

KETEIA

"What would an ocean be without a monster lurking in the dark? It would be like sleep without dreams." – Werner Herzog
"Imperius Rex!!!" Prince Namor McKenzie, the Sub-Mariner – *Marvel Comics*

Quote: Ho there dirt-walker, you are venturing too far out for your safety. I recommend turning about and returning to your precious precious solid ground. There are mysterious things far below, and they are hungry...

The masters of the waves, the wardens of the Ocean's secrets, the enforcers of the Ocean's mercurial edicts, the Keteia are the aquatic Keepers of the Grecian World's Oceans. Most assume them to be simple sea-monsters, but the truth is that they are just very well hidden, even from other Sea-Going Neráidais (which is just how they like it).

Each Keteia is monster royalty and can count back the generations when they sprang from the loins of their forbear King Okeanus and their Mother, Tethys of the Sea-Realms. With this royal blue- (literally) blood comes an impatience for the thrice-damned dirt-walkers who would despoil the seas with over-fishing, littering, or simply not offering sufficient reverence for the deep.

Not that they hate all land-walkers, mind, but each Keteia does hold others to the same high standards that they hold themselves. If others can't meet

these standards (and most don't) then the Keteia has no reason to treat the miscreants with anything less than enmity. While others may balk at their harsh ways, the Keteias pay them no heed. There are far more important matters to contend with far below...

Appearance: In all forms, the Keteias are eerily attractive, if not a little cold in expression. The Andros Metamfiesi manifests with long limbs, a broad swimmer's back, and big dark eyes with long luxurious lashes. There is always something sharp about their features.

The Neráidais Metamfiesi is much the same, yet the sharpness is exaggerated. Sharp ears, thin smile, thin eyebrows, small sharp teeth, and an aristocratic aquiline nose. Many sport the horns, scales, or other strange animal attributes – markers of their superior monster bloodline.

The eyes are luminous pools of blues, purples, greens, or blacks, and they never seem to blink. The legs are the most noticeable – long and scaly, with all the colors to be found in the ocean. The feet are scaled and webbed, the better to propel them through the world's oceans as quick as they do...

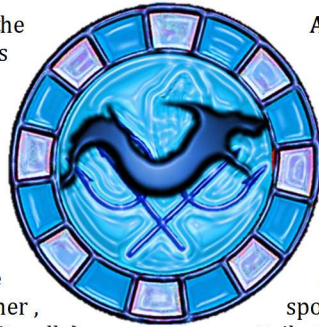
Lifestyles: The Keteias don't have much truck with the other Neráidais. They may support their fellow old-World Fae, and even their Olympian cousins, but don't go out of their way to attend special functions. They have more than enough responsibility there in the Undersea kingdoms they call home. When forced to deal with the inferior dirt-walkers, they stay close to the beaches. Many will pose as a simple sailor or fisherman when needs must... but no Keteia will be happy with it. There is one Kith, however, that get a special kind of hate. The Arcadian Tribe of Tritons – in whom the Keteia feel left them behind.

Ápeiros (Also surprisingly called Nereid) Keteias are as demanding as they are adorable. Despite their heart-warming smiles (filled with sharp-teeth) there is a hardness to their charms that follows them into their older years.

Epanastátis (Also called Nixie) Keteias make it a point to patrol the watery-world that they call home. They go adventuring to other kingdoms, if only to confirm that the other Dreaming realms are just as bad as the Kingdom of Olympos when compared to the wonders of the sea

Sofós (Also called Naug) Keteias are every bit as fearsome as the Undersea Gods of old. Males of the species grow huge white beards, and the women grow as harsh as they are beautiful... No one, be they from land, sea or air, will disrespect the Sofós Keteias.

Glamour Ways: The Keteias can gain Megaleío (Glamour) from either the undersea Grottos that dot the Undersea realm, or the unfettered feelings of joy that some mortals get when playing



along the beach. It should also be noted that many Ketea don't like to come to the beach that often... as mortals are mostly ass-hats, and Greek beaches are filled with know-nothing tourists mortals...

Unleashing: Cantrips cast by the Ketea are accompanied by sea spray, a crackle of thunder, and the cawing of sea-birds... Particularly powerful and effective Cantrips carry with them the faraway resounding clamor of Kochlos being blown...

Affinity: Scene

Birthrights

Lords of the Ocean (*Lórdoi tou okeanóu*): Being from this kingly lineage also garners them boons to physical prowess whilst in the sea. Whenever in the water, they gain a +3 to all dexterity rolls.

It also goes without saying that all Ketea can breathe water and air with equal ease, but they also can swim at a speed of 5 x dexterity rating in yards per turn... In addition, they can withstand the maddening water pressure that exists deep in the watery abyss. They can withstand water pressure equal to 600 ft x their stamina without fear of the damage that crushes everything else...

Conch-Shell (*Kochlos*): No Ketea is without his infamous Conch-shell Horn. These were the Kochlos- and each is as unique as the Ketea who wields it. At character creation, each Ketea gains one for free. They Count as a level 3 Treasure Background, but more background points should be spent to fully flesh out the powers that this instrument wields (See Side-bar above).

It takes one point of Megaleío, and a successful Performance + Stamina (due to lung-power needed) to blow the Kochlos successfully, with successes equal to kilometers (Difficulty 7) that it can be heard. It can also only be performed while the Ketea is at least waist deep in salt water...

Frailties

Sea Dependency (*Exartátai Apó Ti Thálassa*): Though they can walk on land if needs be, there is something fundamentally other to dry land. No Ketea can be on land too long, before the *Gi Pragmatikí* (real World) begins to impose its will. A Ketea can only be away from the sea for a finite number of days (equal to stamina) before beginning to take *Apogniktikós* (*banality*). This accrual begins at sunset and will continue every night at sunset until the Ketea can get back to the water.

Malakas: The Keteas for all of their abilities and magic aren't the most social of Fylí. They hold others to high standards and each other to even higher. They are crass, demanding, and above all impatient, perhaps more-so than even the Merfolk of the Concordian Kithain. To this end, they are a +2 difficulty to any and all social rolls dealing with other Fylí, and a +3 difficulty to any and all social rolls dealing with other Kith. When dealing with particularly stupid, ugly, or obnoxious creatures (including most mortals) this can raise as high as +4 difficulty.

KOCHLOS

The Kochlos is a traditional Greek instrument, made of a Conch shell with holes punched in certain areas. When blown, a rich resounding timbre, reminiscent of a modern light-house's foghorn could be heard for kilometers... Each Ketea has one, and each Kochlos is as unique as the Ketea themselves. Be it by inheritance, theft, creation, or a narrative epic on par with Homer's works.

It is up to the player to explain how and where (Or better yet, role-play) the acquirement of the Kochlos. Each one counts as the Background- Treasure Level 3 (See Birthright below) and each one has its own powers. Time and attention should be set aside for the Ketea, explaining the exact nature of the Kochlos power...

Some examples may be...

- ❖ Summoning a raging tempest from out at sea...(as per Cryos, Storm-Craft, etc...) for torrential rain, winds, tsunamis?
- ❖ Summoning forth any other Ketea Indikois within ear-shot... (as per allies, contacts, mentor?)
- ❖ Summoning a sea-monster from the Abyssian Depths of the Ocean (Created as a Chimera). This sea-monster can be counted as mount, pet, or simply a kaiju-like-Kraken- beast to wreck any coastal city...
- ❖ Maybe sending out a prayer to Poseidon himself? One that he may or may not answer...

Malypnos, not bothering to leave the water, offers harsh criticism on the damn dirty dirt-walkers that he has to call cousin (and a few criticisms on wet cousins for good measure).

Automatae: They can't swim. So that's that. Unless of course, there was one whose directive was to swim good? Huh.

Cyanocephali: Acting like a chump? Breathing Fire? Wearing sunglasses at night? A little threatening, maybe... But only if they get their act together.

Graeae: Never. Not even once. Don't go near them. What they represent and what they do to their environment is against everything the best of us stand for.

Kéntauros: At one time they meant something. Now they are as stagnant and motionless as a dry riverbed.

Maenads: You dumb asses treat them as kin? You do remember what they did to Orpheus, right? His head hounded us for days before we kicked it to shore.

Melissae: Who? Ah. The bee girls. Well, they work hard I suppose. That's a good thing.

Nymphaea: We have seen some of them. The oceanides are close. That is all I will say on the matter.

Onocentaur: There is something to be said about determination. Then there is something to be sad about stubborn pride. Guess which one can be said about them?

Strix: Cannibals with too much magic for any one family.

Teumessian: There are some dirt-walkers that just don't walk, they fly across the land just as quick as we can swim. They cross the waters a lot, and as such have taken the time to break bread with us. They have a lot of stories... but for some reason, I can't seem to trust them...

Tritons: They stayed behind like Cowards, while we went on to protect our Family. They will never be forgiven.