

# VEPHAR

## CALABITE PRINCE OF THE OCEANS (deceased)

*The world is drowning; Here be monstres...*

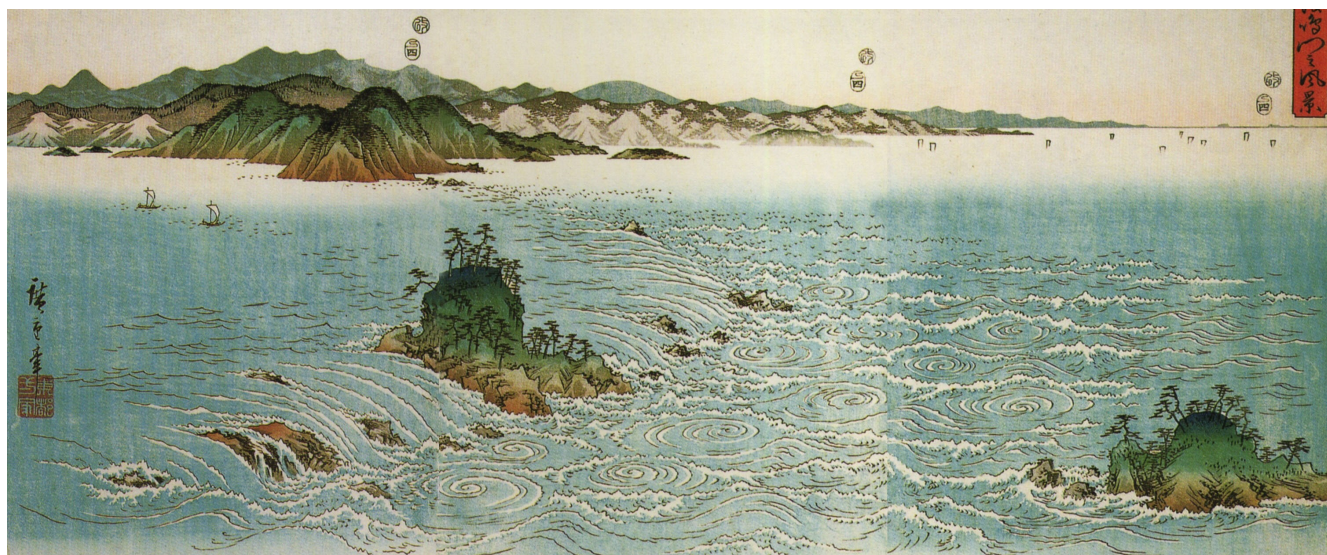
Vephar began his days as an Ofanim in service to Oannes, Archangel of The Waters. In those days he swam with the dolphins and would cruise the ocean depths watching over sailing ships as humans began to voyage around their world. He even held a Word as a distincted Servitor; he was the Angel of Tides, who loved the gentle lap of the surf against the sand. He would make sure that humans returned from the sea safely. A celestial lighthouse, in many ways.

Vephar was one of Oannes' few servants who disliked his master's hostile relationship with Jordi. Vephar and those like him nurtured great love of the creatures of the seas. While they served Oannes faithfully, they still associated with the fishes. Jordi himself was ignorant of this, as Vephar was always careful to avoid angels of Animals who were at sea. Whenever they approached he would dive down below the surface to places where the light could not be found. At first this frightened him; he could not believe there were such places on Earth. Did not the light of Heaven shine everywhere? No, not in these dismal depths. But in time he found himself growing accustomed to these places; he became sluggish, unwilling to move on and away. He found that he had developed a strange affinity for the odd creatures that survived there; this must be the primal strength that Jordi espoused and Oannes lacked. These creatures seemed almost "outcast," alien yet wild and strong, strong enough to survive in a place without light or warmth. Vephar began to change. He began to slow down, fixating on these lifeforms, almost obsessing over them. He emulated their hardiness, their tenacity and soon enough their physical outlook.

Then came the destructive tendencies. As Vephar's resonance changed, he found himself sullen and withdrawn, regularly avoiding contact with even fellow servants of Oannes who shared his feelings toward marine life. He understood more and more the analogy between the oceans of water and the oceans of the heart. He travelled to the north to where the icebergs formed, marvelling at their hidden depths and dangers. He wondered what it would be like to become one and so created a vessel for himself in the form of a vast iceberg. As he learned how to wreck ships and destroy men he added a new side to his changed nature. The power of the oceans was in his hands - a power over which man had no dominion. This was his territory and he would do with man what he desired. He would destroy them.

With his new-found lease of life, he approached a servant of Jordi and demanded that his master speak with him; he felt he had much to offer Jordi's word. The angel, frightened, realised that Vephar was on the verge of Falling if he hadn't already, and so passed the message along to Oannes through his servants. Oannes was furious and proceeded to cast Vephar out of Heaven, unaware he was far beyond saving already.

The dissonant Ofanim sank to new depths. Sometimes Vephar would manifest in the cold and lonely reaches of the seas as a vast monster, fuelling mankind's fears of Kraken and Leviathans, monstrous oceanic behemoths. He would swallow ships whole and drag men down to the dark oceanic depths he had made his home just to kill them. Vephar had sunk to the furthest pit, Hell. Lucifer crowned him Demon Prince of the Oceans and charged him with foiling his old



master on Earth. Vephar represented the power of the oceans in all its destructive and lonely connotations; of being shipwrecked or consumed by giant sea monsters, of being sunk by an iceberg, of those cold and terrible depths themselves whose very nature demands a cold and strong heart to survive.

And then, in 1700 BC, Oannes finally caught up with and destroyed his Fallen Servitor. It was a brief advantage for the Host; a mere seventy-three years later, Belial avenged Vephar by slaying Oannes. Neither side in the War has ever named a replacement Superior with responsibilities for the Earth's seas.

## Vephar's Principality

In Hell, Vephar's relatively small principality (nicknamed Davy Jones' Locker by some of his remaining Servitors) is an underground sea, like something out of Jules Verne. The shores are populated by giant dinosaurs and bathed in a heatless, pale phosphorescence. The waters themselves are beyond deep, populated themselves by the souls of hideous sea creatures and vast shipwrecks. It was in one of the larger wrecks that Vephar himself held court, manifesting as a huge angelfish. In his domain are the ancient souls of shipwrecked criminals, mutineers, drowned babies and others who met their watery Fates.

## Dissonance

For demons of the deep, it was dissonant to help anyone lost or stuck at sea in some way. Although they needn't deliberately hinder people, all must feel the isolation of the oceans.

## Band Attunements

### *Balseraph* (restricted)

Vephar's Liars can add their Celestial Forces to the Check Digit of a successful resonance roll whenever they try to hinder someone at sea - for example, lying about where someone is going, or the local sea or weather conditions.

### *Djinn* (partially restricted)

Stalkers of the seas don't gain dissonance if their attuned is lost at sea. And they always know the location of their watery grave (or place last seen).

### *Calabim* (restricted)

Those who share their master's band can cover the effects of their resonance by making it look like water erosion or drowning. This will not always seem plausible, but it will look real.

### *Habbalah* (restricted)

The Oceans' Punishers can add their Celestial Forces to any resonance attempt that will instil in their targets a terrible fear of the sea.



### *Lilim* (restricted)

Daughters of the depths are exempted from Vephar's dissonance when using their special brand of help. However they must Geas that person afterwards (not necessarily immediately) else they would receive a note of Dissonance as a sign of their master's ire.

### *Shedim* (partially restricted)

Vephar's Shedim, to spite Jordi, can make use of Albatross as hosts. They needn't try to corrupt that host, just so long as they use it to cause problems for any ship they circle above. If they do not at least try and cause the legendary bad luck, they will receive a point of dissonance.

They may also possess the remains of anyone lost at sea, providing that such remains exist; the body must be in a usable state (i.e. not a jar of ashes scattered at sea). Of course, the cause of death (if they actually died and didn't just vanish) may make it difficult to pass as normal. The power also doesn't grant the Shedite the ability to justify the sudden and probably inexplicable return of the host, so he will have to rely on his own ingenuity. The demon may only remain in the body for a number of days equal to his Celestial Forces, but there is no need for further corruption. Once the Shedite leaves, the body will return to its previous state within a number of hours equal to the demon's Celestial Forces.



### ***Impudites*** (restricted)

These Takers need not Charm their victims if they can simply persuade them to tell a genuine seafaring tale of their own first. If the tale is sufficiently impressive, the GM may modify the chances of stealing Essence in the demon's favour. However, he must make the attempt immediately.

## **Servitor Attunements**

### ***Swell***

This allows the demon to dramatically increase or decrease the size of a body of water. The demon is restricted in that the size of the body affected may only be equal to his own mass (in game this is meant to reflect the power of his Corporeal Forces). Each Essence spent can affect the size (in all dimensions, although still obeying natural laws) by double or half. This can be used on pouring rain to increase the strength of the rain accordingly.

### ***Iceberg***

With this power the demon can hide his demonic nature temporarily. With a successful Will roll and the expenditure of one Essence, he can appear, to all intents and purposes, human. In order to activate this power, the character must bathe himself or otherwise by immersed in water. The effect lasts for a number of hours equal to the demon's Celestial Forces.

## **Distinctions**

### ***Knight of the Oceans***

Vephar's Knights are never lost while at sea; they always know where they are.

### ***Captain of Shipwrecks***

Vephar's Captains are automatically granted a new Vessel if their current one is lost to the sea, providing he didn't die alone and any others present weren't also servants of Vephar or otherwise friendly demons. However Vephar commonly asks the demon to do something special as a result. (No Superior just gives away Vessels... not in Hell, anyway!)

### ***Baron of the Abyss***

These demons can drown a mortal without causing disturbance at all.

## **Basic Rites**

These are only of use in a historical period before Vephar was destroyed, or in an alternate setting where Vephar survived.

- Pressgang a mortal (two Essence for an angel!)
- Find sunken treasure
- Survive a shark attack

## **Relations**

Vephar's relations with his Infernal peers were somewhat straightforward.

He was often allied with Beleth, whose Word he promoted through the stories sailors tell about what they have seen in the seas. He also helped Beleth when Uriel invaded the Marches; Vephar offered shelter to those mythological beasts whose home was the ocean, many of whom found themselves in thrall to the Prince in Hell.

He admired the destructiveness of Belial, with whom he found a kinship. The Prince of Fire often regarded Vephar coldly, somewhat as a wet fish, although that didn't stop Belial from avenging Vephar's demise.

Genubath had no special love for Vephar as the Prince of Rapine felt the souls of pirates and buccaneers that found themselves in Vephar's realm belonged in Stygia!

Vephar particularly admired Kronos and would have loved to earn his respect. The Prince of the Oceans saw the Price of Fate as the epitome of all that is evil, seeing one's descent to Fate perfectly mirrored by the journey into the oceanic depths. For his part, Kronos merely viewed Vephar as one more angel who has met his Fate, a limited creature with a limited purpose who fulfilled his role adequately.

Others of the demon court were largely indifferent to Vephar, and vice versa; their and his Words had little in common.

**Allied:** Beleth

**Associated:** Saminga, Malphas

**Hostile:** None especially

**Enemy:** Genubath

## **Invocation**

Before Vephar was destroyed, his Chance of Invocation was 0 on land (and Invocation on land always guaranteed a hostile reception), 2 at sea, or 3 in the middle of the ocean.

### ***Invocation Modifiers***

- +1 A battered shark cage
- +2 The survivors of a sea disaster, discussing their experience in depth
- +3 A drowning man
- +4 The design for a ship, unwittingly and fatally flawed
- +5 The wreck of a great ship
- +6 The Bermuda Triangle