

Oannes

OFANITE ARCHANGEL OF THE WATERS (DECEASED)

The world is an ocean, ebbing and flowing to its own rhythm.

History

Created alongside Janus, Oannes learned to control the waves. He immediately took the task of teaching humanity to sail, fish, navigate, and make a living from the sea. In this task, he was aided by David, the other great teacher of skills, and Marc, who saw an opportunity to strengthen his Word. As humanity spread, Raphael took an interest in the new knowledge sea travel could bring to the world. When the rebellion came, Oannes first tried to mediate between the two sides, hoping to bring Lucifer back into the fold. This failed, and he came very close to being swayed by Lucifer's words. Only David's wise council brought him back from the brink and convinced him that the rebels were irredeemable. When the war in heaven broke out, he stood with Janus and David and fought with elemental fury. He witnessed David's transformation with saltwater tears in his eyes, knowing his friend would not be the same again.

Since then, Oannes took a definite stance on the Fallen: They should be destroyed. Although a firm member of the war camp, the healing side of his Word gave him the latitude to act as mediator between both war and peace factions on occasion. Oannes was the first to notice the growing signs of Gabriel's madness, and deduced that the cause was most likely Word-friction between him and Belial. For centuries, he worked in secret, trying to discover weaknesses in Belial's operation so as to strike first at his power base, and then at the Demon Prince himself. It was not until Vephar fell that Oannes found a suitable opportunity. Vephar and Belial took an instant dislike to one another, and both squandered resources in petty squabbles. Oannes had hoped that Vephar might weaken Belial given time, and planned to deal with his traitorous ex-servitor after he took out the Prince of Fire. Events were not to play out as planned, however, when Vephar began an unexpected campaign against his former Superior. For five decades, infernally-sponsored pirates wreaked havoc on shipping globally, and almost brought conventional sea travel to an end. Oannes had no choice but to confront Vephar, and in his rage destroyed him utterly. The damage had been done however. With humanity terrified of the oceans, Oannes' Word suffered crippling losses, and Belial (who had discovered Oannes' plans from a Servitor of the now-dead Vephar) turned the tables on the Archangel. The resulting battle leveled Thera and destroyed the cultural heart of the Minoan civilisation, which died out within a generation.

Outlook

Oannes' Word encompassed healing, enlightenment and destruction. These extremes he handled in the method of the tides: flowing from one to the other. His peers initially feared he was succumbing to Word-based schizophrenia, but his enduring stability soon convinced them otherwise. Oannes also attempted to bring both Heavenly factions together, with limited success. His death was perhaps the greatest wedge driven between the camps.

Former Servitors

Many of Oannes' Servitors died with him on Thera, but those that survived entered the service of those Archangels most suited to their temperaments. Michael, David, Uriel (and hence Laurence) and Janus all gained refugees from Waters, as did Novalis, Yves, Raphael and Eli.

Only a handful of servitors of Waters are known to have entered service with Gabriel, wishing to take the fight to Belial; they have since become her most ardent warriors against Infernal Fire.

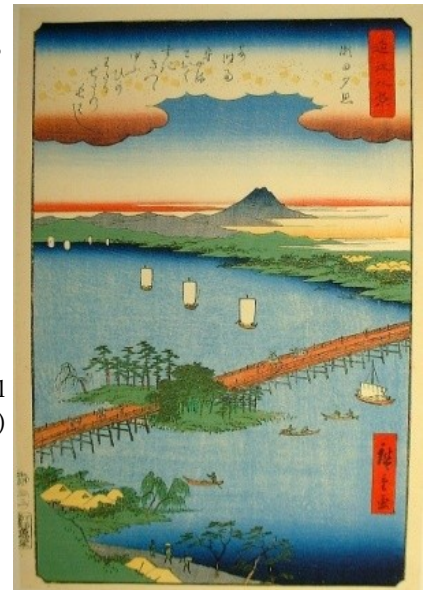
Dissonance

The waters take the path of least resistance. It is dissonant for Servitors of the Waters to use violence to remove an obstacle to their objectives, unless it is the last resort, or the obstacle is a demon or of demonic origin.

Choir Attunements

Seraphim

A Seraph of the Waters may purify any water they touch, up to (Corporeal Forces) gallons, (Celestial Forces) times per day



Cherubim

Oannes' Cherubs automatically detect all high concentrations of water (yes, that does include living things) within (Ethereal forces) yards.

Ofanim (restricted)

Wheels of the Waters may travel twice as far celestially when using their resonance, if they are following the flow of water.

Elohim (restricted)

Oannes' Elohim pour holy oil on troubled waters. With a resonance roll, they know what will calm an argument or conflict that they are observing, imposing calm rationality on the subjects for as many minutes as the check digit.

Malakim

A Malakite of the Waters who fights whilst at least ankle deep in running water suffers no penalties for doing so, and regains 1d body hits at the end of each round.

Kyriotates (restricted)

Oannes' Kyriotates may possess twice their total Forces worth of marine life, or a body of water no larger than 1 gallon per Force.

Mercurians (restricted)

The Waters' Mercurians can follow the flow of human relationships. Having identified someone important to the subject, the Mercurian may immediately invoke their resonance on that person (even if the person is not present), taking a -1 penalty. The Mercurian can follow the flow as long as they want, taking a further -1 penalty for each step of separation from the original subject.

Servitor Attunements

Water of Life

For 2 Essence, the Servitor may imbue 1 pint of pure water with healing properties. Drinking the water restores six times the angel's Celestial Forces in body hits, unless the drinker is a diabolical, in which case the water inflicts Body hits instead.

This attunement is partially to blame for the myth that demons are affected by holy water.

Ripples

By casting a stone into a body of water and spending 1 Essence, the Servitor may hear the ripples of the last disturbance that he would have been able to perceive from that spot.

Distinctions

Vassal of Waters

A Vassal of Waters gains the ability to breathe normally underwater for (Celestial Forces) hours.

Friend of Rivers

Oannes' Friends are springs of spiritual refreshment. For 1 Essence, the angel may revitalise a number of people equal to their total Forces, banishing tiredness and any penalties associated with exhaustion. This also allows affected people to immediately take a Strength test at +4 to resist any poisons or drugs affecting their system, or an immediate Will roll to cast out a possessing entity.

Master of Tides

A Master of Tides can, at a cost of 2 Essence, alter the condition of a body of water. The change takes (7 minus Celestial Forces) minutes, and can calm a raging storm to glasslike placidity or raise a tempest. The range of this ability is 100 yards times the angel's total Forces.

This has been irreverently referred to, long after Oannes' death, as the "Galilee effect."

Relations

Allied: David, Janus

Associated: Gabriel, Uriel, Novalis

Neutral: all others

Basic Rites

- Help to clear a blocked river
- Drown a demon's vessel (+2 if a servitor of Vephar or Belial)
- Bathe for one hour in natural water

Chance of Invocation: 1

Invocation modifiers

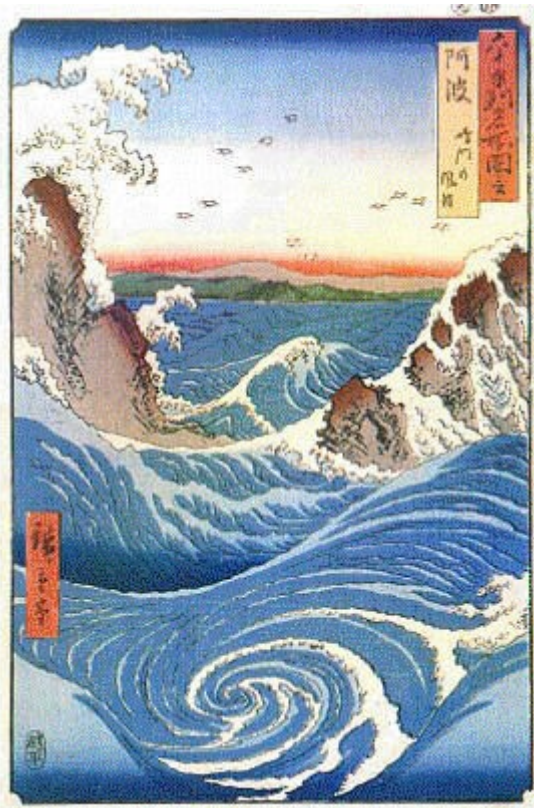
- +1 A pint of clean water
- +2 A natural spring or mineral spa
- +3 The source of a mighty river
- +4 A rainstorm that lasts 24 hours
- +5 At sea, out of sight of land
- +6 At the bottom of the ocean

Opinions (circa 2000BC)

Blandine: Dreams of voyages to foreign lands, and the mysteries of the sea...Indirectly he strengthens my Word, but the nightmare of the storm is also his. (*Since Beleth fell, she has looked askance at me. I do not understand why. It saddens me that her loss has affected her judgement.*)

David: Our Words are not compatible - his literally erodes mine, but we worked to shape the world together, and he is as unrelenting as I in his opposition of the diabolical. I am proud to call him both friend and ally. (*We argue, our words by nature compete, but we are united against the Fallen. I would not have taken his drastic step myself but I think no less of him for it.*)

Dominic: Though I have never had cause to judge him, I fear many of his Servitors revel too greatly in the destructive side of his Word. He keeps them in check, but I fear he may be losing his grip on some of them. *(Oh, aloof Dominic. What hidden pain causes you to feel the need to persecute? My Servitors are loyal to their Word, and to Heaven, but I must be both sides of my coin, or be nought.)*



Eli: Life started in the water, man! Hey, he and I have come up with a cool new pastime. I go down to the grotto with this big piece of wood, and he throws some killer waves for me to ride. I think I'm gonna call it "Surfing." *(Eli puzzles me. The creation of the world is complete, but he shows no loss of energy or drive to create more. Sometimes I think he is one of my choir instead of a Mercurian.)*

Gabriel: Fire and water, water and fire. Whoosh! nothing but steam. His word is the very antithesis of mine, and yet he hates Belial almost as much as I do. *(His fury saddens me. That I am now a target for his enmity is distressing; surely the enemy of my enemy should be my friend?)*

Janus: Whoa! We go together like breaking and entering! Wind and the Waters, we make the storm. My choir brother and I can tear down any obstacle together. We can change anything we want. *(He taught me to control the*

waves, and I am eternally grateful for the freedom it gave me. He is right when he says nothing can stand against us if we work together, but I do as best I can to quell his overenthusiastic urges.)

Jean: So many scientific developments have been made in order to conquer the expanse of the ocean. This is good. Unfortunately, the expansion of humanity that this has allowed has tainted cultures with developments that they were not ready for. This is not so good. *(There are storms at sea, and there Jean is. The primal aspect of his Word is a danger to sailors, and brings floods, but he has brought many advances to the art of ship-building, so I thank him for that.)*

Jordi: His world is populated by my creatures, and he protects them well. I respect that. *(His greatest works dwell within my realm, I hear the songs of the whales, the chatter of dolphins, the rumbling dreams of the leviathan. He has created true beauty.)*

Marc: The sea is of singular importance to Trade, but I wish he would show some bias. How many precious cargoes have been lost at sea? *(We have worked well together in the past, and I hope we will do so in the future.)*

Michael: He is a warrior of great heart, and many of the foe tremble at his name. His relentless nature is second only to David's. We could do with more like him. *(Michael is the best of us, it is true, but he is becoming proud, and pride goeth before a fall. He should recognise this having gazed into the eyes of pride personified, and cast it out of himself as he cast lucifer from heaven. Perhaps he will listen to Dominic, a fellow Seraph.)*

Novalis: He could be such a power for peace, but his choir nature drives him to act against the foe. This he does in the only way he can see, by destroying them. Water can so easily be a tool for healing. *(My Word encompasses healing as well as destruction, but there are some things that do not deserve that mercy. Those who chose to betray gods grace must feel his wrath.)*

Raphael: If it were not for the sea, knowledge would not travel as quickly. travellers to far off lands carry knowledge with them and bring knowledge back. *(Raphael would die of joy if it were to witness the secret knowledge held beneath the waves. Alas, I fear humanity is not ready for it to be revealed to them.)*

Uriel: Water is pure and clean, and washes away the corrupt. We work well together. He raised the flood as God commanded and cleansed the earth. *(Our Words mesh in a symbolic fashion, and he claims to recognize this. Still, I have heard rumors that he believes my beloved Kraken to be a dangerous blight. I must speak with him over this.)*

Yves: So sad, so very sad... *(He has stopped talking to me these past few centuries. I am worried as to what this portends, but I trust him and have faith that it is for good.)*