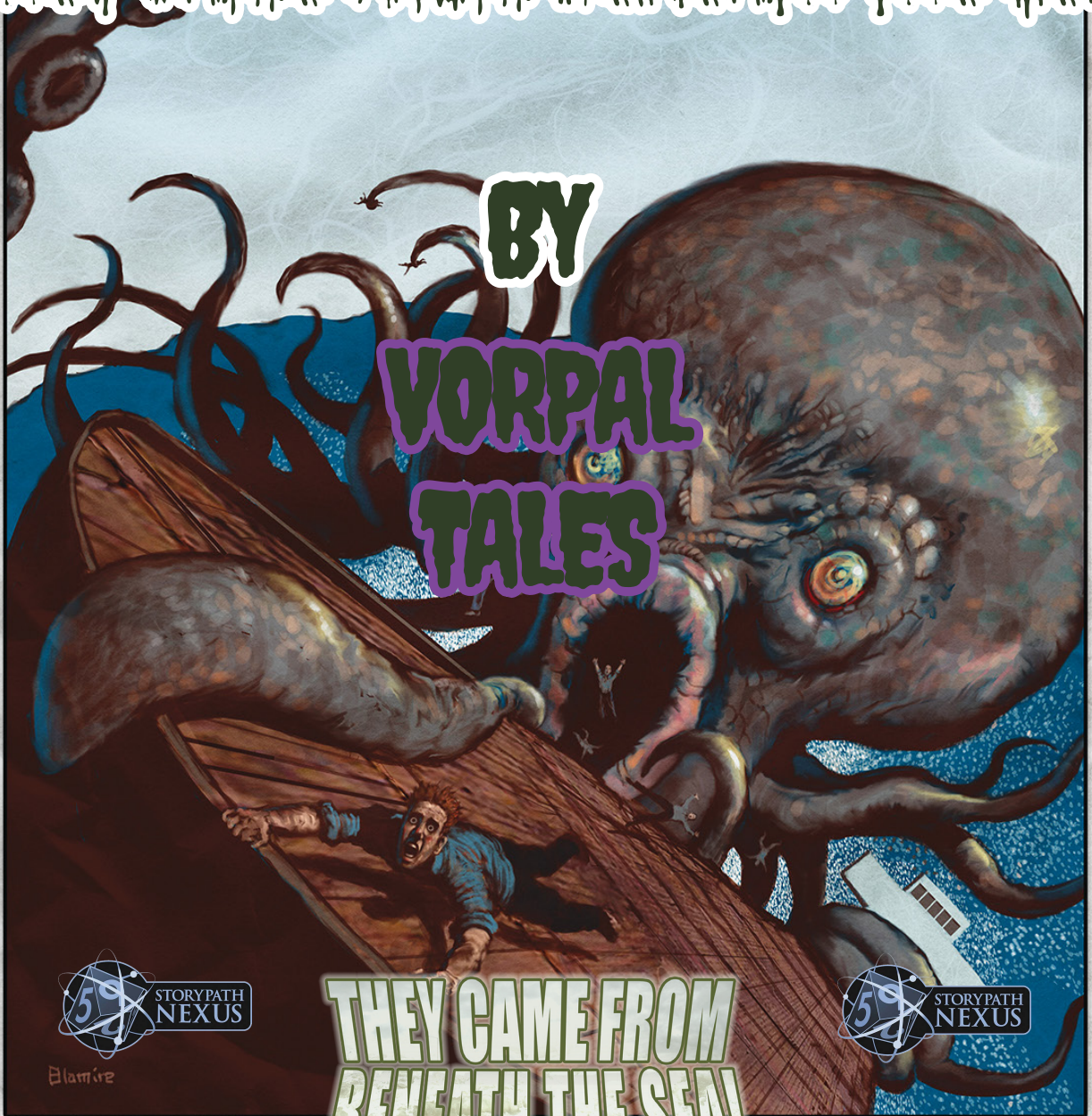


A FLOOD OF DRENCHED HEROES AND WATER LOGGED HORRORS FOR THEY CAME FROM BENEATH THE SEA

BY

VORPAL
TALES



STORYPATH
NEXUS

Blamire



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THEY CAME FROM BENEATH THE SEA!

DRENCHED HEROES, WATERLOGGED HORRORS

Inside these soggy pages you will find a collection of ready-made NPCs, new locations, antagonists, threats, and a new faction for use with Onyx Path Publishing's *They Came from Beneath the Sea!* Roleplaying game.

We hope you have as much fun using our small contribution to this awesome game as we had creating them.

Now get busy creating some awesome adventures and terrifying tales! If you need us, we will be in a dry, monster-free place...



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SPECIAL THANKS TO

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ALEKS KOSHKIN: SECRET AGENT

Aleks Koshkin was born in Russia, their parents unknown to them and all records remain unfound to this day. One dark day during their childhood, Aleks's adopted parents died in a mysterious accident. Still a minor, they were adopted soon after by a Russian diplomat, who revealed that they adopted Aleks for the purpose of training to be a Russian spy against the US.

Aleks, being an intelligent child, figured that this diplomat was the cause of their parents' death... which was correct. Until that fateful night, Aleks would be enrolled in an elite, private government school of ballet, or so it would appear. The school was, of course, a front for the teen's second round of spy training. On one dark and stormy night, the skilled minor took out the Russian diplomat, making it look as if it was an accident.

Finally and through much hardship, Aleks made it to the United States, and immediately went to the CIA to tell them their story. Aleks Koshkin was immediately placed in a home with new parents, a couple that worked for the CIA itself.

At the age of 18, Aleks is given their first mission – pose as a Russian secret operative spying on the US. This is where Aleks's story begins, and both sides wonder where Aleks' loyalty truly lies.

ALEKS KOSHKIN: SECRET AGENT

LONG-TERM PLAYER ASPIRATION: Keep their true loyalty secret

SHORT-TERM PLAYER ASPIRATION: Do or complete a spy stereotype this session

PATHS: Archetype: G-Man; Origin: Lone Wolf; Ambition: Keep My Secrets

SKILLS: Athletics 2, Aim 3, Close Combat 2, Culture 1, Empathy 1, Enigmas 2, Larceny 2, Persuasion 2

ATTRIBUTES: Intellect 2, Cunning 2, Resolve 2; Might 2, Dexterity 3, Stamina 3; Presence 3, Manipulation 5, Composure 3

TRADEMARKS: Cut through red tape (Enigmas), Nothing to see here (Larceny), Ma'am, please step away from the alien (Persuasion)

TROPES: Shadowy Conspiracy, Disappearing Act, Redacted

CONNECTIONS: Betty Williams (American "mother") Deep Throat (Secret Russian contact) Agent Bend (CIA Handler)

QUIPS:

You just don't have the tentacles needed.

Never thought I'd be fighting underwater in a rented dinner jacket!

I'll make my final move if it's the last thing I do...

LARRY LAWRENCE: MASTER CHIEF

Senior Chief Larry Lawrence was stationed aboard a US Navy Destroyer. During the war, the ship was attacked and quickly sunk by some unknown force. Of the 890 crewmen who went into the water, only 316 survived. While the official Navy explanation for many of the deaths were exposure, dehydration, and shark attacks, Chief Lawrence knew otherwise.

Later on, The Chief suspected they were drawn to the ship by the residual radioactivity left in the cargo bay and hull. His trained eyes saw more than sharks that day. There were men... fishermen... in the water. They dragged his fellow crewmen into the black of the deep while they waded out in the open ocean. He told his superiors that he punched one and cut it with his survival knife. It bled a purplish-green ooze from the wound. His superiors officially changed his statement to "warded off a shark attack".

The Chief served out the remainder of the war bouncing from medical facilities and desk job till he was medically discharged once the war had ended. The Chief continued to recite his story to those that would listen. However, his recitations fell mostly on deaf ears. He found work however with a scientific and security company that contracted with the government for oceanic studies.

The Chief believes that he will one day be able to find out more about the creatures that killed his crew.

LARRY LAWRENCE, MASTER CHIEF

LONG-TERM PLAYER ASPIRATION: Obliterate a fishman home base or city

SHORT-TERM PLAYER ASPIRATION: Punch a horror from the sea

PATHS: Archetype: Survivor; Origin: Touched by an Alien; Ambition: Out for Revenge

SKILLS: Athletics 2, Aim 2, Close Combat 3, Command 1, Integrity 3, Pilot 1, Survival 1, Technology 2

ATTRIBUTES: Intellect 2, Cunning 3, Resolve 3; Might 3, Dexterity 3, Stamina 5; Presence 2, Manipulation 1, Composure 3

TRADEMARKS: I ain't afraid of no fish (Integrity), Is that all you got? (Close Combat), Up my Sleeve (Technology)

TROPES: Last Man Standing, Been Here Before, Special Cache

CONNECTIONS: Captain Johnathon McJohnson (former commander) Dr. Annabelle Smithson (Navy assigned psychologist) Roy Brannigan (Workout buddy)

QUIPS:

Hope I didn't ruin your little fondue club reunion...

We'll cross those T's when we come to them...

Maybe I'm just not comfortable with the phrase "aquatic alien overlords."

FRANK FRANKLIN: NO NONSENSE SCIENTIST

Dr Franklin (he never uses his first name) is one of the leading biologists in the country...but he's constantly stuck at dead end research facilities. You may find him as a research assistant or project manager if you end up in the right secret research base.

Franklin is a no nonsense scientist who believes in being exceedingly exact in all things. His sleep regiment is regulated down to the second. His caloric intake is measured to provide maximum energy with minimal midday energy drops. And he's been taking pugilist lessons at his local YMCA in case of a scrape.

While at university Franklin was asked by a fellow student, Phillip Doorway, to help him make some changes to a research paper, Franklin just needed to grab a file from the office and bring it to him at the lab. Franklin helped but Franklin had unknowingly helped steal research information and that black mark has stopped him from getting his dream job at the top research stations. Instead Phillip Doorway graduated top of their class and now holds Franklin's dream job at his dream research facility. "Damn you, Phillip Doorway!"

You can find Dr. Franklin filling out forms in triplicate, obsessing endlessly over the minutae of different strains of sea anemone, or driving the bagger at the grocery crazy as he requests a specific item to bag and weight per side of bag ratio.

DOCTOR FRANKLIN, SCIENTIST

LONG-TERM PLAYER ASPIRATION: Get revenge on Philip Doorway

SHORT-TERM PLAYER ASPIRATION: Obsess over minutae for far too long

PATHS: Archetype: Scientist; Origin: Dreams stolen from him; Ambition: Attain his dream position

SKILLS: Close Combat 2, Culture 1, Enigmas 2, Humanities 1, Integrity 2, Medicine 2, Science 3, Technology 2

ATTRIBUTES: Intellect 5, Cunning 3, Resolve 3; Might 3, Dexterity 2, Stamina 3; Presence 2, Manipulation 1, Composure 3

TRADEMARKS: High blood pressure (Medicine), Streams of jargon (Science), Mental gymnast (Enigmas)

TROPES: Atomic Power, With My Bear Hands, I Just Need a Small Sample

CONNECTIONS: Dr. Tripley (Fellow Researcher) Cecilby Drear (Lab assistant for Phillip Doorway) Dan Dropper (Pugilist Instructor)

QUIPS:

There's enough science in there to ice a cocktail...

I'm afraid this is something even the jaded face of science hasn't gazed upon...

We could sure use a good atom bomb right about now...

STANLEY WOOD, MOTOR POOL MECHANIC

Growing up in the southern United States with best friend and fellow scout Willie Amos, Stanley spent most of his youth fishing and learning about the great outdoors. In his time with the scouts, he learned patience and empathy for his fellow man and animal alike. While with the scouts, Stanley and Willie heard stories about what many locals referred to as the "Big Dipper." Intrigued, both boys swore to one day see if the tales of this local legend held any water.

As a teenager, Stanley took a job as a gas station attendant. After a long and difficult day at work, he lamentably overslept through the time he and Amos were to have met up to go fishing at Penny Lake. When he awoke, Stanley raced to catch up to his best friend only to find that he was gone. Everything Willie brought with him was untouched, but he was nowhere in sight.

For months Stanley and the local townspeople searched the area around Penny Lake for Willie. All efforts to do so had failed. This marked the beginning of Stanley's obsession with the Big Dipper, and he swore to avenge his lost friend.

Until that fateful day arrives, Stanley can often be found sharing his latest culinary explorations with others around him. Tall, lanky and naive, Stanley is a consistently friendly face among the locals of his small town and is always happy to help a perfect stranger with whatever problem they may have.

STANLEY WOOD, MECHANIC

LONG-TERM PLAYER ASPIRATION: Catch the Big Dipper

SHORT-TERM PLAYER ASPIRATION: Help someone have a better day

PATHS: Archetype: Everyman; Origin: The One that Got Away; Ambition: Help Everyone have a Great Day

SKILLS: Athletics 2, Close Combat 1, Empathy 2, Integrity 3, Medicine 2, Persuasion 1, Pilot 2, Survival 2

ATTRIBUTES: Intellect 2, Cunning 2, Resolve 4; Might 3, Dexterity 3, Stamina 4; Presence 3, Manipulation 1, Composure 3

TRADEMARKS: I Can Fix This (Integrity), Jack of all Trades (Close Combat), Momma Bear (Technology)

TROPES: Honesty is the Best Policy, Tools of the Trade, Blissful Ignorance

CONNECTIONS: Wille Williams (fishing buddy) Marge Johnson (Owner of his favorite diner) Jack Reynolds (Local Union Rep)

QUIPS:

Have you tried an e-clair? I think it's French.

If you're going to defeat a fish, you'd better start thinking like one...

If I'd known you were coming I would've baked a sweetbread...

TOP SECRET NONHUMAN PRISON: A HUMID HIDEOUT

On the surface, this appears to be a government owned lighthouse. Perhaps a bit well secured for a lighthouse, it nonetheless appears like a normal lighthouse and is in fact used as such for the nearby shoreline.

The truth is hidden deep beneath. This is actually a top secret multi-level government facility for detaining non human entities from beneath the sea and beyond the stars. This facility is heavily secured and manned by highly skilled staff and guards.

Should any kind of military or governmental oversight hear of such a place and somehow manage to gain access, it will appear to be simply a holding facility to protect the citizens of the country from the truth of what is Out There, and a very secure place to hold extremely dangerous entities.

The truth, of course, is much darker. The facility has an entire level for extremely unethical experimentation, dissection, and study of the various creatures and technology that are housed here. New strange weapons are tested and genetic tampering is conducted, all in the name of protecting the country from threats from the deep of the sea, and the depths of space. It is hard to tell who is the monster and who is not in this hidden place of horrors.



PLOTHOOKS:

A close friend or loved one of the team recently got a new job for a government facility, but could not tell the team much about it. Shortly after getting the job, the team receives a panicked but garbled and cut off message from the guard. The team only has the broken message and the name of the nearby town to use to investigate.

A member of the team's close friend or loved one is a merchant marine, and one night while out drinking with the team, the friend talks a lot about how they deliver a strangely large amount of supplies to a lighthouse in a seaside town. Enough supplies to regularly feed and outfit a small army for a place that only has a handful of employees. The friend has also noticed the strangely high security of the place. After this drunken night, the friend has a fatal "accident" under very suspicious circumstances.

After a previous encounter with horrors from beneath the sea, one of the horrors was not killed but was actually subdued and captured. The creature disappears in the middle of the night before the PCs can do whatever they were going to do with the thing, and they want to know what happened to their proof.

The government hires a connected member of the team, or the whole team if appropriate, to investigate why the lighthouse has not reported in recently. Whoever hires the team has no idea what truly goes on at the lighthouse, and just thinks a minorly important government facility has gone dark.

The team's mouth or another member is contacted by a close reporter friend, or if the mouth is a reporter, they themselves catch wind of strange tales from the town closet to the lighthouse. Smelling a story, the team decides to dig into these strange tales of monsters and heavily armed guards.

Someone close to the team lives in the nearby town (which is remote and isolated), and the team goes to visit their good friend or ally. While visiting, a particularly bad storm ravages the town and temporarily cuts it off from any nearby roads or town. Meanwhile, the storm has damaged the prison and something or things have escaped.

ANTAGONISTS:

DOCTOR DRAKE:

A large and imposing man with neat black hair, dark eyes, and a supervillain goatee, he is obsessed with his experiments to create the perfect serum distilled from the various prisoners he has taken "samples" from. He is a modern day mad scientist intent on creating a virus that will transform the human body to make use of the biology of the strange creatures held at the prison. He will stop at nothing to complete his creation, even if that means testing his serums on the staff, and even himself.

SEABORN SUPERSERUM:

An injection of this serum will create one random mutation upon the recipient from any creature in the core book's Threats chapter. The power lasts for one scene, and at the end of the scene, the recipient loses 1 die from all physical and social dice pools for the next scene. Should multiple injections be taken, the bonuses and penalties stack but only up to 3 injections. The 4th injection results in death of the recipient.

Doctor Drake can control his own injections and can pick and choose what powers he gets. He can also exceed 3 doses, but if he does so he permanently mutates into a bizarre monster and goes on a violent rampage.

HUMAN FORM OF DOCTOR DRAKE:

SKILLS: Close Combat 2, Command 3, Humanities 3, Integrity 2, Medicine 4, Science 4, Technology 4

ATTRIBUTES: Intellect 5, Cunning 3, Resolve 2; Might 2, Dexterity 2, Stamina 2; Presence 4, Manipulation 3, Composure 2

HEALTH: 4

CITIES OF THE DEEP: CALAMITOUS CURRENTS

In a lost time before antiquity, there were the ancient empires of Mu and Atlantis. Though they did not know of each other when they ruled above the seas, they became terrible rivals after their civilizations were swallowed by the oceans.

Through their ancient alchemical and alien sciences, they adapted to the deep abysses of the world and formed aquatic-based civilizations. For generations they evolved and adapted, advancing their bodies and their science while the world above plodded along, unknowing.

While the oceans are wide, inevitable these dwellers of the deep came into conflict with one another. Spread across the ocean floor, the rival ancient aquatic nations have kept their undersea war hidden from the dwellers above. However, recent skirmishes have been observed by the submarines and ships of the various nations of the surface world.

Inadvertently, the underwater kingdoms have brought their conflict to the trade lanes that keep capitalism afloat, and thus have drawn the attention of the governments of the world. This can only lead to disaster, since no matter what the motivations of the surface world powers are, the undersea nations want nothing to do with the surface, and will react to any contact in a most hostile manner.



PLOTHOOKS:

The team is hired by a shipping company to find out what happened to a cargo vessel carrying rare and valuable cargo that disappeared from radar with no warning, and no messages on a regularly used shipping lane, in good weather. The only clue is one survivor found floating in the ocean, driven mad by the sun and spouting utter nonsense.

A member of the team's close friend or loved one is a merchant marine, and their ship is long overdue at port. There have been recent reports of strange weather and bizarre currents on the route the ship was taking.

After a previous encounter with horrors from beneath the sea, one of the party members or a friendly NPC whose sanity was poorly affected by the experience receives strange visions in their dreams of ancient dangers from the deep rising to threaten the surface world. Soon after, reports of missing ships and strange weather hit the news.

The government hires the team's scientist or g-man to find out what happened to a missing submarine. Communist interference is suspected, but investigation reveals they, too, have lost a submarine.

The team's mouth is contacted by a close reporter friend, or if the mouth is a reporter, they themselves catch wind of strange snippets of stories coming from merchant marines from various countries that the mainstream media is ignoring as crackpot nonsense. The party smells a scoop and heads out to find the truth.

A close scientist friend of the team knows of the team's penchant for strange things beneath the sea informs the team that the patterns of undersea wildlife has been majorly disturbed and the animals in a certain area have been behaving very erratically. A team sent to the area to research the phenomenon reports that the animals are behaving intelligently, and collectively, almost as if they have become a hive mind.

FLOATING FORTRESSES:

FLOATING FORTRESS OF MU: The structure appears to be grown out of coral directly onto the back of a massive sea turtle the size of multiple supertankers. Manned by hundreds of aquatic creatures with glass domed sea helmets, the fortress sails across the ocean propelled by its tamed turtle host. The floating fortress is armed with giant mirrors that utilize the light of the sun, funneling it via mirrors into guns of light and heat that are devastating to any surface vessels.

LIGHT GUNS: These weapons on a successful hit gain +5 enhancements which must be used on damage. They also damage structures by melting them. They have the following tags: Continuous (rounds), Deadly

WARRIORS OF MU: All Warriors of Mu have armor +2

SKILLS: Aim 3, Athletics 2, Close Combat 3, Integrity 2, Pilot 3, Science 3, Technology 3

ATTRIBUTES: Intellect 2, Cunning 2, Resolve 2; Might 3, Dexterity 3, Stamina 3; Presence 1, Manipulation 1, Composure 2

HEALTH: 3

FLOATING FORTRESS OF ATLANTIS: The Atlantean structure appears to be constructed from massive stones carved from the seabed and seamlessly fitted together to a precision unattainable by surface technologies. This massive device is propelled along using a combination of strange sonic technology to attain near weightlessness, and the Atlantean's power to control the currents of the sea to propel it along. Manned by scores of elite Atlantean royal soldiers armed with tridents that fire waves of force that can shatter concrete, the fortress can withstand direct hits from missiles and emerge largely unscathed.

FORCE CANNONS: These weapons on a successful hit gain +5 enhancements which must be used on damage. They have the following tags: Deadly, Piercing, Shock-wave

WARRIORS OF ATLANTIS: All warriors of Atlantis have armor +2

SKILLS: Aim 3, Athletics 3, Close Combat 3, Integrity 2, Science 3, Technology 4

ATTRIBUTES: Intellect 3, Cunning 3, Resolve 4; Might 3, Dexterity 3, Stamina 4; Presence 2, Manipulation 1, Composure 4

HEALTH: 6

SUNSHINE SANITARIUM: A MENTAL MONSOON OF MAYHEM

Located near Bull's Bay off the coast of South Carolina the isolated Sanitarium and Mental Health Facility sits tucked between the South Carolina swamp and the waters of Bull's Bay. The small town of Sunshine exists just near the Sanitarium made up entirely of the medical and orderly staff, who are essentially cult members to the directors of the hospital, but nothing exists for miles in any direction of Sunshine other than thick and hazardous swamp-land and murky coastline.

The Sanitarium is a cover for the experiments of it's two directors, Dr. Browning and Dr. Chapman.

Browning is dedicated to discovering the secrets of several creatures that call the surrounding swamp home. Under the cover of "camping therapy" Browning will often take several patients on days-long hikes through the swamp, sometimes returning with less than he set out with.

Chapman however is much more interested in what comes from beneath the sea to the East. He spends every morning looking out over the bay pondering before taking his long morning walk down the pier that leads unnaturally far into the Bay. Much like his colleague he will sometimes take a lucky patient with him to the end of the pier, though if that patient returns is never certain.

The doctors know there are monstrous creatures in their respective spheres of interest and are attempting to capture one of these monsters in the name of science. They are unafraid to sacrifice patients for



this end. They also are quick to “commit” outsiders to the town of Sunshine as dangers to society and anyone who snoops too close to the Sanitarium can expect to be sitting in on one of their sessions soon and learning just how far they will go to advance their work.

PLOTHOOKS:

Traveling through the state the team breaks down in the city of Sunshine and one of them is committed, successfully or unsuccessfully by the NPCs, to the Sanitarium while asking for help. The characters will either have to break out their friend or follow up on the weird hospital committing people for no reason.

The team receives a letter from a previous friendly NPC informing them a loved one has been committed in the town of Sunshine, South Carolina. Investigation into the hospital shows very low recovery rates for it’s patients and odd reports of mysterious activities by former hospital staff.

After a previous encounter with horrors from beneath the sea, one of the party members or a friendly NPC is committed to the sanitarium to recover from the horrors of the experience. The committed person discovers hints of unearthly goings on, and contacts the party to help look into this mystery

The team’s G-man is called in either by their superiors or a close friend or family member in law enforcement, asking for their help investigating a strange pattern of disappearances near the asylum.

The team finds out that the body of a horror from beneath the sea that they had previously defeated has been stolen from where it was being kept before the government was able to claim it and make it disappear. Upon investigation, the trail leads to Bull’s bay.

Travelling through the area, the team stops to rest for the night in Bull’s Bay. While having dinner, they end up in a friendly conversation with another traveller, who tells them they are there to find out what happened to their loved one who was committed to the sanitarium. Later that night, the team is awakened by police in the hotel questioning all guests, as their new friend was abducted from their room in the dark of night, and the hotel staff heard the commotion but saw nothing and where too late to help.

ANTAGONISTS:

DR. BROWNING: A small mustachioed man, he is obsessed with the swampland surrounding the sanitarium. Specifically he is obsessed with the rumors of a fungus/man hybrid creature living in the swamp. Once interested in the possible healing nature of fungi the Dr. Chapman came across an unknown species of fungi in the swamp early in his tenure at Sunshine. As he was inspecting the alien looking sprouts he unknowingly inhaled it’s spores and has been fighting an internal alien invasion for years. His body is constantly under attack from the fungus as he slowly is being transformed into the fungi/man hybrid. He hears the call of the mycelium whispering in his head as it tells him secrets of the fungi’s alien home, a lost city beneath the sea and it how it longs to return. Chapman is terrified of the ocean as he feels he may not be able to control the urge to swim as far out and deep as he can to return back to this lost city.

DR. BROWNING

SKILLS: Aim 1, Close Combat 2, Command 3, Enigmas 2, Humanities 2, Larceny 2, Medicine 4, Science 3

ATTRIBUTES: Intellect 3, Cunning 3, Resolve 2; Might 3, Dexterity 1, Stamina 2; Presence 1, Manipulation 2, Composure 3

HEALTH: 5

DR. CHAPMAN: A former college swimmer, Dr Chapman loves his morning walks among the beaches and the occasional swim. Dr. Chapman is actually the primary cluster of the fungus controlling Dr. Chapman. On the outside Dr. Chapman looks human but underneath he is nothing but mushroom sprouts and mycelium. Unfortunately the fungus is still limited by several aspects of it’s part human physiology. It was brought here unknowingly by a sea monster several millennia ago and It’s only goal is to return to its home deep beneath the ocean. It hopes that if enough humans are turned into hybrids it can create a nutrient rich bridge all the way back to it’s home at the bottom of the ocean. Dr. Chapman is infecting his patients and when a patient is successfully transformed they are added to the ever expanding network of human mushrooms that now litter the floor of Bull’s Bay.

DR. CHAPMAN

SKILLS: Aim 2, Athletics 3, Command 3, Enigmas 2, Larceny 2, Medicine 3, Persuasion 2, Science 4

ATTRIBUTES: Intellect 3, Cunning 2, Resolve 3; Might 2, Dexterity 4, Stamina 2; Presence 2, Manipulation 3, Composure 2

HEALTH: 6

THE ORDER OF ST. DEMASSE

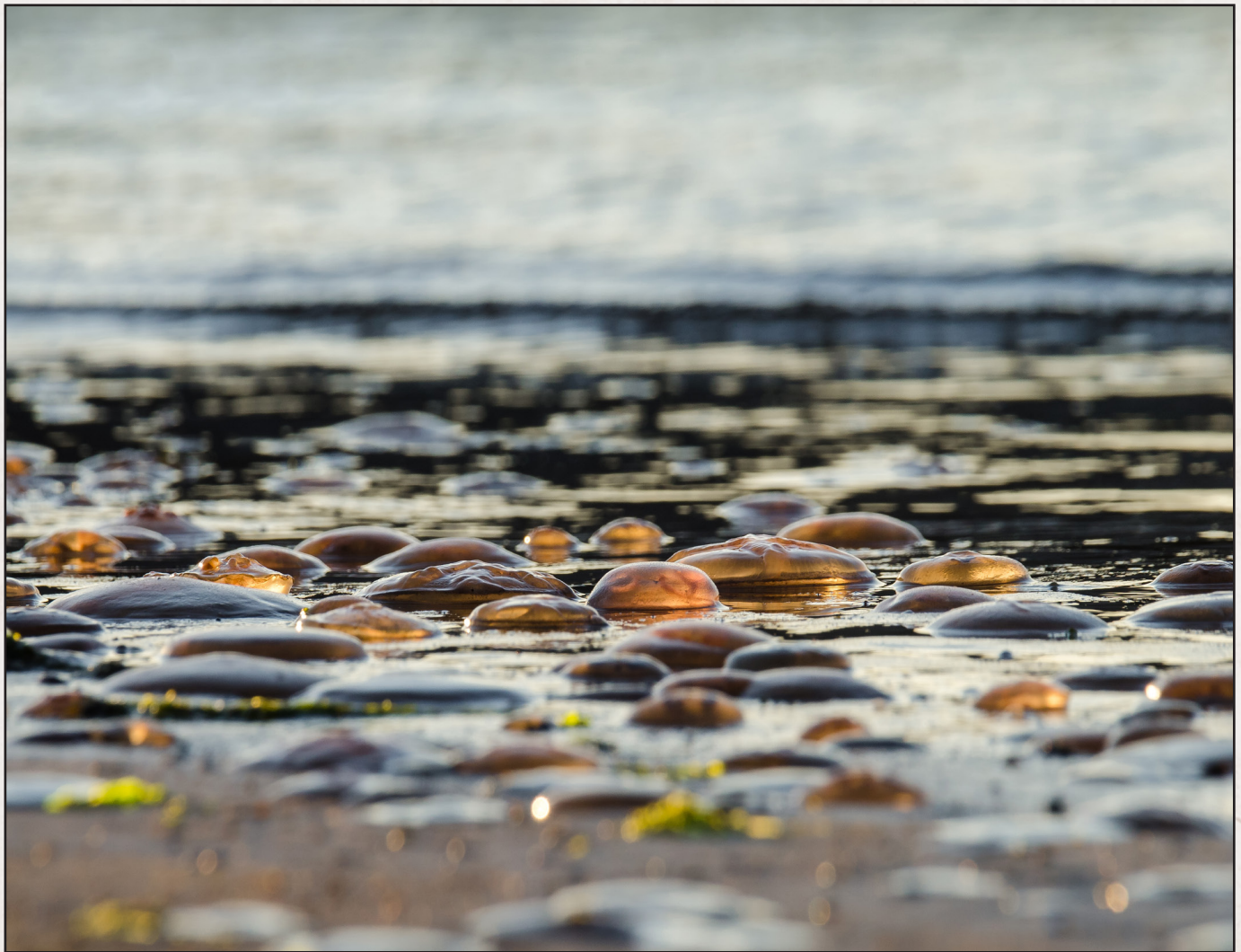
Born out of the dissolution of the knights of Malta and the knights Templar, the Order of St. DeMasse consolidated their power and established their headquarters on the Skellig Islands. Their main goal was to continue the work that the Templars had started so long before: find and destroy anything or anyone of a supernatural or extra-terrestrial origin. Receiving a constant stream of funding through a myriad of religious charities and gullible millionaires throughout the years, the Order has continued its mission to stomp out anything alien that it does not understand. This strategy worked for them for some time, until they came upon the telepathic collective known as The Water That Thinks.

After losing the majority of a squad of knights on a disastrous raid into the depths of the Marianas Trench to clear a colony of “fish people”, the few survivors that returned were seen as traumatized by their

encounter with these strange creatures and placed on recuperative leave by the order. Unbeknownst to them, the agents that had returned from their botched mission were newly inhabited hosts for the invertebrate creatures. Once inside the organization, the collective began targeting those in high command with capture and eventual habitation.

Over time, high command began bringing others outside the order into their fold. This included their financiers and others who could further the goals of the collective. Through their influence, The Water That Thinks began to change the mandate of the Order of St. DeMass. Instead of simply destroying everything they came across, agents were now required to bring back biological and technological samples of all the different creatures and oddities they came across in the field. For “scientific purposes.”

This disrupted operations significantly and made some within the order question the legitimacy of their leader’s change of focus. These agents formed a secret group cut



off from high command. Calling themselves the True Order of DeMasse, they have begun the slow process of uncovering the secrets of the conspiracy with the hopes of purging the organization of any inhuman influences.

THE WATER THAT THINKS

The Water That Thinks or “Thinking Water” are large gelatinous invertebrates that have a complex nerve matrix which encompass their entire composition. Birthed from the unknown depths of the ocean, these aquatic creatures were often confused for Portuguese man-of-wars, jellyfish, moon jellies and others within that family of sealife. Their major distinction, of course, is their high intelligence and their ability to communicate and dominate lesser beings with their telepathic powers.

These invertebrates are essentially a large living brain membrane with the viscosity and stickiness of glycerin. Underwater, they are virtually undetectable to the naked eye unless the lighting conditions are just right, in which case their nerve cortex can often be deciphered. On land, they move slower than they do in their native habitat but are still able to use their porous makeup to squeeze into small enclosures, squirm up the side of sheer surfaces and fit into any container with ease.

The Water That Thinks are highly intelligent creatures that are seemingly curious about anything and everything. It’s unclear when their obsession with humanity began, however, it’s clear that they found the lure of inhabiting and controlling complex creatures such as humans more attractive than the marine creatures they had been used to dominating for so long. Eventually, The Water That Thinks sought to establish an enclave for their collective on dry land. They did so at first by dominating a few minds into establishing a secluded locale to perform lobotomies on desired humans who were unwilling to replace their brains with the nerve clusters belonging to a Thinking Water entity.

Because they are essentially a living brain with a malleable nervous system, they are easily defeated if confronted outside of their preferred hosts. For this reason, of course, they will often spread themselves out on any flat surface to appear as harmless puddles of water. They will also use their mental abilities to control the weak minded to do their bidding or trick more resistant human stock to leave them alone until they can inhabit a more powerful physical form.

Despite having inhabited human form for years now, The Water That Thinks is still incredibly curious about the world above the depths and regard the most mundane things as fascinating objects to collect and study. Not having mastered the spectrum of human emotion, they will often portray a one-sided personality in whichever host they inhabit. This means their hosts will project one emotional state consistently and without deviation. Thus an angered and murderous Thinking Water host may assault an intrepid intruder while crying or giggling uncontrollably.

This lack of mastery of human emotion often takes a toll on the physiology of their human body, causing them to have to eventually abandon the old host for a fresh one. Once inside a host, Thinking Water is difficult to destroy, since they can operate with or without the existence of a host body. Theoretically, once a host body is killed The Water that Thinks can disconnect itself from the nerves that serviced the previous human brain and literally pour itself out of any orifice in the human body. Their hosts can best be identified by the long horizontal scarring along the top of their heads.

No one really knows how long Thinking Water has been around or what they truly want. In the meantime, they will continue to indulge their insatiable curiosity for all things non-aquatic.

FRESHLY INFECTED HOST

SKILLS: Athletics 3, Close Combat 3, Command 3, Larceny 3, Medicine 2, Science 2, Technology 2

ATTRIBUTES: Intellect 5, Cunning 4, Resolve 2; Might 2,

Dexterity 2, Stamina 2; Presence 2, Manipulation 4, Composure 2

HEALTH: 6

INFECTED HOST

SKILLS: Athletics 2, Close Combat 2, Command 3, Larceny 3, Medicine 2, Science 2, Technology 2

ATTRIBUTES: Intellect 5, Cunning 4, Resolve 2; Might 2,

Dexterity 1, Stamina 1; Presence 2, Manipulation 4, Composure 2

HEALTH: 4