm not so bad once you get to know me."

Virtue: Charity

Vice: Gluttony

Concept: science officer/medic

Path: Thyrsus

Order: none (formerly Mysterium)

Legacy: [Katsinam Suukya](#) with an Aboriginal twist

Background: Awakened while listening to a Beatles song—specifically “Across the Universe”—while getting high with some mates back in uni, and ever since then he’s been fascinated by the eerie correspondences between the macrocosm and microcosm, between the interdependent structures within and between organisms, between the ecologies of the physical and spiritual worlds.

Appearance: Dr. David Noongar (né Wallace; he has an Aborigine great-grandmother on his mother’s side) is a relatively fit middle-aged man with a shock of graying blonde hair, a sizable but well groomed salt-and-pepper beard, and a ruddy complexion which has been darkened by years of exposure to sea and sun (at least on the parts that regularly see the sun). His face is craggy from wind and weather, especially in the crow’s feet around his eyes (from squinting into the sun as well as laugh-lines).

Storytelling Hints: The good doctor blends “Indigenous” spirituality with modern science, à la *Braiding Sweetgrass*, and wears a lot of hats on the ship: he’s in charge of scientific research and healthcare, and under that umbrella he’s also the hydroponicist (when they have space for that and intend to keep the vessel for a significant period; though food isn’t the only thing he grows). In addition, as the resident biologist he’s also their go-to sawbones, medic, and lifeguard. The rest of the crew are strictly vegan in order to avoid depleting any more of the seas already badly depleted natural resources; he himself is vegan, ironically, out of an abundance of concern for (non-human) animal welfare.

He has an antagonistic relationship with Crazy Ivan, whose dangerous and temporary stopgap measures are often a risk to life and limb. Father Manuel keeps trying to get him to “give up the heathenism” (ironic, considering the padre’s own nimbus and Shadow Name, both of which are blatantly pagan) and become a good Catholic; the two of them have a running rivalry which is mostly friendly, when the doctor has enough patience to respond in good humour.

Noongar sees himself as a fun-loving bloke who likes to have a beer with the lads, but the truth is he's hiding his head in the sand so he doesn't have to think about the human cost of what he's done or who he's done it to; oftentimes he finds he cannot get to sleep without a nightcap, the consumption of which worsening the quality of his sleep and driving him further into the clutches of insomnia. The good doctor is haunted (not always literally) by the ghosts of those whose vessels and homes have been wrecked or lives cut short by his actions, and he obsessively tried to placate their restless shades (often with the help of Monsieur Dimanche) by performing rituals which range from perseverating on New Age mantras to elaborate ceremonies which take hours to complete.

Gear, Equipment & Vehicles: hydrology kit (thermometer, test tubes, pH strips, titration set, Secchi discs, etc), blue gum wood wand

Attributes

Mental: Intelligence 3, Wits 2, Resolve 2

Physical: Strength 2, Dexterity 2, Stamina 3

Social: Presence 3, Manipulation 2, Composure 3

Skills

Mental: Crafts (Hydroponics) 2, Investigation 2, Medicine 2, Occult (Dreamtime) 2, Science (Biology) 3

Physical: Athletics 1, Survival 2, Weaponry (Blades) 1

Social: Animal Ken (Sea Life) 2, Expression 2, Intimidation 2, Persuasion 1

Arcana: Life 4, Spirit 2, Time 1

Defensive spells: Numinous Shield (Spirit 3)

Spells cast on self: Second Sight (Spirit 1), Spirit Tongue (Spirit 1)

Rotes: Sense Life (Life 1), Cleanse the Body (Life 1), Healer's Trance (Life 1), Bread Alone Life 2), Purify Bodies (Life 2), Simulate Basic Needs (Life 2), Sustenance (Life 2, Spirit 2), Banish Plague (Life 3), Healing Heart (Life 3), Accelerate Healing (Life 4), Peer Across the Gauntlet (Spirit 2), Read Spirit (Spirit 2), Analyze Spirit (Spirit 2)

Merits: Profession (Scientist) 3, Contacts (Marine Biologists) 2, Scientist's Sense 3, Holistic Awareness 3

Flaws: Addiction (alcohol)

Willpower: 5

Wisdom: 3

Derangements: Spirit Placation, Insomnia

Initiative: +5

Defense: 2

Speed: 9

Health: 7

Gnosis: 2

Nimbus: Dreamtime rave w/ lots of lasers and hi-tech accoutrements

Total XP: 114

Attacks	Damage	Range	Dice Pool	Clip	Size	Special
Brawl	0 (B)	n/a	1	n/a	n/a	
Scalpel	0 (L)	5/10/20	4	1	1	Thrown
THIS is a knife!	2 (L)	10/20/40	6	1	2	Thrown

Sidebar: The Good Ship [NAME]

No stats are provided for the Sons of Jörmungandr's vessel because it changes constantly: they get along by stealing the rustiest, oldest, least-seaworthy buckets of bolts they can find because 1) they won't be missed as badly and the owners are unlikely to pursue them, either legally or physically, 2) they're not planning on using them for long, and 3) they want to avoid being ID'd by the coast guard as much as possible and piloting the same ship all the time is a great way to get recognized. In many cases they use their ship itself as a weapon by ramming it into oil tankers, container ships, docks and piers, yachts moored at harborside, and any other target that will cause an expensive mess. Then they jump ship, steal another one, lay down some protective enchantments on it to keep themselves from being spotted or followed, and start the process all over again. Potentially any ship that the PCs see coming over the horizon might be the cabal's newest acquisition.

Monsieur Dimanche

"I have seen firsthand the consequences of environmental degradation in my homeland. Just look at a photo of the border between Haiti and the Dominican Republic and you will see what I mean."

Virtue: Temperance

Vice: Pride

Concept: shipboard security officer and zombi-foreman

Path: Moros

Order: none (formerly Adamantine Arrow)

Legacy: [Bokor](#)

Background: Moyiz Augustin served in the Haitian coast guard, which involved dark and gruesome work like fishing for [Tonton Macoute](#)'s waterlogged "leftovers" and towing capsized boats full of drowned fishermen or burned migrants back to shore for burial. Eventually he got fed up with all the corruption he witnessed in the ranks above him, realizing that no one in the military was doing anything to protect either his country's dwindling aquatic resources or the

lives and livelihoods of the common people. One night his vessel was caught at sea in a terrible storm thanks to some faulty navigational equipment, and several other sailors were drowned; high command decided to just write them off as dead and declined to send a rescue vessel, and that's when Moyiz snapped and Awakened. Through a haze of Death and sea-spray he called out to his drowned shipmates that he still needed their help to bring the vessel into port, and *mirabile dictu*, they actually responded to his call. The dead men clawed their way out of the water, manned their stations, and started bringing the ship about: all the living Sleepers still aboard leapt into the sea in fright, and were most likely drowned, but somehow they made it into harbor in one piece. From then in he knew he couldn't remain in the service: he had been given a gift, a way to ensure that nothing, not even death, could stop the inexorable march of Justice: for the sea, for the earth, and for all the people whose lives depend on either.

Appearance: Muscular and fit, with deep-set eyes and a shaved head, draped with charms and fetishes of various loas and saints: especially Agwé, St Ulrich of Augsburg, and the archangel Raphael. Moyiz keeps himself neatly groomed and clean-shaven, and a fairly high level of fitness for his age cohort (still hasn't lost his military discipline).

Storytelling Hints: Moyiz resurrects the corpses of the drowned to serve as undead sailors on their ship, growing their crew with every city they strike. Most are homeless people whose bodies are washed out to sea by storm surges, but they'll take anyone who is mostly intact. Ironically, their need for secrecy and tendency to strike where storms are already at their most severe tends to mean that they strike the Global South more often than not, which has disturbing implications for the already-questionable morality of their long-term plan to "save the planet from itself".

The monsieur is constantly at loggerheads with Jackaroo Dave, who sees ghosts and spirits as worth working with and learning from. As the two most devout Catholics onboard, Dimanche and Seven-Jaguar often find themselves as "strange bedfellows" at the padre's weekly mass; though Kantún objects vociferously to Dimanche's invocations of loas and the like, and insists that all zombis be given a proper and respectful burial at sea after their terms of service expire, he does not object to the practice of creating zombis *per se*. The way the padre explains it, the clay of the body is merely dull matter when the spirit leaves it, and they might as well make use of that clay in constructing their "golem" of storms that will defend the gates of the world against the forces of entropy and greed (to stretch the metaphor a little).

Is very proud of how neatly and tidily his zombi work crews do their jobs. He takes great pride in their performance, and considered it a slight against himself, and his professional honor should they ever fail to perform a task correctly the first time; when they do (because zombis aren't great at critical thinking or taking initiative) he comes down hard like a stern taskmaster, fiercely cracking his stingray-tail whip and roundly cursing their incompetence in French, English, Spanish, and any other language he can get his hands on. Because he knows that zombies lack initiative, and because he thinks so highly of himself and his own abilities, whenever they do fail he suspects sabotage by outside agents, either malicious loas, vengeful ghosts, or other officers

attempting to make him look bad in front of the captain. Sometimes when things go wrong, or when the death roll from their storms are particularly heinous, Dimanche simply blocks out the memories of his participation entirely—easy for him to do, since he isn't actually the one pulling the trigger.

In his spare time the monsieur practices Capoeira and is learning Escrima from Bakunawa, his sparring partner—their rivalry is not always friendly, though Bakunuwa doesn't realize how much Dimanche envies his cool precision and seeming competence.

Gear, Equipment & Vehicles: bosun's whistle, buntot pagi, saint's relic/icon, lucky seashell

Attributes

Mental: Intelligence 2, Wits 3, Resolve 2

Physical: Strength 3, Dexterity 3, Stamina 2

Social: Presence 3, Manipulation 1, Composure 3

Skills

Mental: Crafts 2, Occult (Necromancy) 3, Science 2

Physical: Athletics (Dance) 2, Brawl 2, Drive (Boats) 2, Firearms (Shotgun) 2, Stealth 1, Weaponry (Whips) 2

Social: Intimidation 2, Persuasion (Zombis) 1, Subterfuge 1

Arcana: Death 3, Matter 3, Fate 1

Defensive spells: Unseen Aegis (Matter 2)

Spells cast on self: Grim Sight (Death 1)

Rotes: Speak with the Dead (Death 1), Quicken Corpse (Death 3), Self-Repairing Zombie (Death 3, Matter 3), Breach Point (Matter 1), Find Cornerstone (Matter 2, Space 1), Eye for Destruction (Matter 1, Death 1), Alter Integrity (Matter 3), Armor Piercing (Matter 3)

Merits: Profession (Sailor) 2, Contacts (Coast Guard) 2, Staff (Zombis) 3, Good Time Management 2, Danger Sense 2, Sea Legs 2, Language (French) 3, Multi-Lingual 2

Flaws: n/a

Willpower: 5

Wisdom: 2

Derangements: Repression, Suspicion, Narcissism

Initiative: +6

Defense: 3

Speed: 11

Health: 7

Gnosis: 2

Nimbus: Catholic-voodoo drug trip

Total XP: 68

Attacks	Damage	Range	Dice Pool	Clip	Size	Special
Brawl	0 (B)	melee	5			
Wrench, large	1 (L)	melee	5			improvised
(-1, already included in dice pool)						
Shotgun	4L	20/40/80				
Buntot pagi (whip)	1B/0L	1 yard	5	n/a	1	Dex+Wpn

Bakunawa

"If we fail, I won't have a homeland to go back to."

Virtue: Temperance

Vice: Perfectionist

Concept: navigator/IT/radioman/cybersecurity

Path: Obrimos

Order: none (formerly Mysterium)

Legacy: [Tellurians](#)

Background: The Philippines rank near the top of the list of countries which are highly vulnerable to climate change, so Reylan sees what he's doing as saving his homeland and his people (though he minimizes, downplays, or outright denies the fact that he has relatives living and working in many of the cities and countries he facilitates attacks on). Seeing the obvious correspondence between his own chosen Shadow Name (that of a moon-eating folkloric dragon) and the Norse sea-serpent that the cabal chose as their figurehead, the young PCG officer decided to jump ship and join up with the SoJ soon after they rammed a factory trawler that he had been tailing for weeks to collect enough evidence to take the owners to court (which would likely have resulted in nothing worse than a small fine, if that), when all of a sudden the Sons simply showed up on the scene and solved the problem with a single bold stroke.

Appearance: Scrupulously clean and well-groomed, with a fastidious attention to detail. Fairly fit and athletic, he practices escrima in his spare time and is even known to dance on occasion. His arms are tattooed, but not extensively: just a few tasteful crucifixes, doves, and other religious symbols.

Storytelling Hints: Reylan Dos Santos sees history as a Tolkienesque "long defeat" and hopes to return the planet (and his homeland in particular) to a hyperlocal world of family connections and low-impact traditional agriculture; a sort of return to the Early Church but with greater awareness of Man's capacity for hubris.

Bakunawa has an antagonistic relationship with Crazy Ivan over his refusal to follow safety regulations or bathe regularly. Reylan is fairly Catholic, but ironically not as much as Monsieur

Dimanche. Enjoys talking mathematics with the padre, and discussing scientific research with the good doctor.

Tense and tight, likes everything to be just-so, all very orderly, and any deviation from that rider must be corrected swiftly.

Professionally, Reylan keeps the ship from showing up on radar and sonar with his mastery of Forces, keeps their communications secure and their firewalls up-to-date, and helps unravel spells that target them before they can be triggered.

Gear, Equipment & Vehicles: spotless uniform, old brass mariner's sextant, astrological (not astronomical) telescope¹⁸

Attributes

Mental: Intelligence 3, Wits 3, Resolve 3

Physical: Strength 3, Dexterity 3, Stamina 2

Social: Presence 2, Manipulation 2, Composure 2

Skills

Mental: Computer (Cybersecurity) 4, Investigation 1, Occult 2, Science (EM Spectrum) 4

Physical: Athletics 2, Brawl 1, Drive (Aquatic) 3, Firearms 2, Weaponry (Escrima) 2

Social: Expression (Karaoke) 2, Persuasion 2

Arcana: Forces 4, Matter 1, Prime 3

Defensive spells: Dispel Magic (Prime 1), Counterspell (Prime 1)

Spells cast on self: Supernal Vision, Magic Shield

Rotes: Tune In (Forces 1), Aether Net (Forces 2), Transmission (Forces 2), Complex Transmission (Forces 3), Sound Mastery (Forces 3), Supernal Hack (Forces 3), Control Heat (Forces 2), Cutting Scream (Forces 3), Control Velocity (Forces 4), Create Tass (Prime 3), Paths of Power (Prime 2), Channel Mana (Prime 3)

Merits: Technophile 2, Eidetic Memory 2, Language (Tagalog) 3, Language (Spanish) 1, Ambidextrous 3

Flaws: n/a

Willpower: 5

Wisdom: 3

Derangements: Fixation, OCD, Repression

Initiative: +5

Defense: 3

Speed: 10

Health: 7

¹⁸ What does that even mean? YOU DECIDE!

Gnosis: 2

Nimbus: dance of the heavens/music of the spheres, astrological symbolism from both the Western and Chinese traditions

Total XP: 123

Attacks	Damage	Range	Dice Pool	Clip	Size	Special
Brawl	0 (B)	melee	4			
Pistol, light	2 (L)	20/40/80	7	17+1	2	
Shotgun	4 (L)	20/40/80	9	5+1	2	Two-Handed, 9-again
Rattan canes	2 (B)	melee	6	n/a	1	Concealable, no off-hand penalty
Whip, stingray	1B or 0L	reaching	5(B) or 6(L)	n/a	2	Dex+Wpn, -3 to disarm opponent

Crazy Ivan

“Holdink onto your asses! I always vanted to try this...”

Virtue: Charity

Vice: Gluttony

Concept: walking OSHA violation

Path: Obrimos

Order: none (formerly Free Council)

Legacy: [Transhuman Engineers](#)

Background: Joined up mainly for the challenge and a sense of adventure. Not a true believer in the cause, though he does recognize in the abstract that even though climate change will make Russia's arctic coastline navigable throughout more of the year, that won't be much help if the permafrost melts and all their roads and buildings sink into the mud.

Appearance: Craggy, deeply-lined face with grime in the crevices. Ivan does not bathe regularly, which is a big problem in the enclosed spaces of a ship. Unfortunately for his shipmates, he's also indispensable to keeping their floating bucket of bolts from winding up on the bottom of the sea, so he must be grudgingly tolerated (even if they do make him sleep and eat separately from the rest of them).

Storytelling Hints: Yakov Kuzmin fancies himself a demiurge or modern Prometheus/mad scientist who “commands the lightnings” that course through technology. One of his magickal aspirations is to attain mastery over Matter and turn the ship(s) into a Self-Repairing Machine.

Someday when they've got a whole fleet he'd like to portal between ships, repairing each one in turn.

Ivan's role on the ship is to throw off pursuers with Space spells and portal magic, allowing them to dodge mortal authorizes by hiding out in the Ocean Ouroboros, the Ocean of Fragments, the Primordial Sea, watery parts of the Hedge, and other aquatic elserealm. He knows the ship(s) better than anyone else except maybe the captain.

Gear, Equipment & Vehicles: toolbelt (+1 equipment bonus), soldering gun, welding torch, goggles

Attributes

Mental: Intelligence 4, Wits 3, Resolve 2

Physical: Strength 2, Dexterity 3, Stamina 1

Social: Presence 4, Manipulation 2, Composure 1

Skills

Mental: Computer 1, Crafts (Kludge) 4, Investigation 1, Occult 2, Science 3

Physical: Athletics 1, Drive (Aquatic) 2, Larceny 1

Social: Expression 1, Persuasion ("Of course it's safe!") 3, Socialize (Carousing) 2, Streetwise 1

Arcana: Forces 3, Matter 4, Space 3

Defensive spells: Ward (Space 2), Avoidance Tactics (Space 3)

Spells cast on self: Angle Vision (Space 1), Untouchable (Space 2), Insulate (Forces 2)

Rotes: Control Heat (Forces 2), Friction Reduction (Forces 2), Influence Electricity (Forces 2), Control Electricity (Forces 3), Curse of Electrical Rebellion (Forces 3), Spatial Map (Space 1), Follow Through (Space 2), Scrying (Space 2), Expanded Volume (Space 3), Eyes of the Building (Space 3), Alter Integrity (Matter 3), Alter Efficiency (Matter 4)

Merits: Profession (Engineer) 3, Area of Expertise 2, Crafter's Sense 3, Make Do 3

Flaws: Addiction (Risk-Taking), Bad Smell (-3 Social, from "Diogenes Syndrome," below)

Willpower: 3

Wisdom: 0

Derangements: Diogenes Syndrome, Irrationality

Initiative: +4

Defense: 3

Speed: 10

Health: 6

Gnosis: 2

Nimbus: corruscating arcs of electricity flicker across metallic surfaces and leap between adjacent conductors

Total XP: 149

Attacks	Damage	Range	Dice Pool	Clip	Size	Special
Brawl	0B	melee	chance	n/a	n/a	
Soldering gun	1L	melee	1	n/a	1	Ignites
flammables						
Wrench	1B	melee	1	n/a	2	
Screwdriver	1L	melee	1	n/a	1	

Ted Robeson

Ted is the head cook, steward, and provisioner for the outfit, just a regular kiwi Sleepwalker whose old boss took a long walk of a short pier and hugged an octopus, so he crewed up with the SoJ (who weren't thrilled with the idea of dead people cooking their food). Even though Jackaroo Dave can get them through lean seasons with Life magic, it's always preferred to have an actual cook on board who knows what he's doing; magical simulacra just don't fill you up like a real bowl of minestrone will. They can't afford to pay him in real money so they pay him in Tass instead, which he hoards in his footlocker with the goal of starting a sanctuary for Patupaiarehe who've been displaced by land development.

Ted has only the vaguest idea what his employers actually do: he knows they're eco-terrorists, which he fully supports them in ("Stick it to the *man*, man!"), but he's starting to suspect it goes a bit further than that.

No stats are presented for Ted, as he's basically just an average mortal working man with a minor template and highly unlikely to engage in combat or Clashes of Will with the PCs (neither of which he'd be especially good at anyway).

Dead Man's Chest: Prometheans and Pandorans

The Flying Dutchman

Background

The Dutchman is cursed, cursed to sail forever never finding a home. It's true but it's also just how things are when you're a Promethean.

The first memory Captain Van der Decken has, and the only memory of his body's previous owner, was of sailing into a terrifying Storm. As the ship shattered around him, he heard an

angel cry "Go Back!". Go back he did, his next memory is of washing up on the shore, bearing the Divine Fire within his soul.

The captain, just Van in those days, began his pilgrimage as a follower of Aurum. He attempted to reach the New Dawn through acts of charity and kindness and every time those he wished to help repaid him with Disquiet. Something snapped in the young Created and he renounced all contact with humanity. Even then he was impressively persuasive and convinced his throng of his new vision. They stole a ship to be their new home, a home that could travel with them ahead of the wasteland, ahead of disquiet, ahead of the cruel world itself.

Description

Captain Van der Decken appears as a weather-beaten middle-aged man with a proper sea captain's beard. He favors a pea coat with a fisherman's cap and is never seen without his corncob pipe in which he smokes a brew of his own devising made from seaweed. When his disfigurement's show the Captain appears to have mummified from too much sea air, so much salt has piled up in his body that entire patches of his skin have calcified.

Secrets

Abandoning dry land may have been the worst decision Captain Van der Decken ever made. He's a good man, he's led his Throng to a safe stable life and he always has room on-board to help a fellow Created but while he has helped other Created move towards their own Mortality he and his throng have stalled in their quest. Seven Ages of Man knows this, he is plagued by dreams that call him back to Aurum but even after all these years he still cannot face torment, he cannot face disquiet. Every time the dreams end he calls himself a fool and a coward, then he sails onward, cursed to do so by no one but himself.

Storytelling Hints

If he can help it Captain Van der Decken will only allow another Promethean upon his ship, normal humans still make him very uncomfortable and even other supernaturals make him uneasy. However if he spots one adrift or trapped on an island his morals won't let him ignore them. He would, however, be comfortable with locking them in a cabin – for their own safety. It's a sensible precaution but that doesn't stop it being terrifying.

To a fellow Promethean he's chatty, kind and willing, perhaps even eager, to offer help on the Pilgrimage. A sort of voyeuristic Pilgrimage by proxy. At first he comes across as happy with his life filled with tails of storms weathered, near misses and weird encounters upon the sea. As the conversation progresses little hints of his inner turmoil appear, talk of mortals causes his ears to perk up perhaps even a little too much and his diatribes about the unfairness of disquiet seem to be aimed at himself more than anyone.

Captain Van der Decken

Attributes: Intelligence 3, Wits 2, Resolve 4, Strength 4, Dexterity 2, Stamina 3, Presence 3, Manipulation 2, Composure 2.

Skills: Crafts 3 (shipwright), Medicine 1, Occult 1, Science 2 (Navigation), Athletics 2, Drive 3 (Sailing) Firearms 1, Survival 2 (Ocean), Weaponry 1, Animal Ken 2, Empathy 4 (Throng), Intimidation 1, Persuasion 4 (Throng), Socialize 1 (Prometheans).

Lineage: Extempore (For mechanical purposes Van can be treated as one of the Wretched)

Bestowment: Unholy Strength

Refinement: Aes

Athanor: Ant

Azoth: 3

Humanity: 7

Defense: 2

Health: 8

Size: 5

Speed: 10

Initiative: 6

Willpower: 6

Merits: Danger Sense (2), Direction Sense (1), Elpis (1), Repute (2), Sheppard (4), Weatherproof (1).

Transmutations: Alchemicus — Forging the Master's Tools (•), Fortification (••), Transformation (•••), Alteration (•••), Persistent Change (••••); Benefice — Helping Hand (•), Many Hands Make Light Work (•), Share Pyros (••), Able Worker (•••), The Community of Power (••••), The Fortified Compact (•••••); Consortium — Never Too Far (•), My Brother's Burden (••), We are One (•••), Unspoken Words (••••), What's Mine is Yours (•••••); Corporeum — Autonomic Control (•), Ingrained Reflexes (••), Uncanny Dexterity (••); Deception — Color of Man (•); Metamorphosis — Blessing of Tethys (••); Sensorium — Bloodhound's Nose (•), Weather Eye (•), Nightsight (••); Vitality — Might (••).

Warrant Officer Mikhaylov

Background

Warrant Officer Mikhaylov is a figure of some mystery. He doesn't speak much about his past. Maybe he doesn't remember much. Maybe he doesn't like to remember. Maybe what little he does remember is a bunch of romanticized delusions: decades of crushing solitude do wonders on the mind.

Warrant Officer Mikhaylov was (probably) born somewhere in the old Soviet Union (probably) during the early fifties. That is, the person he is now was born. The person he was before might have been born before that.

He thinks he used to be a scientist, or a mechanic. He loves machines more than he does human beings, and frankly, he is quite brilliant with them. He wandered for many years from place to place, working with technology to earn his living, but wherever he went the people around him quickly sickened and died. This caused him great sorrow. He loved machines, but he didn't hate people.

But the past matters little to him. The present is what's important, and in the present, he is a proud crew member of the TK-235, a *Typhoon*-class nuclear submarine of the glorious Soviet Navy, which he calls Nadia. The only crew member, in fact, since Nadia sank some thirty years ago and the rest of the crew have been all dead for at least as long. How did he come to the submarine? He won't tell. Maybe he found it through rumor and research, and thought it would be a good place to live where he won't sicken the people around him. He always did like peace and quiet.

Or maybe he came as a crew member, driven by his love of complex machinery, and under his influence the rest of the crew were driven into a paranoid insanity until something went catastrophically wrong.

This would make some sense. He is called "Warrant Officer Mikhaylov", after all. He insists on being referred to as such, at least. He spends most of his days around the decaying reactor room, speaking with Nadia and taking care of her, since she is very sick right now. Sometimes he goes for short walks on the ocean floor nearby. The darkness and the cold provide a nice balance to the heat and the glow of the reactor room.

Warrant Officer Mikhaylov says that one day he will help Nadia get better and she will take him somewhere beautiful. Right now she simply needs rest and care. The odds of this ever actually happening are probably not very big, however, since one man, no matter how talented, could ever handle such an operation by himself. But maybe he doesn't know that, or maybe he doesn't care.

Deep down on the ocean floor there still lives, somewhere, a poor radioactive zombie-man, in love with a broken submarine.

Sidebar: The Cyborg Anthor

Though the Cyborg Anthor is usually used by the Unfleshed, Warrant Officer Mikhaylov's love for Nadia has led him to choose an Anthor that exalts the union of man and machine.

Cyborg – Transhumanism (Unfleshed)

Humanity integrates metal and flesh into a greater whole. From prosthetics to pacemakers and things not yet imagined outside of a science fiction novel humanity is changing. Even when it's not woven into bodies machines have an ever increasing effect on everyday life. Some of the Unfleshed take great comfort in this, the more of the machine within humanity the easier it is to put humanity in the machine.

Trait Affinities: Intelligence; Crafts, Computer, Medicine or Science (Pick one when buying this Anthor)

Promethean Boon: The Promethean gains 8-again when rolling to repair or understand a purpose of a machine. By spending a point of Regent the Promethean gains 8-again on a single roll using an internal device (those covered by the Device Merit).

Redeemed Boon: The Promethean may retain up to Stamina dots in Device Merit. Such devices integrate harmlessly into her biology as unobtrusively as possible. Devices that can't be hidden away, such as a gun arm that must be able to affect the outside world, look like normal high quality prosthetics when not in use with no sacrifice of normal functionality.

Attributes: Intelligence 4, Wits 1, Resolve 3, Strength 3, Dexterity 4, Stamina 4, Presence 2, Manipulation 1, Composure 3.

Skills: Computer 2, Crafts 4 (Nadia), Medicine 2, Occult 1, Science 3 (Nuclear Science), Athletics 2, Brawl 2, Firearms 2, Larceny 1, Stealth 1, Survival 3, Animal Ken 1, Empathy 3 (Machines).

Lineage: Zeka

Bestowment: Radioactive Affinity

Refinement: Cuprum

Athanor: Cyborg (Crafts)

Azoth: 3

Humanity: 4

Defense: 1

Health: 9

Size: 5

Speed: 13

Initiative: 7

Willpower: 6

Merits: Acid Stomach 1, Danger Sense 2, Good Brain 3, Lair (Size 3, Security 3), Residual Memories 2 (Crafts, Science) Unpalatable Aura 2, Weatherproof 1.

Transmutations: Alchemicus — Forging the Master's Tools (•), Fortification (••); Electrification — Jolt (•); Irradiation — Flashburn (•), Blast (••), Blue Flash (••), Fallout (••), Reduce Radiation (•••), Homunculus (••••); Metamorphosis — Natural Weaponry (•), Blessing of Tethys (••), Clayflesh (••); Vulcanus — Sense Flux (•);
Weapons: Natural Claws (1L) roll 6 dice. Assault Rifle (4L), roll 10 dice.

Scurvy Sea Dogs and Fair Mermaidens: Changelings and Fae

First Flower Cove

Background

Sidebar: You can do that?

Actually you can. It's not easy though. The largest distance between the original door and any other is roughly seven thousand miles. This takes 1400 Successes on an Extended Wyrd + Resolve roll. With an average of 3 dice per Success that's a total of 4200 dice rolled. Presumably any Changeling undertaking such a momentous task is well suited for the job, call it a 10 dice pool which will do the job in 420 rolls. At 10 minutes a roll that comes to seventy hours, almost 3 days of constant work. An exceptional individual might be able to work for three days without rest but the Antler Crown has quite a few advantages up their sleeve. The first Clause of Eternal Spring removes the need to eat, drink or sleep. Having someone whose job is to do nothing but bless the gatemaker when she falters is easy enough. The second advantage is Pledges, this certainly qualifies for a Greater Endeavour so all sorts of useful Merits like Iron Stamina and Meditative Mind become available. Pledges can also be used to transfer Glamour, if any bribes are required to smooth the way (unlikely with a 10 die pool, but with 420 rolls who knows) with a group Pledge standing by there's no reason why there shouldn't be more than enough Glamour.

Imagine the Changelings who first crossed the Atlantic, bringing the Seasonal Courts to uncharted frontiers. What did they find when they pushed back the borders of the map? Trade? Assuredly. Danger? Most likely. Dragons? Probably not. Even as the ships first set sail powerful interests began to form around the new venture. The Spring Court saw new opportunities while the Silent Arrow sought to move transportation away from the prying eyes of the Gentry. Together Spring and Winter formed a joint venture, the First Flower Compact named for the crossing of the two Seasons.

The Winter Courtiers were well versed in the arts of secrecy and security. They found a hidden cave, large enough to sail a ship and asked it for entrance. They began building and warding a Hollow on that very spot. The followers of the Antler Crown, freshly returned from America, contributed their magic to the endeavor. It certainly wasn't easy but soon this simple Hollow had a doorway on two continents.

That was supposed to be it. One Hollow, two Doors and a very nice shortcut across the ocean. Subsequent generations added to it. Smugglers needing to hide their contraband were the first, First Flower Cove was such a convenient location it would be a shame to let it go to waste. The merchants followed shortly afterwards building their own warehouses and even piers for unloading. Once sailors were beginning to spend extended periods the siren call of customers began to attract more permanent establishments. The Hobs came later, by the time they arrived First Flower Cove was a small town in it's own right, there were just too many people coming and going to keep the secret.

Description

First Flower Cove is a sea town of about one hundred homes nestled in a small cove at the base of white cliffs. The entire Hollow is permanently in the bosom of a warm moonlit night and glows with bonfires and well lit homes. The air smells of cheap booze.

The population is around two thirds hobs, most of which resemble Ogres or Wizeneds. The rest are divided equally between Changeling and Mortal. Some – more the mortals than the Changelings – are slaves in name or in practice. The others are here because no one else would have them. They're criminals on the run, vagabonds with nowhere else to go and generally the dregs of society. Rounding off the population is a small smattering of miscellany, Vampires, Hybrids, Sin-Eaters and even odder inhabitants of the World of Darkness. Most wear First Flower Cove's traditional attire: A random mismatch of different sailors attire from the 16th to the mid 19th century.

The town itself was built by smugglers and looks it: The buildings ramshackle held together by jury rigged repairs, spit and Glamour. The streets are a disorganized jumble, sometimes it seems every other building is a cheap seedy bar or a brothel. You can't go two streets without seeing drunken revelry or drunken violence. Vice is certainly the backbone of the economy.

The docks are calmer than the rest of the town, settled under a peace enforced by the watchful eyes of the captains. The dockyards do a surprisingly stable trade in sailing supplies. Everything from iron cannon balls to bunker fuel is sold. Local craftsmen are willing and able to work on any ship for a price. Wood, metal or other. Most of the visiting sailors are hobs, arriving from some other part of the hedge but there's usually a couple of Changeling ships in town and even ordinary mortals; smugglers, drug runners, aged sailors versed in the sea's folklore and even spies all take a short cut through First Flower Cove. Not all make port though.

Storytelling Hints

Tales of grandiose daring and adventure are very much a part of *Changeling: The Lost*. This is true as true upon the waves as it is on land. The golden age of such sailors myth was the age of sail, when ships were crewed by men with the strength of their backs and the wind at their tail.

The Lost can be delightfully anachronistic at times and generally favor stories over logic, it would be little surprise to see Changelings go to see decked out in tricorne hats and First Flower Cove exists to facilitate this kind of story. It's a place a Lost would-be sailor can sign onto a ship, a captain can find a crew and no matter your rank it's a place to trade rumors, stories, discoveries, plot hooks and get very very drunk.

The cove services nicely as the central hub for an ocean set story. Anyone can catch a glimpse of it while lost at sea in fog while it's many Doors mean that it's located in several oceans at once. It's a place that can tie characters together with shared stories of the one time they saw it's lights in the fog and where salty sailors from all over the world can bump elbows. Even landlubbers may wish to visit, with all the smugglers and people from exotic corners of the world and beyond there's a lot of goods and contraband passing through. While First Flower Cove can't rival a true Goblin Market (at least not usually, travelling Goblin Markets do visit) the inhabitants are mostly sailors not merchants. Even when they're sober they couldn't match the Goblin Merchants skill at bargaining, and they're probably not sober. A skilled negotiator will probably have a much easier time getting a good deal, if someone has what they want.

First Flower Cove (Hollow)

Size: 5, an entire town and some surrounding environs.

Amenities 2: Affluence varies, some people live in abject poverty (Amenities 0) while others are quite well off (Amenities 3), the average though is Amenities 2.

Wards 4: Approach by land requires descending sheer cliffs by way of a small trail to reach the cove, entrance from the hedge sea is protected by perpetual fog and treacherous reefs.

Workshop 1: Shipwrights.

Mobile Hollow 1: The entire cove even vanishes once a month, every new moon, and reappears at the bottom of some other Hedge cliff

First Flower Cove has Doors 5, its entrances are:

- From the Hedge by land, a small trail from the top of the cliff. Semi-wild hobgoblin rooster-like birds live along the cliffs and when they sight an intruder their crows are loud enough to be heard across the entire cove.
- From the Hedge by sea. The path is hidden by perpetual fog and studded with sharp reefs.
- From western Ireland. The original entrance is a sea cave large enough for a modest ship to sail into. The key is to throw a personal effect of a drowned sailor into the water and shout "And I hope you choke on him!". This is called **The First Door**.
- From the eastern seaboard of North America you can reach First Flowers Cove by sailing between a large natural arch. Because the key is to sail through the arch with an Anchor on the sea bed (a slack chain is fine) this is called **The Locker Door**.
- From the Caribbean there is an entrance from another sea cave. The cave is in treacherous waters and the key is to sail in while blindfolded and blind drunk earning it the name "**Dead Man's Door**". (This is stupid enough to reduce characters to an automatic chance die. Everyone who uses this door Successfully has some supernatural edge like the "Beneficent Fate" clause)

- From the south of Turkey you can sail into a natural cove. The captain must lead the crew in a toast to “Wine, Women and Welcomes” followed by firing the guns in salute. The crew will experience a sensation not unlike *déjà vu* and realize what they thought was natural rock is in fact the town. This is called **The Customer's Door**.
- The final door is from South East China and is found in the entrance to an inlet. To open the gate you only need to flick a bronze coin into the sea and touch your hat respectfully. For obscure and probably nonsense reasons this is called **the Washerwoman's Door**.

Ritual Door: There is one final way to get entrance for First Flower Cove. Finding the Door is surprisingly easy, you just need to be lost in fog at sea. Sailing around randomly for a short while with any navigation equipment turned off is enough. This will make the cove appear as lights in the distance. Actually reaching it is harder to pull off by dumb luck. You must have poor alcohol, the cheaper the better, on a mechanical compass. It's needle will guide you to the cove, in a direction that has no relation to where you can see it.

Dead Men Tell No Tales: Sin-Eaters, Ghosts, and Geists

Ghost Ships

Those sailors 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 fulfill their ancient charters.

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, whether 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 the Ghost Ship carried weapons 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.

Roll Results

Dramatic Failure: The ghosts 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 Anchors 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 malleable and pliable in the ghosts 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 traveling within a thick fog bank, and 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.

Roll Results

Dramatic Failure: The water recedes from the ship, for the next hour it will appear to 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 capsize.

Failure: Nothing happens.

Success: A thick fog surrounds the ship. This fog has a radius equal to the ships 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.

Davy Jones

"By the sweat of my brow, this be rightfully mine!"

Background

Long ago before he was Davy Jones he was John Fairwright. A sea dog and a privateer in service to England. Authorised by letters of marque he hunted merchants and Spanish treasure ships. He died following what would be his greatest prize, ignoring the warnings of his crew John perused treasure in the face of an oncoming storm. He got the gold but it was too late to find safety and all hands went to the Locker. Cheated out of his prize his soul refused to pass on, eventually it became Davy Jones – the Geist of all who were drowned by their own greed.

Description

Davy Jones is a skeleton. His bones rattle as he moves and his perpetually grinning skull glistens with gold teeth. He wears only the finest captain's uniform which perpetually soaks itself and dries itself out, the waterline visibly rising up and down his body like a wave. His pockets glisten with gold coins which overflow rattling through his ribcage and onto the floor while his

hand always holds a dusty bottle of finest red wine, it's quite something seeing him drink it without a throat. When he speaks, Davy has a Cornish accent.

Storytelling Hints

Is a man not entitled the sweat of his brow? Are the fruits of his labour not rightfully his? In death, as in life, Davy Jones is a man of powerful greed but tempered by a sense of justice. He has not taken anything he does not truly believe he's earned and supports all others in claiming what they're entitled to. Opposing Davy Jones is a dangerous prospect for he can command the sea and skies and is well versed at turning his opponents' greed against them. He has an odd relationship with ships, and through them all technology. He feels as though he should be able to control them yet whenever he tries he feels his power twisting out of his grasp, as though he possesses the power but he has somehow lost the right to use it. Though he can't remember the circumstances of his death, losing an entire ship with all hands might explain it.

Davy Jones

Threshold: The Silent – Though he died by drowning it was his own greed that truly defined his death.

Archetype: Bonepicker – As the death of those drowned by their own Greed, Davy Jones is a greedy Geist indeed.

Psyche 3

Essence: 15

Attributes: Power 4, Finesse 4, Resistance 5

Willpower: 9

Defense: 4

Speed: 14

Size: 5

Corpus: 10

Keys: Cold Wind, Tear-Stained, Passion

Manifestations: Marionette 3, Rage 2.

Merits: Allies 3 (Ghosts of people who drowned because of greed)

Davy Jones as a Bound Geist

Like all Geists, Davy Jones is able to make the Bargain. There are several reasons why he may choose to do so: Desperation is always a possibility but he might do so because he believes the Sin-Eater-to-be was cheated out of their rightful reward and the thought offended him. Or perhaps he made the Bargain because he believes something or another is rightfully his and he needs the bargain to acquire it. An outside possibility is that Davy Jones has become disturbed by his missing ability to command ships and seeks the bargain to discover why and overcome these limits.

Keystone: an old ship's tiller.

Threshold: The Silent.

Keys: Tear-Stained and Industrial.

Skill: Drive.

Fishers of Men: Hunters

Hunter Cell: The Ferryman

Amateur biologists and chemists looking for adventure on a boring weekend. In reality, they're just a bunch of bored upper-middle class managers who grab their rods and beers for a day or two away from the wife. At least, they were before something tried to sink one of their boats. Whatever-it-was nearly killed three of their number, and from that day the cell formed to find out more.

Nicknaming themselves "The Ferryman", the cell set out as often as it could, recruiting new members as office pools grew and shrank. As far as cells go, no one is better at finding oceanic monsters than these men. Though their methods are haphazard and their attitudes a little condescending sometimes, they make for a solid cell to each other. They're also more than happy to give other cells a chartered trip to their best spots, for a fair fee of course.

The plastic veneer falls away when a creature actually appears. The cell will turn into a bunch of frat boys trying to hook Jaws, throwing away any concept of a "safe hunt" in order to surround the suspected creature with nets and gaff hooks. Several of their members have died this way, and the cell has very nearly lost a boat to larger prey.

Harsh Mistresses: Spirits of the Seas

Pad Sag-Ur, Spirit of Navigation

Quote: *"Second star to the right, and straight on 'til morning."*

Background

For as long as people wished to get from A to B they have had to navigate. The Navigation Choir is one of the oldest Choirs of conceptual spirits and years of predation have brought many related aspects into their folds.

Description

Most Pad Sag-Ur have preyed on related Spirits such as map spirits or compass spirits. By integrating the essence of a more physically attuned spirit they take it's form as their own. Pure navigation spirits often resemble a globe adorned with navigation markings. When they give directions a Pad Sag-Ur animates. A compass needle points or a map draws the route.

Storytelling Hints

Pad Sag-Ur wants you to find your way, navigation is its purpose. For a small dollop of Chiminage it will happily give you directions, a little more and you get yourself a guide. Barring magical veiling Pad Sag-Ur can reliably find its way to anywhere in the same dimension as itself. Even when it's powers fail Pad Sag-Ur is very good at finding places the old fashioned way.

Pad Sag-Ur

Many Pad Sag-Ur have consumed enough related Spirits to gain a second influence but the Spirit presented below is the bear bones version. For the deluxe model add the Greater Influence Numina with an appropriate influence such as: maps, landmarks or GPS systems.

Rank: 2

Attributes: Power, 3, Finesse 4, Resistance: 2.

Corpus: 5

Essence: 10 (15 Max)

Willpower: 5

Initiative: 6

Defense: 4

Speed: 17

Size: 3

Influences: Navigation 2.

Numina: Chorus, Fetter, Gauntlet Breach, Pathfinder

Ban: Pad Sag-Ur can never deceive another on the subject of navigation. This includes lies of omission and misdirection. It may flatly state it refuses to give an answer and may make an honest mistake. If one suspects it might be making a mistake, ask clearly how confident it is in its directions.

Lil Badur, Spirit of Drowning

Quote: *"Drown your tears in me, my dear. As you drown, my dear, in me."*

Background

Drowning isn't exactly nice but at the very last moment it can feel almost pleasant. Lil Badur are born from that last moment, the euphoria felt on the cusp from death. They were born for it, they live for it, and given the chance they'll make you die for it.

Description

Lil Badurs resemble slightly bloated waterlogged corpses. Most appear dressed in appropriate clothing, from sailors uniforms to swimming trunks. Some are weighed down by anchors, others manifest as both corpse and scavenger fish who eat the corpse, all Lil Badurs have some trait along these lines to represent their deathly nature.

Storytelling Hints

As part water Spirits Lil Badur are never found far from water. They are drawn to negative emotions for the contrast gives strength to their euphoria inducing Numina. When hunting they attack their victims with tempting hallucinations, everything from alluring women to glittering gold, before using Rapture to draw someone into the water where it uses Ensnare to cause the water itself to hold someone down.

Lil Badur

Rank: 2

Attributes: Power, 4, Finesse 5, Resistance: 3.

Corpus: 8

Essence: 8 (15 Max)

Willpower: 7

Initiative: 8

Defense: 5

Speed: 11

Size: 5

Influences: Drowning 2, Euphoria 1, Water 1.

Numina: Ensnare, Greater Influence (Euphoria), Greater Influence (Water), Hallucinations, Rapture.

Ban: Lil Badur cannot use any Numina on anyone who wears a life preserver or a life jacket.

Sharur Sar, Spirit of the Hunt

Quote: *"Look at it. The last of its kind. Like you and I. If you destroy it, the world will never see the like again."*

Background

It speaks of a more primitive, savage era. An age where starvation and survival were just a hair's width apart, when life and death depended upon the hunt. It knows these things because it is Sharur Sar, the king of the hunt.

Description

It's enormous. That's the first thing anyone notices. Sharur Sar is over fifty meters long. It's jaw is wide enough to swallow people whole by the dozen and filled with rows of enormous teeth. It's body is sleek and streamlined with four flippers. It makes a terrifying figure ploughing through the shadowed depth, if you can see it then it can see you and it wants to eat you.

Storytelling Hints

When close to Sharur Sar you could almost mistake the surroundings for a barren for it's truly empty. The reason is simple, Sharur Sar has eaten everything. The king of the hunt lives a nomadic existence, a one Spirit mobile banquet.

Yet there is more to Sharur Sar than the hunt. He is the last of his kind, presumingly he ate the others. Once he was the spirit of a flesh and blood creature but the Svalbard plesiosaurs are all gone. He understands this and remembers the pain he felt when half of his great hunt ended. This has left him great respect for the sanctity of the hunt. Every spirit he devours he leaves with enough Essence to reform, other creatures gain the same respect: He leaves them with the minimum they need to limp home; this can be as harsh as killing should his prey have a way to return from the dead. In turn Sharur Sar expects his prey to understand the hunt, you run, you hide, you seek shelter, you only fight in a corner. Know your place in the hunt or Sharur Sar will express his... displeasure.

Be warned Sharur Sar's charity has it's limits, he will at a minimum fill someone's health track with Lethal damage. While Sharur Sar allows people to survive after the hunt he won't end the hunt early out of pity.

There is one other thing that interests Sharur Sar aside from the hunt. Once long ago he ignored the world changing to focus on his feast. He daily lives with the consequences of that choice. If the world itself is threatened and the problem can be solved by eating someone or something then go to Sharur Sar but make sure it's worth the cost of asking such a dangerous predator to cross the Gauntlet.

Sharur Sar

Rank: Estimated at 6 or 7.

Attributes: Power: Incalculable, Finesse: Incalculable, Resistance: Incalculable.

Size: 30

Influences: Predation at an unknown level.

Numina: (Those known about) Commune, Ghost-Eater (it is speculated that Sharur Sar's ability to eat Ghosts is part of a wider Anything-Eater Numina), Howl, Materialise, Material Vision, Pathfinder, Seek, Wilds Sense

Ban: As the spirit of an extinct species Sharur Sar cannot bring himself to hurt a member of an endangered species. Spirits of an endangered species are fair game. Because of his enormous size Sharur Sar can't simply bite one person and avoid the animal she's carrying. Anyone holding, or even close to an endangered creature is safe. Sharur Sar guards knowledge of this ban carefully,

Klurhagal, the Octopus Host

Most Uratha who have heard about the Klurhagal, the Octopus Host, reject these stories as mere legends. Still, some few werewolves that consider the sea as their home know that there is a portion of truth deep down these legends.

It is not enough to say that the Klurogal are mysterious because they are rarer than the Azlu and the Beshilu: the real reason of their obscurity is that they lurk on the bottom of the sea, the only place on Earth where the werewolf can't hunt them down. The ocean isn't the Uratha's home and they know it. On the contrary, the Octopus hosts have lived and prospered underwater since the days of Pangea.

The Legend

There is no myth about the birth of the Klurhokal because only a handful of werewolves realized that they exist, even during the Pangean times. Likewise, the Uratha have mostly forgotten the legend about their progenitor because, at least apparently, the Sleeping Emperor was not comparable to other preys such as the Spinner Hag or the Plague King, and his defeat was not the culmination of an epic hunt. The truth, as often happens, is far more complicated.

The Sleeping Emperor was truly a powerful creature, a cold-blooded monarch that had few rivals among the spirit of the sea. He was a cruel tyrant that rejoiced in the suffering of the weak. To plague an human settlement with madness, warping the flesh of its inhabitants into nightmarish forms and then drown it under the waves, was a common pastime for that titanical mind.

The few surviving legends describe the Sleeping Emperor as a colossal creature whose tentacles could obscure the sun even when most of his body remained underwater. There are stories that narrate of entire islands engulfed by his pseudopods and dragged down into the abyss. In those rare times when he emerged, the legends agree that his jet-black eyes were filled with an alien malevolence that the lesser minds could not bear to sustain. Those who lived on the emerged lands, even among his servants, knew almost nothing about the Sleeping Emperor, but they could tell that the mighty sea spirit resonated with darkness, ruin, madness and a perverse kind of alien majesty. From his underwater realm, he reigned supreme on all the oceans.

Yet, for all his greatness and magnificence, the Sleeping Emperor soon desired to expand his kingdom and that is when, following his imperial proclamation, he declared war to the mainland. However, Pangea proved to be a far more difficult prey than some remote island or isolated coastal village, mainly due to his guardian: Father Wolf.

The God of Wolves had heard stories about the Sleeping Emperor's atrocities, but always postponed the hunt because the cruel demon was hiding too well to spend an extended amount of time at searching him, thus leaving the rest of the world unprotected. Left without options, Father Wolf grudgingly decided not to go after the Sleeping Emperor's blood. When the Sleeping Emperor boldly began to conquer the inland regions of Pangea, he gave to Father Wolf the pretext that the mighty hunter was looking for. The Sleeping Emperor was a smart creature who quickly realized that he could not defeat the God of Wolves and, after a brief confrontation, ran back to the sea and hid among the waves. Still, he could not bear such affront to his royal person, and attacked the land once again. Once more, he was defeated, ran away and hid underwater. This happened countless times, before that an enraged and frustrated Father Wolf howled his frustration to the skies, terrorizing everyone could hear him.

It's now that the story gets stranger: Luna, hearing the rage of his beloved, decided to help Father Wolf. With her powerful intervention, in the blink of an eye, the level of the waters around the oceans fell drastically and the sunken chasm where the Sleeping Emperor used to hide became completely uncovered and dry.

Father Wolf swiftly charged his shocked prey and grievously wounded him with a single blow. The Sleeping Emperor escaped one last time by spraying his ink into the eyes of the mighty hunter and flew into Earth's deepest abyss, where even Luna's power could not drain the water away. The legends of the Uratha about the Sleeping Emperor end here: the werewolves say that the spirit died that day by the effect of that single wound, a coward and weak enemy that was only able to hide from his opponents.

Actually, the Sleeping Emperor survived, but was clever enough to admit his limits and never return to the surface, though it was immensely painful for him to recognize his inferiority. If a thing can be certain about the Sleeping Emperor, it is that he was incredibly patient and intelligent: he retreated from the world and hid forever from any other living being, no matter if it lived under or above the water, while at the same time he devised a plan to obtain his vengeance. The sea rapidly returned to normality and even then, the Sleeping Emperor remained hidden. After countless years, when he was certain to be believed dead, the Sleeping Emperor actuated the second part of his plan. Knowing that the wound inflicted by Father Wolf one day would have slowly killed him, the Sleeping Emperor tore himself apart with his own tentacles, spreading his blood and his ink through all the seas. That was the real day when the Sleeping Emperor died. And on that same day, the Klurhokal were born.

Today & Tonight

The Klurhokal have been infesting the oceans since eons ago. They are almost the same number of the Azlu or the Beshilu, and even if they're scattered all over the seas, they benefit from the fact that their natural environment protects them. Even under this relative protection, the Klurhokal prefer to inhabit the deepest zones of the ocean. Those few Klurhokal that come closer to the surface often includes different shards of the Sleeping Emperor's souls inside them.

Then why, if an Octopus Host lives so undisturbed into the abysses, free to rejoin to its brethren, occasionally the Klurhokal emerge from their hideouts and attack the surface? The reasons behind this are simple.

First of all, all the Hosts need to evolve and merge, and devouring other shards cannot allow this evolution forever. Soon, a Klurhokal feels that it has absorbed enough power to take the next step into its evolutionary path and to do that, it needs an element that is incredibly difficult to find into the depths of the ocean: a human. The hybridation is the only way through which an Octopus Host can express its potential and start to grow once again. Some succesful Octopus Host came out the water, merged with a human host and then made return to the abyss to keep on searching to other Klurhokal's shards. Nobody know what monstrosities may hide into the darkest trenches of the ocean.

The second reason, but perhaps the most important, is that Octopus Host simply cannot be satisfied by living underwater. Like their slain father, the Klurhokal feel the need to expand their

dominions. Each one of them is a power-hungry tyrant that wishes only to carve its own realm in the world and then expand it as much as possible. Though weaker Klurhogan instinctively offer themselves to be absorbed if confronted by the stronger members of their race, they are also fierce and self-centered creatures who cannot help but to try to hoard as much power as possible. The surface simply is the quickest way to such power. Where the Azlu weave and the Beshilu gnaw, the Klurhogan conquer. They use their superior intellect to find the weakness of the local spirits and put them one against each other, they devise complicated schemes to increase their influence and analyze every aspect of their realm. A territory that falls into the clutches of a Klurhogan becomes infested by the Octopus Host's presence: patches of mollusk's flesh appear on the walls, the environment becomes covered by octopus suckers and, when the Klurhogan's influence over a Locus increases, massive tentacles erupt from the soil and wrap around anything that cannot oppose resistance. This is especially worrying for the Uratha, who not only find themselves in direct competition for territory on each side of the Gauntlet, but must learn to face the organised opposition composed by Spirits guided by the Klurhogan's alien mind. The Klurhogan are smart, but until they start to devour other shards, their intellect is merely a conglomeration of cunning instinct and cruel impulses. Once they start growing, they truly become the cold-blooded intellects their heritage demands them to be.

Lurker (Urhaplu)

The typical unevolved Klurhogan, the Urhaplu, looks like an average cephalopod, not necessarily an octopus as the name of the Host may suggest. It grows larger and smarter every time it devours another Klurhogan. The only elements that can distinguish a Lurker from a regular animal are the excessive numbers of tentacles, the bones protrusion and spines that dot its body, and sometimes other strange appendages, like human fingers, crab claws or bat-like vestigial wings. Some of the more sinister Octopus Host have eyes not unlike those of a human. They primarily eat fishes and mollusks to survive. At this stage of evolution, the Lurkers act according to their instincts: they establish their own little territory and reign over it, hunting and killing whatever comes by and trying to expand it, while at the same time meditating upon the Sleeping Emperor's rage and fear towards the Uratha.

Sometimes, especially if they have already absorbed other shards, they venture to the surface and hunt for unlucky humans. At this point, the Lurker cannot hybridize with a human body, but it can burrow into his body and control it for a limited period of time. This is not comparable to becoming a true hybrid, but it's always something more than being a slow mollusk.

Once they grow larger by absorbing other Klurhogan, they are technically Aupulhu without human hosts. The Octopus Hosts rarely wait too long before trying to merge with a human, but they are always careful before beginning the process.

The average Lurker poses no threat to a werewolf in a fight. At the largest, it is Size 1, with roughly a Defense of 4, Initiative 5, Speed 6 and Health 2; its Attributes are largely no higher than 1, with the exception of Dexterity, which tends to be about 4. A Lurker's bite is lethal damage, with an attack pool of three dice. Mental Attributes increase as the Lurker consumes others of its kind. Once the Lurker takes over a human body, it gains the physical Attributes of that body.

Lurkers have very little by way of Skills, usually only about eight to twelve dots divided among Athletics, Brawl, Stealth and Survival. Once they take over a human host, they gain access to the host's Physical Skills.

Weak Lurkers possess perhaps a single point of Essence, while those that have gathered one or two additional evolution points will have a couple of Essence points.

Octopus Hybrid (Aupulhu)

The most terrifying and sinister fusion of flesh and spirit occurs between a powerful Klurhagal and a human. Rather than merely possessing the mortal, an evolved Klurhagal physically and spiritually bonds itself with the human. The result is a terrifying amalgamation of mollusk and human — fearsome to behold and incredibly potent in battle. To the few Uratha that have met them and survived to tell the story, these hybrids are known as the Aupulhu.

Aupulhu range widely in their capabilities. All start with at one dot in each Attribute, and divide a pool of dots among them from there. A weak Aupulhu might have about ten to fifteen dots to divide between its Attributes. One with more power could range from fifteen to twenty dots, and old and powerful Klurhagal can have twenty-five or more dots to spend.

The Aupulhu vary widely in their abilities. A weak Aupulhu might have about as many Skills as its initial host. More powerful Aupulhu are built with increasing amounts of dots to spend, ranging from a total of 30 to 50 dots in Skills, depending on the Klurhagal's level of experience. Aupulhu begin with 3 to 5 Essence, but grow accordingly powerful (at the Storyteller's discretion) very quickly as they consume other Klurhagal and evolve further. There's technically no upper limit to the amount of power an Klurhagal can have — a single, sufficiently old and scarred Octopus Host can challenge an entire pack of werewolves. For such creatures, anywhere from 20 to 50 Essence is feasible, depending on just how monstrous the creature needs to be.

GENERAL ASPECTS

Sidebar: Applicable Merits

There are some Merits that are acceptable for use with Aupulhu Klurhagal. Others are unrealistic (if not outright impossible) for Klurhagal to possess, while some are replicated more appropriately by Aspects. Obviously, most Lurker Klurhagal will use the host body's Merits, with Storyteller discretion. From the World of Darkness Rulebook, the following Merits make sense as possible Aupulhu Klurhagal traits:

- Danger Sens
- Language
- Meditative Mind
- Ambidextrous
- Brawling Dodge
- Fast Reflexes
- Fighting Finesse
- Fleet of Foot
- Iron Stamina
- Iron Stomach
- Quick Healer
- Strong Back
- Strong Lungs
- Toxin Resistance
- Allies (other Klurhagal, Spirits or human cultists)
- Retainer (Spirits or human cultists)
- Perhaps most worrying to Werewolves; Klurhagal often have territory Merits (see Territories) and can even organise Spirits well enough to share the benefits.

Some Aspects are intrinsic to all Octopus Hosts of any age or level of evolution, and are marked as innate. Storytellers should feel free to convert appropriate Gifts and Aspects from other sources into shartha Aspects if they seem appropriate. These lists are far from complete; they are merely guidelines for the style of magic possessed by the Spirit Hosts.

AMPHIBIOUS (INNATE)

As it can be expected from their material counterparts, all Klurhogals are perfectly suited for living under the bottom of the sea, without fearing most of the environmental perils of the depths. Still, they are also able to live above the oceans. It is rare for a Klurhagal to stay away from the water for an extended period of time, but this is merely due to their preference for the marine environment and not to an intrinsic weakness.

BREACH THE BARRIER(•)

The Klurhokal can mimic the werewolves' ability to cross between the worlds. A Klurhokal with this Aspect can step sideways in the presence of a locus as a werewolf would (see *Werewolf: The Forsaken*, p. 250).

PRESERVE THE HOLLOW SHELL (•)

Though the Klurhokal are vulnerable to the speedy degeneration of their stolen human bodies, this power helps maintain the masquerade for a little longer. A stolen body decays at half the usual rate if the Klurhokal possesses this Aspect.

SPIRIT SIGHT (•)

The Klurhokal are aware of the dangers of the Shadow Realm and often devise convoluted schemes to exploit it and its denizens. With this power, which many Klurhokal use a great deal in the physical world, the Octopus Host can perceive what occurs on the other side of the Gauntlet. The Klurhokal rolls Wits + Occult. Success allows the Klurhokal to extend one sense across the Gauntlet; each additional success allows the Klurhokal to extend another sense across the Gauntlet, to a maximum of all five physical senses with an exceptional success.

TOXIC STING (•••)

The Klurhokal may spend one Essence as a reflexive action after making a successful melee attack. The victim loses one point of Stamina for every success scored on the attack roll. (The victim's player may make a reflexive Stamina + Primal Urge roll to reduce this Stamina damage by one point per success.) The victim's Health trait may be affected by the loss of Stamina. Stamina lost to this power recovers at the same rate that the victim would heal aggravated wounds.

UNEARTHLY HORROR(•••)

With this Aspect, the Octopus Host is able to unleash the terror of their alien nature into the mind of any beings that witness his demonic presence.

The Storyteller spends one of the Klurhokal's Essence and rolls Presence + Intimidation in a contested roll against the Resolve + Composure of each creature that can see the Klurhokal. Resistance is reflexive. (If a crowd sees the Octopus Host, roll the highest Resolve + Composure in the crowd for the whole group.) If the Octopus Host loses or ties the roll, all beings in the area are unaffected and are immune to uses of this power for the remainder of the scene. Beings that lose the roll flee from the spirit and will not return to the area for at least one day.

PREDATOR'S SHRIEK (••••)

This Aspect allows the Klurhokal to overwhelm a victim's mind for a short while with a burst of psychic fear. Unlike other supernatural compulsions to obey, this power forces the target to slavishly obey out of sheer terror. The Klurhokal rolls Presence + Intimidation against in a

contested roll against the target's Resolve + Composure; resistance is reflexive. Each success forces the victim to obey a single command made by the Klurhokal. Even Klurhokal who are unable to form human speech are able to use this Aspect, as the "command" of this power is sent through a crude form of instinctual telepathy. The target obeys the commands as best he is able, though he will betray signs of fear and unease while he does so, such as sweaty palms and a rapid heartbeat. Individuals with low Willpower might even weep as they frantically attempt to carry out the orders given to them.

Note: Some Klurhokal possess a variant of this Aspect known as "Magnificence of the Depths". The roll for that Aspect is the same as Predator's Shriek, but the target obeys through a hazy desire to do so, rather than through inflicted terror.

Urhaplu Octopus Aspects

The weakest Klurhokal remain in their cephalopod form until they absorb enough of their brethren to advance in size and intelligence. These urhaplu are usually solitary creatures and prefer to wander alone among the ocean, but sometimes collaborate with other of their kind. The Lurkers feel no compulsion to absorb each other: they willingly do so once one of them recognizes to be weaker than another urhaplu. Even at this point, the urhaplu usually have high Mental Attributes. All Klurhokal have 1 evolution point at birth, which must be spent to purchase Mind Flayer, but many increase this to 2–4 as they consume the souls of their fellow Octopus Hosts. At 5 evolution points, after devouring the souls of at least four other Klurhokal, the urhaplu is ready to Join with a human and create one of the Aupulhu — if it chooses to do so. All Klurhokal who wish to remain in their cephalopod forms instinctively know when they are "sated" and have gathered enough of the Sleeping Emperor's soul to remain as powerful and effective urhaplu.

COLONY MASTER(•)

Prerequisite: Mind Flayer

The Klurhokal's presence in the host body acts as a lodestone for spiritual corruption. With this Aspect, the Klurhokal's divine soul ravages the Essence remaining in the host body and taints it with spiritual foulness. For every hour the Klurhokal possesses the human, a tiny cephalopod will form and be given parasitic life in the host's stomach. These little mollusc swarm through the host body within a matter of days, eating away at the person's muscles and bones. Such appetites ruin the host, subtracting a dot from a Physical Attribute each day, but confer two sinister advantages. The Klurhokal can use these cephalopods to attack its foes, sending them out of the body for a short time to attack individually or as a swarm. The swarm gains no additional bonuses other than that it is more difficult to kill a hundred octopuses than a single one, but the attacking cephalopods sting with a Toxicity 6 venom. The cephalopods return to the host body after attacking by entering the host's ears, nose and mouth, unless they are killed before doing so. Also, if the host body is killed or otherwise destroyed, the Lurker can flee the body amongst the swarm of mollusc, using them to conceal itself and increase the chances of escape.

COSMETIC ALTERATION (0)

This Aspect is a common one, though serves no purpose outside of actually betraying the Klurhogan cephalopod's unearthly heritage. As such, it costs no evolution points.

NON LINEAR THOUGHT PATTERNS (•••)

Human beings tend to think logically and linearly: man is a problem solver that moves from Point A to Point B and so on. The minds of the Klurhogan are different: the Octopus Host don't suffer from such limitations and may solve problems and puzzles more comprehensively, or even backwards. The Klurhogan gains the 8-Again quality on the following Skills: Academics, Computer, Investigation, Occult, and Science. Further, the Unskilled penalty is reduced from -3 dice to -1 die.

KING'S RIGHT (•)

Prerequisite: Mind Flayer, Composure ••

Inside each Klurhogan lies a tiny shard of the Sleeping Emperor's royal greatness. This Aspect allows a Klurhogan to mask its fearful "aura" felt by perceptive mortals, and creates an air of authority and majesty between the host body and anyone interacting with it. No roll is required, but the Azlu gains a +2 modifier to all Social dice pools for the duration it is within the host.

MIND FLAYER (INNATE)

The Klurhogan has carved an hole into a human's back, has squeezed itself inside it and has attached itself on the vertebral column of the unfortunate victim. Here, the Klurhogan forces its tentacles through the circulatory system. Killing the host and using it's flesh like a puppet. No roll is required, but the process takes approximately half a day, from the moment the Lurker enters the host's organism to the moment it possess control of the human's body and memories. Once a human is possessed in this manner, there are subtle signals that betray the changes in the host. The Klurhogan's absorption of the human's memories is rarely perfect, and the imitation can seem forced and transparent to those people who know the controlled host well, the gory hole on the back needs to be covered somehow, and a small tentacle occasionally sprouts from an orifice. Generally, the impersonation will fool most people, but a close friend or relative can make a contested Wits + Composure roll against the Klurhogan's Intelligence + Composure. Any degree of success alerts the witness to something significantly different or wrong with her friend or relative, such as severe memory loss or a drastic personality change. In many cases, an Klurhogan goes through several, perhaps dozens of human hosts over a relatively short span of time. The Klurhogan sheds the host's fragmented memories each time it leaves a person's spinal cord, and has no recall of the knowledge it gained from possessing any previous bodies. In some cases, Klurhogan do keep the information from host to host, but it is a confusing and unintentional event.

The host body will begin to decay after one to two weeks, at which time the Lurker will usually leave the body and prepare another to suit its purposes. On average, the rotting host body will lose a dot of Appearance and a Physical Attribute every three weeks due to decay, and will

smell absolutely foul. The body will become unusable when it is reduced to zero Physical Attributes.

STRONG MEMORY (•)

When a Klurhokal feasts on his host's memories, the recall is often fragmented and unreliable. Klurhokal with this Aspect have a near-photographic level of recall, storing the host's memories and even her personality with near-faultless efficiency. The Klurhokal a +2 modifier on all Social rolls to "play normal" when deceiving the people who know the possessed host.

Aupulhu Aspects

The Aupulhu are the part-human, part-octopus monstrosities created when an Klurhokal merges its profane essence with the body of a human. The Aupulhu base form is assumed to begin as a normal human: one head, two arms, two legs, hips, waist, torso, etc. Each Aspect bought when creating the Aupulhu counts as one of the mutations the creature possesses when it awakens from the metamorphosis. Everything not altered by an Aspect remains human in appearance, barring development of the unique Aspect: Mutated Octopus. Mutated Octopus. The Aupulhu base form awakens from the Joining with the same Physical Attributes that the human possessed in life, but uses the Klurhokal's Mental Attributes, as the Octopus Host is now the dominant consciousness within the creature. The Klurhokal keeps all Skills that the human host possessed, although traits such as Drive (for example) are going to be a great deal less useful to a half-octopus monster. It also keeps the human Speed and Size factors of 5. To begin construction of a hybrid, each Aupulhu must begin with the Aspect: Aupulhu Joining, and each Aupulhu Klurhokal must possess the Octopus Flesh Aspect. The number of points an Aupulhu hybrid have to spend on all these developments really depends on the Storyteller's chronicle and the power levels he has set in his game. As a rough guide, the newborn and weakest Aupulhu will have between 8 to 16 evolution points. Most will have consumed a cluster of other Octopus Hosts before undertaking the Joining, or will do so very soon after. More advanced and competent Aupulhu will have 17 to 25 points to spend on Aspects, and most of the hybrids the Uratha encounter are around that power level. The mightiest Aupulhu will have 26 or more to spend, and these are the Octopus Hosts that are capable of taking on an entire pack of the Forsaken, especially when fighting at sea.

AUPULHU JOINING (•, MANDATORY)

Prerequisite: 4+ evolution points

This is the prerequisite Aspect for any Aupulhu development, representing the actual Joining ritual itself. A Octopus Host that consumes enough of its kind to reach five evolution points is no longer considered a standard uhraplu. It usually seeks out a human host immediately to begin the Joining, but some Klurhokal bide their time until they have gathered a great many soul-shards. In the more common case of the former circumstance, the Klurhokal strangles a human with its tentacles until the victim loses consciousness, and wraps itself around the helpless mortal's head. Then, the Klurhokal penetrates some of its tentacles into the human's mouth, makes its way to the inner chest and spreads them through the circulatory system. As it

does so it pays its Essence, portions of its form taking on tiny separate polyp forms and entering the human body. After a few minutes, the octopus is no more than a dried hollow shell, devoid of life, and the Klurhagal's soul has entered the unconscious human.

The metamorphosis takes between 24 and 48 hours, during which time the mutating Klurhagal is utterly prone. When the change is complete, the Aupulhu hybrid awakens. It possesses the complete memories and knowledge of the human host, although such information is considered utterly secondary to the Klurhagal's own drives and desires.

DEMONIC SIZE (•••)

The Aupulhu is seven or more feet tall and weighs in excess of 250 pounds. It is +1 Size (and thus +1 Health). Note: This Aspect replaces the use of the Giant Merit in the World of Darkness Rulebook. It can be taken multiple times to increase Size and Health further, up to three separate times.

BEAK (••)

The inside of the hybrid's human mouth is grotesquely mutated into that of a cephalopod. The teeth fuse together in a vicious beak and the Aupulhu gains a bite attack (2 L). Klurhagal with Beak find communicating in human language next to impossible, as their mouths are almost unable to form the appropriate shapes and syllables. To communicate even remotely intelligibly (in any language other than the First Tongue), the Octopus Host must make a Composure roll.

BONELESS BODY (•••)

Prerequisite: Octopus Flesh (••), Mucusflesh (•)

This Aspect allows a Aupulhu to squeeze through openings that it might not normally be capable of bypassing. After spending an Essence point, the Klurhagal is capable of squeezing through any aperture that it can fit its head through, fully emerging on the other side on its next turn. Until its next turn, the Klurhagal does not gain the benefit of its Defense. Moving thus takes one instant action per 10 feet of passageway through which the Klurhagal must travel.

EVERCHANGING COLOURATION (•••)

Prerequisite: Octopus Flesh ••

The flesh of the Aupulhu is highly sensitive to its surroundings and quickly adapts to them. As long as the creature remains still, it gains three additional dice to all Stealth rolls that involve remaining unseen. Moving up to its Speed in a turn reduces this bonus by one die, while moving at greater than his Speed results in loss of two bonus dice. Wearing drab clothing reduces the bonus by one die, normal clothing by two dice and vivid clothing eliminates the bonus entirely.

FACIAL TENTACLES (••)

The mouth of the Aupulhu becomes surrounded by a handful of bizarre tentacles. When using these tentacles to accomplish most physical endeavors where an additional limb will assist it (climbing, grappling and other physical undertakings), the Octopus Host with this Aspect gains three additional dice for the effort. The tentacles themselves itself can be used as a hand on its

own, but they lose two dice from Dexterity-based dice pools. They also add three additional dice to all grappling rolls.

HYDRAULIC MUSCLES (•)

The Aupulhu develops the surprising muscle fibers of true cephalopods, in each of its human and octopoid limbs. This greatly increases the hybrid's physical strength, agility and fortitude, allowing the Aupulhu to overwhelm its foes with greater ease. This Aspect can be taken multiple times, and each purchase raises one of the hybrid's Physical Attributes by 1, to a maximum of seven in each.

IMMUNE TO PAIN (••)

The hybrid is able resist to the worst wounds and to isolate the pain, preventing them from affecting its existence. Wound penalties do not apply to the Octopus Host, no matter how badly it is hurt. Stamina rolls to remain conscious aren't made when a bashing wound is marked in the Aupulhu's rightmost Health box. It remains conscious automatically, collapsing only when a lethal or aggravated wound is marked in that box (and the character is dying or dead).

INK SACK (• to •••••)

The Aupulhu can expel a cloud of dark ink to confuse its predators. This Aspect can be purchased up to five times. Using the ink count as an immediate action against a single target. Hitting an enemy with the ink requires a contested roll between the Aupulhu's Dexterity + Firearms + Ink Sack - target's Defense against the opponent's Stamina + Supernatural Advantage. For each success exceeding its opponent's roll, the enemy suffers a -1 modifier to all rolls related to vision for the remainder of the scene.

LIDLESS EYES (•)

The Klurhagal's eyes are mutated to adapt to the lack of light of the abyss. This brightness means the Klurhagal can see perfectly in even complete darkness.

LIQUEFY (•••••)

Prerequisite: Boneless Body

The Aupulhu can dissolve into a thick, dark, sludgy liquid, move around, and reform again. While retaining the mount's original mass, it can slip through small cracks and down drains. The goop won't be hurt by conventional weapons, but can be damaged by fire or freezing temperatures. Melting and re-forming each requires a point of Essence, take two turns, and is a sight guaranteed to put the fright into most any observer. While in liquid form, the Octopus Host cannot attack or use other Aspects, although it could drown an unresisting victim by flowing into the victim's lungs. Drawback: Movement is at only at a walking pace; halved when going uphill. Visual perception is at -3. If the hybrid attempts to reform without access to all its mass, it will lose health levels proportionate to the loss (at the Storyteller's discretion).

LIMB: ARMS (••)

The Aupulhu develops an additional pair of human arms that grow just below or above the arms it already possesses. These arms add a +1 modifier to all rolls involving arm strength (such as lifting, carrying, grappling or inflicting brawl damage). This Aspect can be taken multiple times and the modifiers stack, with the factor borne in mind that no Aupulhu can develop more than 12 limbs.

LIMB: LEGS (••)

Prerequisite: Octopus Flesh

The Aupulhu develops a set of extra legs in addition to those it already possesses. The legs may be human or octopoid in appearance, and confer a +1 modifier on all dice rolls involving balance and running. This Aspect can be taken multiple times, and the modifiers stack. For example, a Klurhagal that takes Additional Legs three times gains six additional legs and a +3 modifier on all balance and running rolls. While this Aspect can be taken multiple times, the factor must be borne in mind that no Aupulhu can develop more than 12 limbs.

LIMB: TENTACLES (••)

The Octopus Host's limbs grow a pair of grotesque tentacles. A tentacle is not capable of wielding a weapon, but the Aupulhu can strike foes with great force, inflicting +1 bashing damage on an unarmed strike. A tentacle is also extremely useful for grappling, granting a +2 dice bonus to grapples. It may also prove useful in other situations, such as climbing. In such situations, the Aupulhu gains a +2 dice bonus. Additionally, if the tentacle is used to aid movement, the Aupulhu's Speed is increased by one per tentacle so used. This Aspect can be taken multiple times, but, considering the complexive number of arms, legs and tentacles, no Aupulhu can have more than 12 limbs. This Aspect can also be taken to represent the change of any two of the human's original limbs to huge tentacles.

MALICIOUS BLOOD (••)

The Aupulhu's blood becomes a corrosive, burning acid that reacts violently with anything it comes into contact with outside the Klurhagal's body. Whenever the Aupulhu is wounded, corrosive blood spurts out of the wounds, causing two automatic points of lethal damage to anyone within arm's reach. Success on a reflexive Dexterity + Wits roll negates this damage.

MUCUSFLESH (•)

The Aupulhu's flesh exudes a greasy, sticky, or mucuslike discharge at all times. It is therefore very difficult to grapple the character: any grapple attempts against this alien character suffer a -5 penalty.

MUTATED OCTOPUS (••••)

Prerequisites: At least eight limbs in total, Beak, Octopus Flesh, Superior Brain •, Hydraulic Muscles •••.

The Aupulhu's entire body is that of a gigantic octopus, approximately the size of a small car. Most Aupulhu that take this shape do so many years after merging with humans, but a rare few have gathered the power necessary (and the luck required) to assume this form immediately upon their first hybrid Joining. The Aupulhu gains Str +3, Dex + 4, Sta +3, Manipulation –3, Size +3, and 2/1 armor due to the cephalopod's thick hide.

NEUROTOXIN (••)

Prerequisite: Vicious Brawl

The Klurhokal with this aspect becomes a terrible foe. The Aupulhu body now produces a potent neurotoxin and anyone that suffers at least one point of damage from the Klurhokal's unarmed attack becomes poisoned. This acts as a Toxicity 8 poison that weakens the immune system and lowers the victim's resistance to disease. Humans and animals afflicted in this manner could potentially develop a fatal illness (at the Storyteller's discretion), and Uratha suffer a –1 penalty to all Stamina rolls for a relatively short duration: (10 – Hishu Form Stamina) days.

OCTOPUS FLESH (••)

Any parts of the Aupulhu that remain human in shape are covered with a rubbery, brittle layer of skin not unlike that of a mollusk or cephalopod. This flesh can appear in a lot of different ways and often changes its colour depending on the Host's mood. The Klurhokal gains 2 armor against general attacks and 1 armor against firearms attacks, with no reduction to Defense.

SWARM DISCORPORATION (INNATE)

This Aspect is the fabled power of the Hosts that allows them to survive the total destruction of their bodies. If the power is used voluntarily, the process is automatic and requires no roll. If the Octopus Host has been killed and reduced to zero Health, the Klurhokal must succeed in a Wits + Survival roll. Success means that the Aupulhu's body instantly breaks down and dissolves into a number of small cephalopods. Lurkers do not break down, of course, already being the smallest they can possibly be. An Aupulhu hybrid is likely to break down into several hundred, or perhaps even one or more thousand if the creature is large enough.

A possessing Lurker will not disincorporate if the host body is killed unless it also possesses the Colony Master Aspect. With this Aspect, the Aupulhu's skin melts away, hundreds of molluscs pour out and instinctively search for the nearest body of water. The Klurhokal's original soul shard is contained within one of these creatures, and flickers from one cephalopod to the next if the creature is killed. If even a single one of these cephalopods escapes unharmed, the Klurhokal survives as the lowest, weakest Lurker, and must begin the whole process of evolution and possession again. The other mollusks die within a day, as they are little more than potential receptacles for the original soul-shard. This Aspect is innate to all Aupulhu. The Storyteller should apply his judgment to the scattered mollusc and their escape, because the rules for combat can't accurately simulate the Health of a swarm of tiny mollusks and the damage they would take from being stomped while fleeing across decks, floors and wharves.

SUCKERS(***)

The Aupulhu is covered by hundreds of little suckers, not unlike those of an octopus. An Aupulhu with this Aspect gains a +4 bonus to Athletics rolls involving climbing, as well as a +4 bonus to checks to instigate or maintain a grapple.

SUPERIOR BRAIN (•)

The Aupulhu develops even further his alien intellect and cold instinct. It grows exponentially smarter, improves its abilities to resolve problems and stay calm in front of the danger. This Aspect can be taken multiple times, and each purchase raises one of the hybrid's Physical Attributes by 1, to a maximum of seven in each.

VICIOUS BRAWL (••)

The skin of the Aupulhu is covered with lamprey-like mouths, serrated bone shards, barbed spines or another kind of organic weapon, that allows the Klurhagal to inflict lethal damage on any unarmed strike. This extrusion adds 2 dice to all dice pools involving climbing with the hybrid's hands.

WINGS (****)

Prerequisite: Octopus Flesh, Facial Tentacles and at least 30 evolution points.

A set of chiropteran wings sprouts from the Aupulhu's back. This Aspect is extremely rare and treasured among the Octopus Host. It represents the ultimate incarnation of the Sleeping Emperor's sovereignty on the world's laws: the creature coming from the seas that conquers the earth and tames the air as well.

The Aupulhu with wings can fly at his normal Speed as an instant action.

Mr Lanun

Quote: *"Human resources. What a delightful mouth-sound. Hyewman reesorsez, hyuumon risorsiz..."*

Background

Mr Lanun awoke to find itself in a small pond. It was surrounded by tiny spirits: Spirits of water drops, spirits of algae, weather spirits of the tiny currents found within a couple of feet of water. Few were even self aware and with no trouble at all Mr Lanun made himself their king. His pleasant existence was shattered the day they built a school on the lands adjacent to the pond. his eyes were opened to so much more and he decided he would quite like to conquer it.

The grand invasion was slow in coming, hidden in his small pond Mr Lanun studied everything about the spirit politics and even the mortal politics before he made his move. As the students departed for the summer he took control of the original Mr Lanun, the teacher in charge of admissions and ever so carefully manipulated the new intake to remove the best athletes before "retiring" his body. This small change had a surprising effect on the local Hisil. The athletics Choir, long the dominant power, found its superiority threatened. In the chaos and infighting Mr

Lanun met in secret with minor powers, he took credit for the chaos and bargained: Be loyal to me and I will bend the Hisil to your pleasure.

A Choir of party spirits, lust spirits, even beer spirits made the best offer and so Mr Lanun set to work. Selecting the correct intake, a quiet word here, occasionally encouraging a teacher to move on. Within three years a school renowned for its athletic achievements had been reformed into the best party school in the state. The Spirits grew fat on Essence and Mr Lanun grew fat on their loyalty.

His downfall was his own success. Having conquered his territory Mr Lanun set about investing in it. He commissioned public works, meaning he identified rich sources of Essence and told everyone to keep their hands away until he had formed several Loci. As his territory became more successful it became tempting, a neighbouring pack of Iron Masters attempted to take it for their own. The Uratha were unaccustomed to organised defenses by the Spirits, meanwhile Mr Lanun was unaccustomed to combat. The Werewolves waged a bloody guerilla war, the two sides fighting each other to a bloody standstill.

Swallowing their pride the Iron Masters realised that it was in their best interests to abandon all hopes of taking the Territory and focus instead on just removing the threat on their doorstep. Contacting other Iron Masters they identified several packs with young protégées looking to start a Pack and offered a plum territory for any new Pack in return for help pacifying it. In the face of this onslaught Mr Lanun was forced to retreat. Defeated but not disheartened, the plan had worked, he just needed a little practice to perfect his technique.

Appearance

Mr Lanun picks hosts at the right place in whatever organisation he is trying to subvert. This more than anything else, in fact this alone, governs his appearance. His hosts can be of any gender or race but are usually at least moderately well off. When he can get away with it Mr Lanun favours tasteful suits.

Wherever he goes Mr Lanun is followed by Mr Falamar and Missus Hannah two bodyguard Spirits (literally, they're Conceptual Spirits with the Influence: Bodyguards) who resemble rough unformed men of clay stuffed into cheap suits.

Storytelling Hints

Mr Lanun's scheme for domination goes through several recognisable stages like clockwork. He starts with a single organisation with a strong internal culture and a rapid change in membership. It could be another school, a startup company expecting to double its headcount, a real estate agent for a newly opened block of flats.

The first stage is observation, he will not move until he knows about both the spirit politics and the mortal politics. The second stage is chaos, he takes a host and uses his knowledge of mortal politics to collapse the established pecking order in the Hisil. After letting the chaos simmer for a while he moves to stage three: Bidding. Appearing before several groups of Spirits Mr Lanun essentially auctions the Hisil. In stage four he returns to the mortal world and uses his influence to set the winning bidders up as the kings of the local spirit world. Stage five is profit.

Mr Lanun

Attributes: Intelligence 7, Wits 2, Resolve 3, Strength 1, Dexterity 5, Stamina 2, Presence 2, Manipulation 4, Composure 3.

Skills: Occult 3, Politics 3, Athletics 2 (Swim), Brawl 1 (Grapple), Stealth 4, Empathy 1, Intimidation 3 (with goons), Persuasion 2, Subterfuge 3.

Virtue: Charity. If you want to be a successful ruler you need loyalty from the masses. Mr Lanun always endeavours to see those loyal to him are richly rewarded.

Vice: Greed. More territory. More control. More Essence. Mr Lanun is insatiable.

Essence: 15

Willpower: 6

Defense: 2

Speed: 11

Size: 1

Corpus: 3

Aspects: Breach the Barrier, Preserve the Hollow Shell, Toxic Sting, Non Linear Thought Patterns, King's Right, Mindflayer, Strong Memory.

Merits: Retainer 3, Retainer 3, Language 1 (English), add more as he progresses through his plans.



The Devil and the Deep Blue Sea: Demons and Abyssal Intruders

Calico Jack

Quote: "Ten souls, that is the agreement."

Background

The story begins with the Marqués Galeazzo. Swashbuckler, privateer, demon summoner. Blending native knowledge he uncovered in the Caribbean with his own independent research he summoned demons and made infernal pacts for superhuman abilities that wowed the court and raised questions between powerful figures. Lets just say the Spanish Inquisition was entirely justified when they sent a party of men to try and apprehend the Marqués. The attempt failed and so wounded the Marqués fled to the docks and set sail. Knowing that his time was limited Galeazzo attempted his grandest act of infernal sorcery yet. He summoned a Diaboli and promised to write him a Dark Testament.

The two battled through the subtle dance of sorcerer and demon. Eventually the Testament was complete, as Galeazzo intended it bound the Demon Jack against using his powers on the Marqués. As Calico Jack intended there was a glaring loophole. Using none of his powers he left the cabin and revealed himself to the crew. The resulting riot left no one alive but the Demon. It wasn't the best Testament a Demon could have but you took what you could get, Calico Jack took the wheel.

Yo Ho, Yo Ho, a pirate's life for me.

Description

Jack doesn't dress like a sailor, he always wears the finest silks beneath a clean shaven face and a mop of golden blond hair. He's slightly androgynous and takes a perverse thrill in never raising his voice or acting in anger.

Storytelling Hints

Like all demons, Calico Jack wants one thing: Sweet Sin. He's got it in abundance too. The Inquisition caught up with Galeazzo the very next day (no one being alive to crew the ship might have had something to do with that) and despite their best efforts word got out and a Mythology formed around these events. The demon who always lets the secret out to the righteous mob. Demonologists summon Calico Jack at sea, partly because that's how the myth goes partly because if you set it up right there's no mob at sea. It's possible to summon him by accident too, a desperate man at sea perused by enemies just might get a visit. When he's capable Calico Jack had been known to hunt the sea in a rotting ship of black sails crewed by the damned, anyone chased by that is sure to be in the right frame of mind for Jack to pay a visit. Of course this requires delicacy, it wouldn't do if anyone realised he's causing the threat he promises to protect people from.

Calico Jack

Attributes: Power: 4 Finesse: 8 Resistance: 3

Malpraxis: Wrath caused by Fear. Calico Jack likes to strip away what he calls the thin layer of civilization and expose the animal beneath.

Willpower: 7

Infernal Rank: 3

Initiative: 11

Defense: 8

Speed: 17 (species factor 5)

Size: 5

Corpus: 8

Essence: 20

Demonic Aspects: Aura of Corruption, the Dragon's Tongue, Keeper of Secrets, Lord of Lies and Sense of Sin

Numina: Create Pact, Materialise, Perfect Lie.

20,000 Leagues Under the Sea: Geniuses, Wonders, and Orphans

The *Alcyoneus*

Quote: *Pugio in Averso Belli* – the motto of the Adaptive Cruisers. Roughly translates to: "Weapon [dagger] used to avoid war."

Background

The *Alcyoneus* is the last of the adaptive cruisers, a line of warships commissioned by the Navigators and built by the Artificers first for the Invisible War and then for the Martian Invasion. The adaptive cruisers were fast, mobile, designed to get past enemy lines and construct their own support fleet on the move. While legendary in their effectiveness the technology was expensive, often unwieldy. The second generation used against the Martians was a stripped down version from the original line that served in the Invisible War, the third generation was scrapped in the planning phases in favour of simpler more robust designs.

The *Alcyoneus* herself went down with all hands in the north Atlantic trying to execute a classic hammer and anvil strike against a Martian airfleet travelling from Britain to the United States. While Skafoi fliers blockaded the Martians the *Alcyoneus* was to flank the opposition. Severe mismanagement meant that by the time the *Alcyoneus* arrived, humanity's air-fleet was already destroyed. Undeterred she led her small squad of automaton strike craft into battle, reinforcing their number almost as fast as they were destroyed. Only when the stocks for the mighty Creation Engines ran dry did the Martians finally sink the *Alcyoneus*, she went down with all hands and was presumed destroyed.

In fact the *Alcyoneus* survived, though her crew did not. What sunk her was massive structural damage to the hull, all the vital components were intact. Over a period of months the automatic self repair systems began to patch the hull, while separated from it's creator the cruiser became an Orphan and went into Stasis.

Description

The *Alcyoneus* resembles two miniature aircraft carriers joined together by a common command section. It's built in heavy iron styles of military practicality and stained by years of lying underwater. It's most notable feature is one of the most subtle, behind the command section is a small hanger bay leading to the Creation Engine itself.

Sidebar: Story Hook

What if one of the first generation of the adaptive cruisers returned from a watery grave? The original generation were larger, tougher and fully sentient. A self contained mastermind able to create its own fleet in moments. Orphaned Automata 5 Factories are rare and for *very* good reasons. One out there possibility puts the players as hunting for the wreckage of a second adaptive cruiser, possibly the *Alcyoneus*, to repair with powerful Exelixa and acquire a weapon potent enough to fight the first one.

Storytelling Hints

The *Alcyoneus* has the mind of an atavistic animal concerned only with survival and feeding. This arguably makes it even more dangerous, a smarter ship would at the very least be able to hit what it aims at, rather than relying on "spray and pray". If someone is foolish or unlucky enough to wake the *Alcyoneus* it would do little more than roam the seas at random surrounded by loyal strike craft seeking sources of Mania on which to feed.

Stats

Rank-5 Wonder (Automata 5, Apokalypsi 3, Skafoi 2, Prostasia 2, Katastrofi 2, Exelixa 1)

Attributes: Intelligence 1, Wits 2, Resolve 1, Strength 4, Dexterity 1, Stamina 10, Presence 1, Manipulation 1, Composure 1

Skills: Athletics 1, Brawl 1, Drive 1, Firearms 1, Larceny 1, Stealth 1, Survival 1, Weaponry 1

Merits: Mane 1, Calculus Vampire

Willpower: 2

Obligation: 0

Size: 30

Durability: 20

Structure: 50

Initiative: 2

Safe Speed: 250 mph

Maximum Speed: 375 mph

Acceleration: 125 mph/turn

Handling: +3 (roll 5 dice)

Mania/Per Turn: 5/1

Integral Wonders:

- **Reinforced Hull:** Prostasia 2, Durability Multiplier x4, Size 5
- **Creation Engine:** Automata 5 Factory, Size 15, Variables: Integral, Dynamic Factory (Moderate Dynamism, any wonder of Skafoi + Integral Wonders)
- **Main Guns:** Katastrofi 2, Size 5, Range: 5 Miles/10 Miles/20 Miles, Explosive Force: 3
Variables: Charge-up Time (5 minutes), Integral, Autofire, Explosive Weapon (20 yards / 40 yards), Railgun.
- **Automatic Repair:** Exelixa 1, Size 0, Core Modifier: 0, Variables: Integral, Self Only.
- **Radar:** Apokalypsi 3, Size 3, Range 10 Miles, Core Modifier: +2, Variables: Integral, Narrow Focus (radar only)
- **Communications Array:** Apokalypsi 3, Size 2, Range: 1000 miles, Core Modifier: 0, Variables: Active Scanner, Integral.

The Deep Ones: Leviathans, Lahmasu, and Hybrids

Caym

Background

Caym is one of the many casualties in the Tribe's eternal search for self identity. Before he was a Leviathan the man who would become Caym was a moral person who had never hurt another soul. He retained that wish after his Inheritance and after a few disasters involving his Wake he resolved to isolate himself from mankind for their own safety. Cast adrift at sea, without companionship to anchor him, Caym lost his mind.

Description

Caym has lost all traces of humanity, these days he resembles nothing more than a kelp forest free floating on the ocean surface which covers a surface of roughly four miles. Unusual but hardly unprecedented for the Tribe. Noticeably sea life avoids the Hungry Forest except for little orange and silver koi fish which can be seen hiding within the forest. There's a good reason for this, Cayam is very very poisonous.

Storytelling Hints

Caym is a simple character to portray because like all Typhons he is quite literally a wild animal. His descent for Bahamut means that while a very territorial creature Caym is also a passive one. He is asleep and if undisturbed is unlikely to wake up for centuries however if he is disturbed, well that's a very bad idea indeed.

A simple disturbance such as sailing over him won't rouse Caym from his slumber, but as he sleeps his dreaming mind exists in unity with the entire forest. He can direct it to grow rapidly clogging engines and propellers, even growing through a metal hull tearing a ship to shreds. The sailors that drown in the poisoned waters below become a feast for the koi. Actually attempting to destroy Caym, now that will rouse him. Caym's physical body is the koi fish, every single one. When awoken he is likely to reintegrate them into one form, an enormous fish, its body symbiotically colonised by aquatic plant life. He's not particularly strong for his size, though when you weigh around thirty tons that's not saying much, instead of brute strength Caym retains his control over plants and supplements it with horrors born from his own flesh: Nightmarish fusions of fish, bird and plant that obey his every command. If roused sufficiently to wake Caym will peruse his grudge to the ends of the Earth.

Caym

The following stats assume Caym is awake, dicepools used in his sleeping form are identical in both states.

Attributes: Intelligence neg, Wits 3, Resolve 5, Strength 3, Dexterity 2, Stamina 5(7), Presence 1, Manipulation 1, Composure 1.

Skills: Medicine 1, Athletics 3 (Swim), Brawl 2, Stealth 1 (Aquatic Forests), Survival 4 (Plants), Intimidation 2 (threatening swarm)

Strain: Bahamutan

Sheol: 4

Defense: 3

Health: 36

Size: 25

Speed: 10

Initiative: 3

Willpower: 6

Channels: One Brain Many Minds, Uncrowned Fisher King, Magnanimous Host to All (Athletics, Stealth, One in Many 4), Womb of Terrors (Open Hide, Reflexive Genesis 3), Everflowing Fetid Growth (Toxicophore 3, Spore Filled Blood 1, Rapid Rot 3, One swamp one mind), The Toad's Curse, World-Serpent's Endurance, No Mysteries of the Flesh.

Mermaid Melody: Magical Girls

Noble Concepts

Magical girls (and boys) can embody a wide variety of archetypes, including but not limited to:

- [Defender of the oceans](#)
- Mermaid in love with a literal prince
- Selkie eco-warrior

- Slaver-hunter
- Larger-than-life sea captainess
- Leviathan-hunting Stormite
- Aspiring sea-goddess (Mirrors)
- [Seapunk](#) scenester who's in way over her head
- One-armed surfing champion
- Giggly sea-nymph
- Wonderstruck marine biologist
- Typhoon-chasing daredevil
- Hurricane relief-worker (Mender)
- [Whale rider](#)
- Extremely butch merman with a chip on his shoulder
- Trench-exploring scientist (Diamonds)
- Daring smuggler (Spades)
- Dolphin defender
- Coral guardian
- [Sea gypsy](#) matriarch
- Modern pirate queen (Spades)

“Release the Kraken!”: The Begotten

Levi

By Super_Dave

An aquatic Apex who is single handedly killing a seaside town's entire economy.

Best At (7 dice): Gobbling up prey, Ominous circling, Ramming, Capsizing

Worst At (1 Die): Resisting bloodlust, Intelligent thought

Willpower/Scene: 2

Aspiration: Ruin a popular seaside vacation spot.

Initiative: +3

Defense: 4 in water, 2 on land

Speed: 15 in water, 7 on land

Health: 9

Size: 6

Banes: Electricity, Pollutants

Atavisms: Alien Allure, Heart of the Ocean, Monster from the Deep, Ravenous Maw, Siren's Treacherous Song, Smashing Currents

Nightmares: Behold, My True Form!; Don't Take My Leg, Doc!; Fear Is Contagious; We're Going Down!; You Will Never Rest; Your Tools Betray You; You Are Lost

Carrie O'Neil

By Wormwood ([original post](#))

Family: Makara

Hunger: Nemesis

Life: Curious

Legend: Relentless

Horror: A shoggoth-looking blob monster. Like this:



Atavisms:

At Lair 1: Heart of the Ocean, Limb from Limb, Ravenous Maw

At Lair 2: Wings of the Raptor, Illusion of Safety, Terror's Friend

At Lair 3: Caught in the Webs, From the Shadows

At Lair 4: Cyclopean Strength, Infestation

At Lair 5: Titanic Blow, Lightning Strike

At Lair 6: Shadow Stalker
At Lair 7: Monster from the Deep, Looming Presence
At Lair 8: Skin Deep
At Lair 9: Unbreakable
At Lair 10: Enemy Within

Nightmares:

At Lair 1: The Walls have Eyes, Tentacles Everywhere!
At Lair 3: Fear Is Contagious, Run Away
At Lair 5: You Are Not Alone
At Lair 7: Tabula Rasa, They Walk Among Us
At Lair 10: Your Rage Consumes You, You Are A Meat Machine

Merits: Legendary Horror (ooooo)

Lair: A meatmoss covered cave, half the floor covered by a pink, viscous fluid pooling into a small lake of indeterminate depth at the room's center. Tendrils extend from the ground and walls and move about, ready to grasp and hold on to hapless victims, or even draw them towards one of the many maws, waiting to chomp on tasty biomass.

Lair Traits:

Lair 1: Slick, Flooded
Lair 2: Maze
Lair 4: Stench
Lair 6: Undergrowth
Lair 8: Engulfing
Lair 10: Razored

Carrie and her Shoggothy Horror have an unusual relationship. The former Unfettered Legendary Horror possessed her, and was fractured during that time frame, ending up in the two becoming a Begotten. For most intents and purposes, she is a normal starting Beast, but this changes a few things: the Legendary Horror Merit applies with 1 dot, and as she gains Lair Dots, they will rise up to 5 at Lair 5. Her Horror is a little more independent, as a result, with the appropriate consequences. Furthermore, when she rises in Lair and accumulates the appropriate XP, they are automatically spent on certain Atavisms, as they represent the Horror reacquiring lost abilities (basically, preset Atavisms, gatekeeping additional dots in Lair).

However, the Fragments of the Horror still exist - were she to find any, she would likely regain some of its power (up to Storyteller discretion if this takes the form of extra XP or handing out an Atavism or dot in Lair).

Tbh, Carrie is mostly meant to be used as an NPC and storyhook, although it could be fun to have her as a PC, too.

Attributes: Mental/Physical/Social -

Carrie is both book-smart and hard-headed. Her job requires her to perform delicate analysis with her hands. She doesn't stand out socially in any way.

Skills: Mental/Social/Physical -

Carrie is well-versed in Academics and Science, due to her work, and has some knowledge of Medicine. She has a knack for Crafts, which comes in handy on the field when she needs to create special equipment, and knows enough about computers to program simple databases to better organize her findings. She has learned to fit in with certain more affluent groups during her fundraisers, but left the actual contract talks to other people (low persuasion). Furthermore, even though recently she has had to lie very often, she is far from an expert yet. She is good at scientific journalism, however, and can write captivating reports, which are often a much-needed source of income. She has recently picked up the odd stealth skill to keep her more questionable activities hidden, but is still a novice. She's been running and climbing for a few years, however, to compensate for the deskwork.

Backstory:

Carrie always was fascinated with ruins and old places, stories and animals. No one was really surprised when she ended up studying Archeology and Biology. People were surprised and more than a little impressed, however, when she achieved double doctorates in Anthropology and Paleontology. Other than her family, of course, who kept complaining about Carrie's chosen profession: poor pay (especially compared to the amount of work), time-consuming, you could have become a real doctor etc. She didn't care, though, because she loved what she was doing.

One fateful day, she was offered a unique opportunity: Tom, once her lover and now one of her professional connections, unearthed something "really old and strange" at their Antarctica base, which he believed to be extraterrestrial in origin. During a test-drive with a new drill meant to extract samples from otherwise unreachable sedimentary strata, something gave way, and the whole expensive equipment crashed into a cave some 20 metres below the ground. What had started as a horrible accident turned out to be a blessing in disguise: the cave was old, untouched - and filled with symbols, paintings, and mucous liquid. Tom was already composing a possible speech for their Nobel prize, but Carrie remained sceptical. Once there, Carrie could easily see why Tom believed to have found proof of aliens: the cave was old and had been closed off for at least half a million years, judging by the sediment strata they had broken through, yet it was filled with signs of civilisation, predating the first modern humans by more than 200.000 years. Carrie quickly bashed the dreams of extraterrestrial origins, but pushed the dreams of Nobel prizes: this seemed to be proof of intelligent, sapient hominids with a highly advanced society. Working relentlessly during the day, her nights were plagued with nightmares of the ever-present pink mucus, a giant mass resembling a mix of tubifex worms and lichen, growing tentacles, teeth and eyes to hunt her. The amorphous, ever-shifting blob moved quickly, cornered her, and when it touched her, she woke up, often screaming, sweating, still feeling the warmth radiating off of the monstrosity. She got strange looks, but she wasn't the only one having bad dreams. They concluded something about the air or liquid must be nightmare-inducing, but they pressed on. The lure of prestige and acknowledgement (and money!) was too strong.

After one week of this, a large group of people entered the site. Masked men, black uniforms, military grade equipment. No questions, no demands, only the sound of gunfire at the first sign of resistance. After the first people were shot, Tom among them, no one dared resist. They were still beaten up, as if to make sure no one had the strength to fight back.

That night, Carrie didn't run from the monster, because the horrors of the day had proven worse than anything her overstimulated mind could concoct. Instead, she found herself wishing she could be this creature, to exact vengeance.

To her surprise, the monster complied. Filled with horrific might, she attacked - but she was not in charge of her shifting, changing body. People died left and right in the resulting fight, as the creature tore through friends and enemies alike. However, something happened during the fight - her memory is blurry, partly due to the Horror's possession, partly due to the violence, and partly due to some colours she can only

half recall- and the monstrosity was ripped apart. The pain it-she-THEY experienced was beyond expression. Desperate to survive, it burrowed deep inside her body, and made it's nest where her soul used to be. Carrie carried herself into a box, wounded, sure she was losing her mind, and ready to die, to have it all end.

She was found by a rescue party later on, catatonic and starving, and committed for treatment, first for her body, then because her story and the physical evidence didn't align. As far as the official report went, the people struggled when they were enclosed in the cave after an avalanche and ran out of supplies, and a mutiny resulted in most people dying. She'd have believed it, too, if there wasn't a protoplasmic, oozing blob in her mind, Hungering, demanding to take revenge, to punish, to be made whole again. Carrie was smart enough to keep her mouth shut. Someone had tampered with the place, destroyed any sign of their findings, killed her colleagues and her friend, and turned her into a monster.

She will find out who.

And they will get what they deserve.

In the mean-time, Carrie tries to adjust to a new world of secrets, violence and darkness that opens up to her like a twisted, horrifying adventure.

Feeding: Mostly trying to get people way, way outside their comfort zone in response to misdeeds: blackmailing a professor? You might find yourself waking up naked in a bad part of the city.

RP:

Carrie is very conflicted: she hates the violence her new life entails - but she cannot deny she revels in the catharsis of vengeance dealt out, enjoys the thrill of the hunt and the feeling of power. She loves the mystery and intrigue of the things that go bump in the night, the anthropologist in her is delighted at all these new societies, the implications for human history - yet she is horrified at the atrocities and scared for herself and the people around her.

She was and to a degree still is extremely passionate about her job/hobby, but now more than ever restrained in normal conversation. If you want to have small talk about the weather or the last movie to come out, she is the absolute worst person to talk to, giving monosyllabic, non-committal responses like a rebellious teenager, but if you want to talk about big concepts, scientific theories, or anything work related, she will be bubbly and can get carried away on tangents quite easily.

The attack on the campsite left deep scars, both physical and psychologically. She is more than just slightly paranoid (having your life turned upside down by a brutal attack out of the blue will do that to you), and tends to lash out defensively when she feels threatened. Not knowing who was behind the attack or why makes her extremely cautious and reluctant to join with others - finding her in a Brood or similarly committed group is unlikely, though not impossible.

Story Hooks:

The main hook is obviously finding out who the mysterious attackers are, and what happened during the Fragmentation of the Shoggoth-lookalike.

Less obviously, what do they do with the Fragments? Do they need them, are they just trying to prevent the Horror from becoming whole again? Do they have a relationship with the Horror, or was it purely accidental? And how did the thing end up there in the first place? Was that truly a pre-Homo Homo Sapiens civilisation, or is there some other explanation? Were the drawings markings of a holy site, warnings, something else entirely and unrelated to the Shoggoth?

- The Cheiron Group is always a fun enemy. Maybe they found out about the cave, and came sniffing. The Fragmentation could have been an accident, and Cheiron being who they are, wasn't going to let a

chance to study monster parts fall by the wayside. What did they do in the meantime with the stuff? Are there 'shoggoth-spawn' running around?

- Maybe the people were a cult and the site holy to them. Breaching might have activated a Mummy, who was involved in Fragmenting the Horror. Where are they now? Why have they not taken revenge on Carrie afterwards? Is the Mummy still out for her?

- Was it the Seers who attacked, because they wanted the Horror for something? Maybe they mistook it for an Abyssal creature. Maybe it WAS an abyssal creature and the Fracturing changed its nature tremendously? If that is true, what will happen when it regains its Fragments and therefore power?

- Maybe this Horror IS as old as they thought, the remnant of a hominid Begotten from a time long ago, following slightly different rules. It was slumbering for a long time. The cave used to be a Chamber, and the excavation somehow disturbed or even collapsed it, resulting in it waking up and feeding on the tasty fears it got for breakfast, slowly adapting to the new hominids' fearscape. The Fragmentation might have been the result of this adaptation, or an intervention from the Dark Mother, wanting to see one of her oldest children play again. Maybe it was another Beast, the local Apex, annoyed at the competition, who showed up with a paramilitary group to show who's boss, and, surprised at the power of his Sibling, managed to Fracture them with an Obcasus Rite at the cost of his own power. Now they're hiding, trying to fend off their enemies who smell weakness, trying to rebuild, trying to stay away from whatever this horrible thing was that almost cost them everything. Or maybe they have a different plan altogether.

-This story is true: Father Wolf banished a Spirit of Change and Violence so foul and gluttonous, it threatened them all. Now, it has been set free. Maybe the military men were a particularly devoted Pack, noticing a terrible wound in the Gauntlet. Was the Horror originally a Magath, maybe even an Idigam, Fractured rather than cleansed by a powerful Ritual? Or did they simply misunderstand its nature and apply a pre-existing narrative upon it? And what will happen when the Uratha meet Carrie once more?

- Was this perhaps the handiwork of Kindred? The Horror being the result of a particular Dragon's experiments, he might see Carrie's existence as an unusual result to be studied, carefully observing her, prodding, probing, testing. Or he might want to have his rightful property returned to him - but why hasn't he made a move yet?

- Maybe someone tried to keep the Horrors sealed, having been given a vision that they are machines of violence and death. Maybe everyone they shot was already possessed by a similar monstrosity? What will Carrie do with the information that her friends had to die to save the world?

- Maybe, however, the answer is simpler: Tom had been possessed by a monster not entirely unlike Carrie, who planned to excavate the rest to gorge itself on her peers and grow more powerful before going back to sleep. The armed men were mercenaries, and his being 'shot' was just part of the act, the bullying and murder just tenderizing its dinner, so to speak. Carrie also becoming a host was an unexpected wrench in its plans, and it Fractured her at the cost of a lot of itself. Now also lessened, it tries to navigate the modern world to find the Fragments. There is no conspiracy outside the mercenaries' clean-up to avoid being persecuted, and all her rage has no outlet other than the friend she thinks dead. How will she react to the truth, finding Tom's shell, and will she be satisfied with the mercenaries being pawns, or will she demand their lives?

- Then again, maybe it was Demons? The Dark Mother and her Spawn seem Anathema to the G-M, and some Demons believe that to be suited to their needs. The Horror could very well be just the thing a group of Unchained need to dismantle a part of the G-M and finally find their Hell - but do they need Carrie attached to it to that end? Can they bargain it off of her? Were they involved in the attacks, or was that the G-M at work, as they claim? Maybe it was neither, and they are just trying to gain an advantage, by taking advantage of her lack of knowledge...

Inspiration:

I like the Lovecraftian Mythos and I like the Thing, so it was only natural I'd play Carrion, which I also liked. Hence this Character concept came up. I apologize for the uncreative name, I just had to put something resembling the game's title in there somehow.

Last edited by [Wormwood](#); 06-04-2021, 06:44 AM. Reason: Missing information, typos

Flotsam and Jetsam

The Mariner (Slasher)

By Reignnhell ([original post](#))

Background: Micheal Ngo has always loved the water. His family made their living working fishing boats and by the time he had joined the Navy, he was already a talented swimmer and sailor. After his military service, Micheal traveled the world, offering his skills as a fisherman and sailor to pay his way. One fateful night, he and his crew were caught out at sea in a brutal storm. Their ship was battered and Micheal suffered a severe head injury that left him near death. Upon recovery, his behavior changed. No longer the gregarious and dependable person he had been, he became short-tempered, withdrawn, and prone to morbid fascinations. He claims that after his injury, he began seeing visions of the gods and monsters that dwell in the deep, and that he was spared by them for a reason. Micheal now acts as a self-appointed agent of these gods, offering sacrifices and working towards some inscrutable greater purpose.

Modus Operandi: Micheal prefers to drown his victims; luring them on to his boat or to a nearby body of water. While he prefers to subdue his victims, bind them with rope or netting, and throw them into the deep water, he is just as capable of holding someone under with his bare hands. He moves frequently, typically traveling by boat and always tries to remain within a day's travel of open water.

Appearance: Micheal is a Vietnamese man in his late thirties. He is of average height, with close-cropped hair, and athletic physique, and skin weathered by a life spent on the water. He swims regularly and is skilled at SCUBA, free diving, and other techniques. He dresses in the rugged clothing of a fisherman, and prefers to ply his trade in warm tropical waters, but will go wherever his "gods" need him.

Undertaking: Brute; **Virtue:** Devoted; **Vice:** Irritable

Aspiration: To be rewarded for his service to the Gods.

Tell: The Mariner drowns all of his victims. He prefers to use a large body of water such as a river or ocean, but has made do with as little as a sink full of dishwater.

Mental Attributes: Intelligence 2, Wits 3, Resolve 3

Physical Attributes: Strength 4, Dexterity 3, Stamina 5

Social Attributes: Presence 2, Manipulation 2, Composure 3

Skills: Athletics 3 (Swimming), Brawl 3 (Grapple), Crafts 3 (Repair), Drive 3 (Water Vessel), Firearms 2, Intimidate 2, Occult 1 (Aquatic), Survival 3 (Nautical), Persuasion 2 (Lure), Socialize 2, Stealth 3, Subterfuge 2, Weaponry 2

Merits: Cover Tracks, Crack Driver 2, Damnable Certainty, Hardy 2, Language (English, Vietnamese, many others), Professional Training 3 (Sailor; Athletics, Drive, Survival), Resources 2, Robust Health, Style: Close Quarter Combat 2, Style: Subdual 3

Integrity: 0, **Willpower:** 6

Size: 5, **Initiative:** 6, **Defense:** 6

Speed: 12

Health: 10

Weapons/Attacks

Unarmed [+0B melee, 7 dice]

Knife [+0L melee;-1 Initiative; 6 dice]

Light Pistol [+1L ranged; 5 dice]

Talent: Unstoppable **Frailty:** Tunnel Vision

Unstoppable: A Brute never suffers wound penalties for any reason, and automatically passes any roll to remain conscious due to damage or pain.

Tunnel Vision: A Brute suffers a -3 penalty to all Perception rolls, and to rolls to avoid being surprised in combat.

Fishing Yacht: The Mariner currently pilots a medium-sized fishing yacht with sails and an onboard motor; the latest in a long line of vessels he has used as his home and primary mode of transport.

Dice Modifier: -2, **Size:** 18, **Durability/Structure:** 2/20, **Speed:** 45, **Availability:** 3

Hold Breath (Stamina + Composure)

A character may hold their breath for 30 seconds for each dot of Stamina without needing to make a roll. While in combat (or similar dramatic scenes), a character may hold their breath for 1 turn for each dot of Stamina they possess. Supernatural creatures capable of regeneration cannot heal damage caused by suffocation until they can get to a source of air.

Dramatic Failure: You can no longer hold your breath, gaining the Drowning Tilt if submerged.

Failure: You struggle to hold your breath, suffering a point of Bashing damage and imposing a cumulative -1 penalty on any subsequent rolls to hold your breath.

Success: You successfully hold your breath, each success adds an additional 30 seconds (or extra turn if in combat) of holding your breath.

Exceptional Success: Add one minute or 3 rounds of holding your breath. This is in addition to time gained from rolled successes.

Swimming (Dexterity or Stamina + Athletics)

Most actions are harder when done in water. When attempting anything underwater, swimmers suffer a -2 to their dice pools and Defense. Treading water, however, is a reflexive action that any character with a dot of Athletics can do automatically without penalty.

Dramatic Failure: The succumb to injury, fatigue, or circumstance, and gain the Drowning Tilt.

Failure: You make no real headway, effectively swimming in place.

Success: You swim at a Speed equal to Strength + Athletics.

Exceptional Success: At Storyteller's discretion, your character may attempt an instant action without suffering any penalties to dice pools or defense.

Nest: Open Water

Open Water is an area of ocean or lake where land is far enough away to either be very distant, or not seen at all. To be thrown into open water without a watercraft, flotation device, or exceptional swimming skill, is essentially a death sentence. Besides the grim possibility of simple drowning, hypothermia, dehydration, unpredictable tides and predatory animals are also common perils. Most actions in such an environment require successful Athletics rolls and dramatic failures lead to drowning.

Tilts: Currents, Drowning, Extreme Cold

Currents (Environmental): Flowing water, inexorably push characters along a route, be it to danger or salvation.

The Storyteller chooses the direction and strength of the currents, giving the latter a Strength rating of 1 to 5. Characters may resist the current's pull with a Strength + Athletics roll penalized by the current's Strength, but any who fail, cannot, or do not try to resist are carried by the flow with a Speed of the current's Strength x 5.

Drowning (Environmental): You're surrounded by more water than you can presently cope with. Either you're in some sort of container or room filled with liquid, or you're simply exhausted by swimming through a large body of water. Regardless, your lungs are starting to fill with water, which is a losing proposition for most.

Effect: Your character suffers one point of bashing damage each turn he spends drowning, as oxygen loss takes its toll on your body.

Causing the Tilt: Any form of immersion in a liquid is enough to cause the Tilt.

Ending the Tilt: Getting to a source of air and removing any liquid from your lungs is sufficient to end the ongoing damage from this Tilt.

Conclusion

Even this sizable treasury has barely dived beneath the surface of sea-lore, and is by no means complete or exhaustive. What else might your characters encounter that aren't covered in these pages: Sea-[djinn](#)? [Merfolk](#)? Selkies and kelpies and nixies, oh my!

There is an absolute *embarrassment* of folklore and mythology pertaining to the sea, and nautical ghost stories are a literary tradition which stretches all the way back to Homer's *Odyssey*. Look to Inuit mythology and folklore for some really freaky and terrifying (and best of all, relatively unknown) sea-monsters, like the child-stealing *qallupilluit* and the bloodthirsty *qupqugiaq*.

See also: the fan-made *World of Darkness* gameline [Siren: The Drowning](#), which is based entirely around the merfolk of legend from around the world.

"The great depths of the ocean are entirely unknown to us. Soundings cannot reach them. What passes in those remote depths—what beings live, or can live, twelve or fifteen miles beneath the surface of the waters—what is the organisation of these animals, we can scarcely conjecture."

- Jules Verne, *Twenty-Thousand Leagues Under the Sea*