

Leviathan The Tempest (1.0)

By Tempest

You can hear nothing but the incredible loud cry of the wind.

Then a terrible scream seems to tear through creation itself, as if a dying giant cried out for help and then.....then you were left with nothing but the sound of your heart pounding in your ears.

Suddenly a voice starts talking and you cannot place where is it coming from.

“Oh young Leviathan, great grandchild of Tiamat, you are but another amphibious demigod begotten by her Seven spawn that mingled and perhaps even truly ruled mankind in the truly ancient past”.

There is a pause and this voice seems familiar even though you cannot pinpoint the gender of the speaker.

“How the mighty have fallen, for mankind one day rose against them, Marduk leading mankind against Tiamat and her children. She and her children and their own progeny as well were defeated and the primordial waters were parted, leaving behind the *Rift*.

Thus was a new order imposed, an age of humanity being dominant and casting light to all shadows forevermore and yet on the shadows the Marduk society festered like a hidden cancer”.

A note of sadness and of bitterness resides in the voice, but you are pretty sure its female.

“Or so the myth about the what happened in the distant past is”.

She paused and then the voice spoke with conviction, “Welcome my child, welcome to this world of Darkness and Storms, do mind where you go for the fish are quite hungry in these waters and the lightning weapons of the society ever so dangerous”.

You look down at your hands, you are holding some trinkets and the skin is flaking, some sort of scales are underneath, the air feels dry.

+1000cp

Locations

Roll 1d8 and pick the details on where you start exactly or pay 50 cp to start anywhere on Earth.

1 – San Diego and Tijuana– Theme: Separation and Duality

San Diego a place where the money and high class things are, or at least that's what those who look from Tijuana say.

In this clean city Marduk society has established a small foothold and is trying to keep track of the tribe, as for the Leviathans they seem to feel something calling them to the area. On the beaches of San Diego a cohort of Leviathans joined together by their love for the sea are living and enjoying life as they go around generally ignoring anything that doesn't bother them or doesn't have anything to do with the ocean.

On this city Myriam Bales is trying to become a hetsman for both cities as she cuts honest deals with her fellow Leviathans asking them to serve bellow her as she promises and does richly reward those that do, with her final objective being to use all the unified Leviathans towards controlling the human population of the twin cities.

And on the other side of the border Tijuana a place of villainy, drugs and strangely enough freedom to those who look at it from the other side of the border namely the city San Diego.

Is it here Tia Ramona an elder Leviathan seems to be keeping in check certain people as well keeps track of certain lineages for some reason, many mortals and especially drug dealers avoid harming or messing with the women under her protection, still she is a source of potential Lore for any younger Leviathans if they can persuade her and she lets younger Leviathans do as they like so long they use their common sense a bit about most things.

2 – The Aegean sea, Greece – Theme: Intrigue

A new Kingdom is being build or perhaps a new base of power for Leviathans to join hands, Rena Petracca a female Thallasian has recently stretched her influence across the Aegean sea and most coastal parts of Greece recently.

The only resistance has even more surprisingly to her been from vampires, whilst both the tribe and she lacks any knowledge about them beyond the barest of basics, Rena is currently gearing for a shadow war as she attempts to gather allies and track down the vampires to kill them or at least steal both their territory and influence, to that end she has pooled her resources with the rest of her cohort of four more leviathans that 'follow' her as the leader.

From the south-west of the area another cohort of Leviathans have taken notice of all this and managed to not only cut a deal, but allied themselves with Rena and are trying to make inroads at Crete in order to make a second base of operations in the Mediterranean sea in case the Marduk society notice the happenings on Cyprus.

Its a good place as any for any enterprising young and old Leviathans to potentially take a slice of the pie, of course they might need to accept the authority of Rena, a bitter pill to swallow indeed.

3 – Larnaca, Cyprus – Theme: Territory

To this city a large amount of Leviathans have recently come and are using the city as a base for various expeditions to the Mediterranean sea and according to rumors, also for seeking certain ruins and trading information.

Despite everything or perhaps because of it, the Marduk society seems to have only barely taken notice about this, but until they do take some actions, this recent influx means that despite the possible danger Leviathans could meet and size up their rivals or trade, as such the city is something of a cultural hotspot at the moment, one of which older Leviathans know will explode sooner rather than later.

But despite all this its good to meet people who are both rival and equals at the same time and both young and old members of the Tribe are exchanging contact information to keep in touch and perhaps figure out how to get a measure of sanity in a world that can be confusing.

4 – Ragusa ,Italy-Theme: Mystery

An old land with an old city. Ragusa is located inside a providence of Sicily. It is a rather small city as far as they go and recently a string of murders has the police and the people on high alert. More importantly on matters relating to the tribe, the local cohort has found themselves tearing at each other as all the people who died were members of their cult, someone is targeting on purpose the cult of the Leviathans, but who and to what end?

Even so as tempers flare and the young Leviathans prepare themselves, the world keeps turning and smugglers are passing through the city with certain artifacts of some value to the tribe and hunted by a rather old Leviathan, soon they will reach the nearby port city of Camerina and it will likely get tricky to find them afterwards.

5 – Charlotte Amalie, Caribbean Sea-Theme: Relaxation

The capital and largest city of the U.S virgin islands. There is nothing really going on around here, apart from a very low population of supernaturals of all kinds, although if one swam to the deep around the Caribbean sea they just might find some hybrids or ruins that seem to be calling to old blood.

A good place for intrepid archaeologists to relax and make a base of operations from which to search the sea or a CEO to just have a nice vacation.

6 - Rio de Janeiro, Brazil-Theme: Growing Pains

A famous city known for many things, recently what appears to be a new Leviathan awakening is here, no one is quite sure of where it is....but the cohort who recently arrived in the city might know, at the very least the locals are aware of a new cult like gang going around, though they seem to be oddly nice until provoked.

7– The Rift

The Rift, a place of legends as well danger. You may begin in any of the first five layers and have to swim up to leave or you could go down, perhaps even look around the layer in an attempt to learn any old secrets of the tribe.

But remember that just because you can go here, it doesn't mean you can survive the tempest within the Rift easily.

8 – Free Choice

Anywhere on this world.

Background

Your age is between 15-21 years old, you can pay 50cp to set your own age and gender if you wish, you have been a member of the tribe for about a year in which you learned the basics of your new existence.

Drop In-You awake on some sort of beach, the smell and sight of the sea is making the blood in your veins thrum, the smell of fish wets your appetite and your nostrils flare, care to go for a swim? Best be back quickly as a storm is on the horizon.

Archaeologist-The sea was always one of your main passions, ever since you were young swimming came easily, and with it you enjoyed yourself, but your other passion is learning and exploring the past, more specifically that of the wicked tribe.

CEO-You always were different, perhaps it was the fact that your family was suspiciously big, or maybe you simple were better than everyone else. Either way when your teenage years came around and you found yourself becoming...something else, you embrace your semi-divine and monstrous lineage.

Brawler-The sea calling to you, the power at your command is intoxicating. You ignore the masses and joined your fellow Leviathans to honor your own savage glory, whether by tooth, claw or tentacle you shall rend open your own path.

Strains

Seven are the major lineages that each Leviathan is acknowledged as belonging to, or at least seven are the ones recognized and known to exist.

Bahamutans, descending from Bahamut, they are known to have a talent for emulating both their Progenitor's nurturing fecundity and incredible power as well size.

Dagonites, descending from Dagon, they are known to easily maintain the deified stance of their Progenitor, their talent lies in both creating life and directing their cults. Of course their fertility seems to be never-ending and many hybrids have come into existence thanks to them, even the Leviathans who rise from their bloodline seem to arise in an slightly less mystical manner.

Lahamin, descending from Lahamut, this strain has the same gift as their progenitor, which translates to a talent for Visions and prophecies, their cults are ever watchfull and the influence they got seems to reach everywhere.

Nu's descendants keep the name of their Progenitor who is said to be the firstborn of Tiamat, few things are known about Nu today, but the deep connection and mastery of the elements, as well the strength of the bloodline is known to remain.

Oceanid, descending from Oceanus, said to be the one to control most of the Ocean, the Leviathans belonging to this strain display the same unearthly beauty and might that their progenitor had, their cults are known for their adoration of the Leviathan.

Tanninim the descendants of Tannin, often called the sin eaters as well the protectors of the tribe, even today they continue the work of their Progenitor in a sense, wielding the natural weapons of the Tribe, they are known for a militaristic bent which is often shared by their cults.

Thalassans, a Strain who use their power and influence to dominate humans and thrive in centers of wealth and power, some call them a bit of socialites.

Vestiges

The lingering traces of the power once held by the Seven progenitors, today modern Leviathans study and emulate the facets of their progenitors power, things like 'Indestructible' or 'Poison' which are expressed in unique yet alike ways for each Leviathan.

But first lets talk about Sheol, Sheol at its most basic is a measure of divinity and power, its what separates them from the hybrids and other overgrown aquatic beasts, it grants the potent ichor which fuels the powers of the Leviathan. Of course Sheol also represents how refined the mystical power and inherent divinity in the Leviathans blood is, the more a Leviathan learns of the tribe and self, the more they manage to tap into their divine nature, the stronger the Sheol becomes.

Even though its a source of power, the Wake that exists as an effect of the Sheol will also become incredibly strong and Leviathans find themselves unable to live a normal life even more than before, especially as the psychic impression of the wake makes it easier for the enemies of the Tribe or other undesirables to find them or at least know their general location, mostly if they are in a part of a city or not.

Moving on, the Tribe has access to seven Vestiges, corresponding to the seven most major Strains.

The **Bahamutans** master the Vestige of Vitality.

The **Dagonites** master the Vestige of Fecundity.

The **Lahamin** master the Vestige of Awareness.

The **Nu** master the Vestige of Elements.

The **Oceanids** master the Vestige of Sanctity.

The **Tanninim** master the Vestige of Predation.

The **Thalassans** master the Vestige of Might.

All of the Tribe's abilities fall under the blanket of one of these seven categories, and can be further subdivided into **Channels**.

A Channel is a part of the Vestige, which can be said to be an imperfect emanation of a perfect concept, it also is a more manageable portion of the otherwise massive Vestige.

For example the concept of Fecundity is not just fertility, it also relates to life and a Leviathan here would also be able to heal themselves using ichor or perhaps lay eggs via parthenogenesis or which will act as parasites on someone and grow into Hybrids, ones whose appearance is a lesser mirror of the majesty that the Leviathan holds in their true form.

Leviathans explore a Vestige by understanding and learning its individual Channels, of which they are divided between the more direct Ancestral Channels which are certain physical concepts that must be grasped before the more esoteric Descendant Channels can be understood.

Following the example of Fecundity above, the Ancestral part would be giving birth to eggs or commanding and detecting any sea life, for it was born of the sea. But a descendant would be to use ichor and heal yourself.

Channels grow in power and scope depending on the Depth in which a Leviathan has transformed.

All Leviathans get Two channels as well two adaptations from the Vestige granted by their Strain for free and Two more ancestral channels from any one Vestige apart from the main one.

General Perks

Swimming like a fish(Free)-For some Leviathans the Sea seems to be constantly calling to them, for you? It goes beyond just that, you are not the best swimmer among the tribe, but both in your Leviathan and human form could be considered within the top fifty swimmers.

Expert (One free for all, 50cp)---You can become an expert in any modern field with all the necessary papers for free depending on your background, things like Archaeology, Management, Martial arts, Dancing and more are possible.

Muted Wake(50cp)-Your Wake is unnaturally weak, its more subtle and covers less area, its still as strong as normal when focusing it on someone else, but otherwise it radiates less power.

Strong Wake(50cp): Your wake is rather strong, it covers a greater area and affects more people. If taken with Muted wake your wake remains as normal, but you become harder to be found as the source of the wake, not as much as having Muted Wake though, post jump you can switch between the two.

Mandate of Babel(100cp): By expending the ichor in your veins and focusing your wake on a target whose primary language is foreign to you, it becomes possible to make yourself understand and be understood by them, as if you were both fluent in the same tongue. This will last for about half a day. You are still unable to read this tongue, that is unless the participant personally wrote something in this case.

This works on people immune to the wake with their consent.

Ritualist(200cp): Normally it takes some effort to actually remake the rituals a leviathan finds or to make new ones. But you have an affinity with the occult lore of the tribe that allows you to go beyond and above what you need or can do when it comes to rituals, any rituals you create are safer and easier to be used, lastly you may give to other leviathans your rituals and with some help from you they will find that they have to spent little effort to convert and benefit from them.

In other worlds this gives you are great affinity with rituals, allowing you to give a slight boost to any rituals by adding more people or new components provided you know at least some of the magical theory regarding them.

Rifter (300cp): You seem to have great instinct for navigating anywhere underwater, an spatial awareness in 3D environments that many lack. Thus you more easily navigate the rift, the place where the ancestral and tribal memories of you kin exists, though dangerous to the fools and the unprepared. You can re-discover great lore in that place and your resistance to the spiritual as well emotional influence of the tempest as well other sources is great.

Drop In

The calm before the Storm(300cp , discount Drop In): Balancing the three different natures each Leviathan holds can be rather hard, but not to you. Unlike most you have that something which others lack, you are able to swiftly and easily adapt to your new condition and maintain a careful balance between your humanity, divine nature and bestial instincts, keeping you sane and strong. With time and effort you can also help others tame to a degree their own natures and find a measure of their own tranquility, even if they are not Leviathans. They can still gain a measure of peace if they hold great internal conflict.

Herald of a new Age(600cp, discount Drop In): Learning new Vestiges, understanding your new instincts or why the hell you now have a cult can be a bit hard. Thankfully you are no stranger to weird circumstances and you seem to have an affinity with understanding your body and your unique powers that come from what you are.

In other words whatever your race or bloodline you are able to quickly develop those powers and hold great instinct in what you must best eat to remain healthy, you even know how to nurture and rear your own children. But that is the least, for such instinct shall carry on to your own bloodline, letting your descendants not only survive more easily, they will also be able recognize you as the ultimate progenitor of their bloodline.

Archaeologist Perks

Chronicler of Dynasties(300cp, discount Archaeologist): In a world where all leviathans can say and hold it to be true that they are family, being a genealogist is one of those skills which can be of great help to someone.

As such you learned how to chronicle and organize all the blood relations going around, but more importantly it also becomes easier to figure out certain patterns, like when new Leviathans from various strains might emerge, also what the potential of a child born from these parents might hold. In future worlds this means that you will know how to rather accurate guesses about the potential of individuals born from certain families, dynasties and how the bloodlines or powers mixed from various people might possibly manifest as the generations pass by, provided they are indeed tied at least partially to lineage.

Heritage of the Tempest(600cp, discount Archaeologist): Blessed by your own birthright, you are able to far more easily than anyone would believe find out the long lost artefacts and lore of the wicked Tribe. Some would say you hold a fate of sorts that bring towards you lost and ancient lore, as well as artifacts of strong importance in some way, others speak of how things such as ancient scrolls, urns and stories seemed to gravitate towards you one way or another, bringing the mysteries of the past to your eyes. Thankfully your memory received a heavy upgrade to help you remember

all of these things, to the point that you have total recall.

In the future, whether its about your own family, bloodline or your race, artifacts and lore will seem to gravitate towards you and only the most mysterious, powerful, unique or those which are hard to find shall require actual effort on your part. In addition, your descendants seems to have inherited your memory, though its not eidetic and they only have total recall, perhaps this time, this shall be enough to ensure that the past will not be forgotten again.

CEO Perks

Cult Monarch(300cp, discount CEO): It is the mark of a true ruler to have tight control over his subjects and you are one such ruler. Whether its about managing your cult or company, you can easily organize them and secure at least some of their loyalty for yourself. But most importantly you have great charisma as well talent for finding people to help you make cults, which can be dedicated to yourself or others if you desire it so. Such cults can be ensured one way or another that they will be true believers and perhaps a bit of fanatics, but that's a feature if anyone asks you.

Storm King (600cp, discount CEO): All Leviathans have their own pride, beyond what normal humans do have, the divine nature of Leviathans pushes itself down on the mortals. But you are a step beyond that, you hold a natural aura of nobility and a charisma that if these were the ancient times would allow you on its own to become a God-King.

But this is not the past and you know that just charisma is not enough, you have a willpower that could take on a demigod and the skill to make a couple of people who have their own pride as demigods to work with you, thus you can easily unite your fellow Leviathans to work as a coherent group under your guidance, becoming the hetman of your group shall be easy. Yet it appears that your children are blessed alike, holding a charismatic gift that sets them apart and a natural inclination that lets them work well with each other, though the same inclination also makes them fall in line behind your commands if you desire it so.

Brawler Perks

Cunning Claw(300cp, discount Brawler): You are someone with an almost animalistic cunning, you know how to operate on a tactical level in order to win the battle, so long as you do not mind being brutal that is, you can easily think of some rather good ways to demoralize your opponents, perhaps by making a trap filled with sewage, putting the corpses of your enemies on spikes or having the hybrids eat and throw the corpses at them, all that and more are brutal tactics you can use to quickly defeat your enemies. That is not all however, for you also the skill needed to create these makeshift traps and intimidate or taunt any enemy careless enough into falling to your traps.

Born of the Storm(600cp, discount Brawler): Some say you were born mighty, others think you are just plain crazy, yet others say you are enlightened reaching the true essence of martial arts. No matter what the truth is simple, you hold a body that is now at the peak of what a human can have in your normal form. And are also able to use your body and all the abilities that you have, as well what some would call mutations tied to it in great effect in conjunction with whatever martial arts you know to create a seamless fighting style, like using your tentacles as whips whilst also bringing your tail to attack someone like a flail, only to follow up with a kick instead as that was a feint. Even the most experienced fighters find this fluid yet so chaotic style of yours like a never-ending

storm, as a result you are also generally unpredictable when it comes to combat, but this can also be applies to things like strategy and tactics as well. Strangely, your descendants seem to hold an distant echo of your style, its instinctual and suited to their bodies, it also makes for a great base if you wished to teach them how to fight, but far more important is how you can give for a time a measure of your chaotic style to make them unpredictable in combat.

Cult

A cult the cornerstone might say of all Leviathans, the thing that they all have in common, mortals who experienced the wake and now follow with fanatical zeal the leviathans.

Drop Ins get 100 points for this section. Archaeologists and Brawlers get 300 points, CEOs get 600 points. If you want more cult points which can be used for the following section only, then every 50 CP spent here can be turned here to 100 points or TP. Or if you will it is 1:2 ratio, but not vice versa and it can only be used here.

Cult(100-Free CEO)-This represents a couple of people that lack resources or great skill, about ten people without many or any special skills, quite obviously they all worship you as their God without a doubt.

Recognized Religion(200—Requires Cult)-As a start this gives your cult a sense of legitimacy and makes it an officially recognized religion with all that entails, including being tax-free if it is so where you establish it.

Cult Members(100)---All Cults need people in them and each time one buys this you get up to twenty people are added to your cult, these people on their own are rather average and fit right in their local environment for the most part. One can buy this more than once in order to add fifty more people.

Cult Influence(100/200/300, First is Free for CEO the rest discount)---This can represent the influence of the cult around the area its based around, depending on the numbers it will either be just local or reach the surrounding areas as well. At the first level you have some people from the police or the hospital, at the next you get people inside the Mayors office. And at the last level you get potentially the Mayor himself and other major figures in the city to be members of your cult, this includes criminals if you desire so.

Indoctrination(100, Free for CEO): Your cultists are rather loyal to you, not that they were not before, but now instead of blind faith, they also are fanatics beyond most compare, at least if you do not compare them to any of the other Leviathan cults, in which case they are above average.

Temple(50/100/200-Discout CEO)-Temples are more than a simple place, they can be a Leviathans sanctuary or safe-house, these will carry on with you on multiple jumps and their locations will vary, but generally it will be either close to you or somewhere with a large body of water.

Lastly by getting one here, you ensure two things, one that rituals from true believers relating to praying or generally calling for your help are more likely to succeed.

The temple also gets proper aquatic themed objects, ones seem to hold some small mystical significance when used in certain rituals. You may buy multiple Temples which can be located into other places or fuse them together for incredibly large and majestic Cathedrals.

The first level grants a small temple no bigger than a shack or a big altar upon which sacrifices or prayers are made. At the second level it becomes a small church, with various religious icons and some basic security on it or perhaps an underwater cave a select few individuals can reach. Reaching the third level the Temple is now a Grand Cathedral easily capable of having some priests living full time and holding big ceremonies for the worshipers, it also quite likely has modern state of the art security on it, though you can trade up the security for an even grander temple or more occult related things that help your cultists when you wish for them to do rituals.

Equipment and Training (100, First two free for Brawler and CEO)- What is a cult without weapons, but a defenseless sheep among wolves? And so in your magnanimity made sure that they are well armed in whatever manner is needed. Perhaps they are hackers who have computers and training in using them for a variety of purposes, perhaps they are recruiters with books and religious symbols, even guards who have . You can buy this more than once, each time upgrading either the equipment or their training.

Low level Rituals(50, First one free for all)- These rituals have minor effects and usually don't carry a heavy price should they fail, most of the time nothing will happen with a simple failure. Examples- Something like a prayer or a ritual to communicate with the Leviathan in a two-way psychic bond that lasts for a little bit. The capacity to learn where a person they are looking for is, with more detail if its within the Wake of the Leviathan, commanding a specific non-sapient aquatic animal, a blessing of fertility or might for one person.

Normal Rituals(100cp, Discount for Archaeologist, Drop In)---These are the most common rituals and where one starts to play with real power slowly but surely doing stronger things. Examples- Things like inflicting a disease on someone or turning a normal person or cultist into a Hybrid, but not an Atoll.

High Level Rituals(200cp, Discount for Archaeologist)--This is the big league, where a mistake might mean that you could do more harm to others or yourself if you fail for whatever reason, said harm would most likely kill the cultists involved. Examples- One could transfer a curse from one person to another or suppressing the very wake that emanates from the Leviathan, perhaps they might seek to travel between two water connected points within the same world and thus even if its halfway across the globe a Leviathan could reach a place within minutes by utilizing the Tempest in the rituals, making your bloodline more likely to produce a Leviathan within ten generations, but more than three would also go here.

Companions

Atols(Free)-For free you can import any companion as an Atol, a person who is not only immune to the wake of a Leviathan but also soothes the beast calming them down and allowing them to have normal social interactions, beware of other Leviathans who are going to be able to sense them if they get close and most likely desire to have them as the very presence is more than just calming. If you do not import anyone, then you get a free strangely loyal Atol of your chosen gender and personality as a companion if you wish, they are a psychologist and a rather understanding person who will never betray you and will do their best to keep you sane.

Cohorts(300CP): You may import all yours companions and they get one free background of your choice as well 600CP to allocate as you wish, they get only 100 points to spent on the cult section only, as well the the Cult perk from the section with the same name.

Lorekeeper(200CP, Discount Drop In)-This person is a Lorekeeper, in the local scene they have distinguished themselves as someone who knows a lot of the Tribal lore, more than most would ever believe was possible, their calm personality has also given them many friends among the locals. They have the perks of the Archaeologist tree and the 'Calm Before the Storm' perk, as well 300 points for the Cult section only.

Consort (200CP, Discount CEO)-All great kings and queens need someone to assist them and you have found a fellow Leviathan to both love and help you manage your empire. This Thallasian of your preferred gender has their own company and together you can easily dominate parts of the local market, they hold the perks of the CEO perk line and are experts in controlling their own company, having a degree in management. Lastly they have 800 points to spent on their cult and count as a CEO for this.

Great Ancestor (200CP, Discount Archaeologist)-Ancient enough that no one is exactly sure how old this member of the tribe is. This Great Ancestor as is the nickname, has you learning from them about the tribe and your heritage. It helps that they not only share with you the same school of thought and thus can put you into some ease, but they also are your actual ancestor thus somewhat more fond of you than others, though that is provided you keep being a great grandchild. More importantly this companion seems to have an almost never-ending knowledge of lore which can guide you for a long long time and a rather big pride to match their scholarly roots. Unfortunately having seen, lost and grown so much they are beyond just a bit hostile when it comes to dealing with humans who are not cultists or Attols, preferring to leave most matters to their own cult, still with time a bright eyed leviathan could soften them up a bit and perhaps give them back a measure of their own humanity. This companion is an expert Archaeologist, Botanist and Marine biologist, they also have 'Heritage of the Tempest' and 600cp to spent on their cult.

A Thousand Young (100/200/300/400/600cp, Discount Brawler)---Lahmasu or more simply

known as Hybrids. They are humans with the recent lineage of a Leviathan manifesting on them, though it can be a bit random on how strongly their inhuman ancestry manifests on them. Normally the more monstrous one would be more akin to animal smart, but you can have them all be as smart as humans.

This perk grants up to twenty individuals that are descendants from either you if you wish or another Leviathan, the Strain, general personalities and gender is up to you, but they will always be loyal and go along with your orders, they also seem to have a strange cunning on them, which manifests as the perk 'Cunning Claw' and they only take one companion slot with perks divided between them.

For 100 extra you have forty individuals and for 100 more you can have One hundred hybrids following you, a veritable loyal and amphibious army, but pay 100 more and you are given three hundred hybrids.

Should you wish however, you can by 200cp more or a total of 600 you can get a giant army, One Thousand Hybrids will be placed under your command, but in return you have to take the drawback 'Hunted' as the society becomes aware of such a large amount of hybrids, I suggest taking care as you are one of the bigger priorities now.

Gear

All Backgrounds get 200CP for this section only.

A bucket of money (50cp, Free CEO)---Its a person sized bucket filled with money, about a million in fact, why do you have this?

Seafood Tank-(50cp, Free for Drop In)---This big aquarium tank is filled with what will always be to you like tasty fishes, crabs and more, this will remain true regardless of whether they were eaten raw or cooked. The tank always refills completely every hour, good for having something to snack at. It also can be freely be placed as a small add-on to the warehouse or follow you around in new properties.

Statue of the Water Bearing Goddess (50cp, Free for Archaeologist)---This big statue depicts sort of unknown Goddess with a soft smile on her face, she was probably a member of the tribe based on the hybrids prostrating all around her at the base of the statue. By meditating next to it, you are able to sense all hybrids within a fifty miles radius and how much or not they are related to you, as your sheol increases in power so will your sensing radius, in future jumps you will sense any sapient aquatic being around of you.

Blessed Urn (50cp, Free for Brawler)---This Urn seems to be made from black marble and is cool to the touch. It was also said to be blessed as opening it allows you to get never ending ocean water,

complete with small critters, sea weed and anything else needed. You may pick a specific lake, ocean or sea if you desire so

Giant Seashell(100cp, Discount Drop In): This seashell is as big as a cat, when taken to the sea and one pays a small measure of ichor, you may then dive with it to hear a rather relaxing song which slightly subdues your instincts and brings you a measure of peace and relaxation, even a small measure of sanity.

This beautiful song which will always change to be enjoyable to you, also works on other leviathans and any aquatic animals or races which hear it, strangely it cannot be captured by electrical media of any sorts.

Strange Coffin(100cp, Discount Archaeologist): It took you the better part of a crazy year to learn the secrets of this two meters tall stone coffin that you found in the sea. After asking around you learned that one can put an animal in there and by expending a good chunk of your ichor it is possible to create a Hybrid based on the animal and your strain, which is going to be sterile and loyal to you with intelligence no less than that of a dog and easily trainable, the animal needs to be at least the size of a rat for this to work.

Golden Coin (100cp, Discount CEO)

A golden coin for good luck, this ancient coin depicts with some highly detailed artwork on one side a sea dragon on top of a lair filled with treasure, on the other side a smiling woman. It always seems to bring you some small good luck and when giving it to someone they will get one lucky day before it finds its way back to you.

Ancient Armaments (100cp, Discount Brawler)

Being ready to fight means having a weapon sometimes and you are damn good at that, you have a wide variety of metal weapons for both your human form and your true form.

Most importantly you also have a set of armour most of which you can put on yourself somehow in your various depths in which you transform and the metal is such a mix that it has almost no electrical conductivity, doesn't constrain movement too much and isn't too heavy either. These sets of armor are great for defending yourself against the nuisances calling themselves the Marduk Society, now if only you had a place to safely store these without worry.

Tome of the Old Blood(200cp)

This heavy old book, appears to have its cover made with the light blue scaled skin of some sort of aquatic beast, it smells faintly of the sea and its cool to the touch. When you open it, written inside in some sort of ancient tongue are what you believe are rituals on the creation and uplifting of Lahmasu, there are also more rituals on how to potentially 'upgrade' any Lahmasu with certain rituals, like making them from being animalistic to fully sapient or getting a well protective shell or carapace, as well other mutations that make them more dangerous.

Lastly this tome can be used as an artifact that can somehow help make any rituals go a bit smoother and with less trouble when using by a Hybrid that belongs to your cult, even more so if that hybrid is a first generation child of yours.

Tome of the Storm(300cp, Discount for Drop in and Archaeologist)

This tome looks like a big book with extremely beautiful artwork showing a stormy day in the sea on the cover. If someone tries to open it and they are not of the tribe then the book will show that it has ink writing messed by water.

If someone is a Leviathan or a Hybrid, then it shall show the basic history of tribe in myths and also speak of any great events the true owner of the book has undertaken and allows the book to record in it.

However that is not all, by a sacrifice of ichor or by spilling a cup of seawater on its cover, the book

shall absorb it and its content will change to show some basic facts about the Seven strains as well in-depth information about their mythology, there is also basic information about all the Vestiges and how a Leviathan can develop some of the more basic ones. Of course its worth nothing that this book will collect any lore that you find in the rift, this lore will automatically appear in this tome for your usage.

There is something strange however, close to the end of this book will find a chapter that seems to speak of two rituals. The first is a potent ritual that lets you have a child that will grow up to be a Leviathan, which is something many elder Leviathans would kill about. As s for the second part of this chapter, it describes a ritual that is monstrous in expenses and which lets you bring about a permanent sea storm big enough to engulf an island, yet it will not go about and wreck the global or too much of the local ecosystem. Said storm is strong enough that modern civilization would barely be able to handle it, communications without mystical means is close to impossible for those under or within it. Even more strangely there are hints that another book exists which would let you live in such a storm, even thrive or make a weapon out of it.

Tome of Civilization (300CP, Discount for CEO and Brawler)

A Tome whose cover seems to be made out of solid seaweeds to the point of being tougher than most leather, it seems to reek of dried salt somehow.

In here described in code are many strange rituals, they describe how to create underwater structures, from villages to a palace fit for a Leviathan. There are also ways to place protective wards, some alarm you against other Leviathans, others create a storm when mere mortals without the proper ritual pass by, others still allow for increasing the fertility of fish and cleaning the waters from any foul influences.

A Leviathan who places the book in the ocean or sea will see something interesting, the book will come alive and they will sense that they can pay in ichor to have it cleanse and transform the waters, seaweeds will grow, fish will appear, the ecosystem and environment will rebuilt itself into one comfortable for the Leviathan and its strain to live in. Any structures not mystically protected will be eroded by the power of the sea within some days. At the end of this book however, is something very interesting, it speaks of how to sink a large island under the waves with the help of a storm, strangely the ritual for this storm is missing.

Drawbacks

The Screeching sound of the Tempest surrounds you and you can sense the freedom to make any choices you desire, even to refuse joining your new family.

A human I remain (+0): You need not to be a stinking Leviathan, you will remain human and be proud of it, you are barred from taking any Leviathan only perks, powers or gear which needs ichor to function. Still you are immune to the wake without being an Atol or Ahab and can live a potentially easy life.

Stalkers (+100cp): Whilst numbers are good and all, it seems like wherever you go, your wake creates a great number of stalkers and people who enjoying following you around like ducklings. Whilst its good that your cult will never be lacking in numbers it going to be way harder to keep a low profile both for you and your cult, not to mention how hard managing so many people is going to be for you if you do not wish for them to take any actions you would disapprove.

From the depths of the Ocean(+200cp): Normally you can be almost completely human if you desire so and go down a depth as the need arises. For some reason however you are permanently stuck at the second depth, where you are just human enough to hide or trick someone into believing you are wearing some good make-up or costume, yet inhuman enough that anyone who suspects or knows about leviathans will think of you as one or at least Hybrid, expect a wide variety of trouble if you are seen and do not forget that other supernatural creatures will most likely not be tricked by any lies about you being human.

Hunted (+200)---The Marduk society has you as a high priority target for some reason, expect heavily armed teams to converge in your location when possible without too much trouble. This will make them at the very least an annoyance depending on how powerful you are, they will remain so until you destroy them completely.
The only good part is that despite the extra attention they are not all powerful and can be temporarily defeated, still expect attacks about thrice each year by the equivalent of a special forces team attacking you and equipped in a way that adapts to your tactics.

Adapting to new Tactics(+300cp, Requires Hunted) No more just an annoyance, these people now come against you with tactics and equipment custom-tailored to fight you and handle any powers they know about. Expect many buildings in areas around your territories to be warded by the Sigil of Marduk to keep you away and more often than not to herd you into new positions so that they can fight you, they also seem to have gone on a recruiting spree and the society is now at least double in numbers.

Curse of the slashers(+400cp): When the Wake hits someone, sometimes instead of fear or awe you get someone who feels an all-encompassing hatred towards the Leviathan, these people are known as Ahab.

And now your Wake is altered so not only you are unable to create Beloved, your Wake creates a far larger number of Ahab than it normally would, they are all rather single-minded in their pursuit of you and only death can cure them, should you hide they will find you sooner or later and lay down cunning traps as they try to kill you, they will also be teaming up as they are able or the need arises.

You have been Thunderstruck(+400)---Almost all Leviathans without exception are weak to electricity, not unlike how vampires are weak to the sun. But you go a step beyond that, you can easily be heavily wounded by getting jolted by something like a normal taser and just a couple of

hits or so depending on your constitution will kill you with ease, thankfully there might be a way to remove such a weakness from yourself, perhaps in the rift or stranger places.

Scenarios

A Cult Rising

You have a cult, but good as it is, you could use more influence and power than having one grants you. So within a decade you must convert a city worth of people to your worship, have it recognized as an official religion without The Society managing to kill them.

At some point after you reach the needed population, one of your priests will come with information about old artifacts of the tribe and a map that leads to an island not too far from where you are.

Getting there is easy, though you will quickly find that a cult with a Leviathan lives on it and they are prepared to fight tooth and claw for it, their ritual magic also seems strangely potent and they are able to use it with greater than normal effects than most Leviathans could, with a ward that protects against any rituals as well some of your vestige powers.

Take that island from the cultists and the Leviathan there, then having done that you only need to hold it as your new lair till the decade is done.

Reward- For managing this, your cult however big you paid for it to become, will appear in future jumps if you want, you also get 200 points for the cult section, whilst also retain control on if you wish to make a branch these points and add any benefits that the main cult has.

That said you also get to keep the island, it is about 200 square miles big and follows you across jumps. It is considered a holy ground for your religion and those who worship you will sometime act as pilgrims to get here, strangely there is a subtle effect akin to the wake on it.

This subtle effect that covers all of the island seems to aid in making your worshipers more loyal to you and spiritual, but without making them complete fanatics as the wake often does. Not to mention that the island itself is a potent place, one which boosts the power and potency for certain rituals, like the religious ones that your priests use to invoke your power or any other ritual and spell involving the water or sea and all the mystical themes those two things hold.

The End

The years have passed, the storm that could be felt on the ocean seems to be calming down, you feel a tinge of melancholy as you are faced with a choice as all drawbacks and any personality alterations from the backgrounds are revoked.

Back to Familiar Waters-Returning home? Go and take the cult you made here with you if you want, all the Tomes in the item section are given to you as a gift, as well the 600 version of the A Thousand Young, go forth Jumper and let your will be your law.

A New Storm Is coming-You choose to remain and are given 1000CP as well empowered to become the Equal of the Progenitors of the Strains if you weren't before, the weakness to electricity is also removed

Rime of the Ancient Mariner- Moving onward to a new universe, to new oceans and seas.

Notes-

Should you wish, a shallow echo of the rift can exist in future places, it will only hold either your memories and those of any companions you pick as well future leviathans or you can bring the full fury of the rift back to you with all the memories of other Leviathans in this world

CP bought Companions will make you way less territorial or annoyed than other Leviathans, that said remember that whilst this is a vice versa thing, you still have to deal with the fact that Leviathans have issues and Attols make you go possessive about them.

You have Been Thunderstruck Drawback- If you take the scenario that removes this weakness then its fine, but you cannot go to the rift to remove it in that case. Going to the Rift will take more effort than using the scenario and by fiat at least a full 3 years of devoting your complete attention to this.

Also having more Health/Constitution helps mitigate it somewhat, but its always a weakness you cannot fully adapt to without the two ways above.

Items come back if lost or destroyed a day later

Cult has the Scenario for it here, take it to have it to follow you. Are they the same people? I will let you fanwank this, the Island scenario however is only one, until you are post-jumping in which case you will be able to make such an island with the same effects once per year.

Upgrades to any structures to the Island are kept, but if destroyed you have to remake them though.

In the capstones when I mention Descendants-Children, they have to be considered yours biologically, adopted do not count (Unless if you have the Discworld adoption perk, that makes them valid for the perk to work on them). Also, your great great great grandchildren and so on will not lose the benefits, that said, someone who just uses the genome of such a child or yours to become your child (Fanwank freely in this case they get the benefits or not).

Yes a thousand young get the benefits if they are your children.

Tome of Civilization has rituals to help you make an underwater civilization and the rituals will let you make a place that is as comfortable as to be only slightly below modern society.

Keep in mind the rituals require you to both have a good grounding in the lore of the tribe and strong Sheol, other than that Fanwank responsibly as to what else is included here. Just keep in

mind you need a cult and for some of these rituals you need at least 50 people.

For Tome of the Civilization- The Island you can sink is about one as big as Singapore, do keep in mind that it will cost you less and be less dangerous if you both have strong Sheol and make the area affected smaller, but its not especially dangerous, you just need both books.

For the Tome of Storm- Same as above, though I will add that making the storm part bigger bigger is not impossible, the limit is the planet and to do that you would need to be at least as strong as to be only below the Progenitors of a Strain in Sheol and hold some extra out of the jump mystical might or one from a scenario as well a ritually potent area (Hint hint nudge nudge on the last one).