

# Echoes Beneath the Tide

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## ### Client/Goal:

Your cult has received a dream-vision from the Void itself: a drowned bell deep beneath the Docks must be rung once more to awaken “the Sleeper Beneath.” Your mission is to locate the bell’s remains, descend into the submerged ruins, and ring it—whatever that may require.

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## ### Payoff:

\* **3 Coin** from recovered drowned relics. \* +2 Favor from a forgotten sea-dwelling entity. \* +1 Tier temporary bonus for your next Cult-related long-term project. \* Potential to learn a new **ritual** directly from the Sleeper’s whispers.

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## ### Key Objectives:

### 1. Track Down the Bell’s Location

- **Challenges:** Navigate cursed maps, uncover drowned sailor legends, or break into Leviathan Hunter records.
- **Obstacle:** The **Billhooks** have recently acquired an old sea chart from a sailor they gutted. It’s now in their warehouse slaughterhouse in Crow’s Foot.
- **Options:** Sneak, steal, or make a bloody deal.

### 2. Descend into the Submerged Vault

- **Challenges:** Find the tidal window, dive past electroplasmic sea-wights, and carry occult gear underwater.
- **Twist:** Only 3 can descend at once—the others must chant a surface ritual to hold the Vault open.
- **Threats:** Possession by drowned spirits, pressure from Leviathan echoes, infighting if the ritual slips.

### 3. Ring the Bell / Survive What Comes

- **Challenges:** Break ghost-chains around the bell with an improvised ritual fed by trauma or blood.
  - **Complication:** The ringing draws the attention of a **Leviathan’s Eye**, opening psychically beneath the sea and gazing upon the cult.
  - **Outcome:** Knowledge, madness, or power—what price do you pay to be seen?
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## ### Factions Involved:

####  **The Billhooks** (Tier II, Violent Gang)

\* Recently acquired an ancient sea chart they don't fully understand—kept as a trophy by **Coran**, a rising enforcer fascinated by sea myths. \* Expect brutal opposition, messy consequences, or a grim alliance if players negotiate with blood.

#### #### □ **Leviathan Hunters**

\* Silent and watching—may intervene if you trespass on their territory or steal their knowledge.

#### #### □ **The Forgotten Church**

\* A rival cult who believes the Sleeper Beneath must **not** be awakened. May ambush or sabotage the ritual.

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### ### **Ritual Hook (Reward):**

\***“Call of the Deep Eye”**\* – Once per score, you may ask the Void Sea a question. You will bleed from the eyes and ears, and you cannot sleep until dawn.

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### ### **Clocks:**

\* **6-Tick:** “Billhooks Catch Wind of the Cult’s Plan” \* **4-Tick:** “Tide Shifts – Vault Closes” \* **8-Tick:** “The Leviathan Eyes Opens”

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### ### **Stress Design (Avg ~4 per Player):**

\* **Pushing for effect** (ritual, underwater danger, stealing the chart) – +2 \* **Resistance rolls** (psychic shock, drowning, harm) – +1 to +2 \* **Group Actions** (stealth or skirmish) – +1 to +2 shared \* **Consequences** from failed rolls (ghost possession, exposure to Leviathan thoughts)

## ## **MISSION OVERVIEW**

**Objective:** Locate and ring the drowned bell hidden beneath the Docks to awaken the Sleeper Beneath, as commanded by the Void Sea. **Complication:** The Billhooks possess a vital sea chart. Ritual and danger await beneath the waves.

### **Rewards:**

\* 3 Coin (ancient drowned relics) \* +2 Favor from a sea entity \* +1 Tier (temporary, for cult project) \* New Ritual: \*Call of the Deep Eye\*

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## ## **FACTION INVOLVEMENT**

\* **Billhooks (Tier II):** Own a key sea chart. Violent opposition or messy bargain possible. \* **The Forgotten Church:** Rival cult who seeks to stop the awakening. \* **Leviathan Hunters:** Will intervene if sea energy surges too hard.

## ## KEY CLOCKS

### ### ☐ Main Progress Clocks

**1. Find the Drowned Bell's Location** (6-Tick) \[ ] \[ ] \[ ] \[ ] \[ ] \[ ] \*Study, Consort, or Gather Info.  
Risk: stress from cursed texts/visions.\*

**2. Descend into the Submerged Vault** (4-Tick) \[ ] \[ ] \[ ] \[ ] \*Stealth or Ritual to pass wights and tide locks.\*

**3. Break the Chains on the Bell** (6-Tick) \[ ] \[ ] \[ ] \[ ] \[ ] \[ ] \*Attune or Wreck with blood ritual.  
Risk: psychic/ghost backlash.\*

**4. Ring the Bell of the Sleeper** (4-Tick) \[ ] \[ ] \[ ] \[ ] \*Final ritual. Risk: the Eye of a Leviathan opens below.\*

### ### ⚠ Danger Clocks (Reactive)

**1. The Billhooks Catch Wind of You** (4-Tick) \[ ] \[ ] \[ ] \[ ] \*Triggers from noise, bribes, or traces left behind.\*

**2. The Sleeper Stirs Prematurely** (6-Tick) \[ ] \[ ] \[ ] \[ ] \[ ] \[ ] \*Begins on failed rituals. Risk: trances, ghost surges.\*

**3. Leviathan Hunters Intervene** (4-Tick) \[ ] \[ ] \[ ] \[ ] \*Begins if rituals ping their wards.\*

### ### ☐ Optional / Bonus Clocks

**Tidal Gate Closes** (4-Tick Countdown) \[ ] \[ ] \[ ] \[ ] \*Once descent begins. If filled: trapped.\*

**Corruption Creeps In** (6-Tick) \[ ] \[ ] \[ ] \[ ] \[ ] \[ ] \*Reckless void power leaves permanent mark.\*

**Ritual Stability** (6-Tick) \[ ] \[ ] \[ ] \[ ] \[ ] \[ ] \*If it fails: The Sleeper awakens fully.\*

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