

Glaucus



Even he himself is unsure how long he has existed, where he began, or even where he lived before he came to this world. When the Titans ruled the universe, they had the services of **entities who remembered it all** for them, but the last of them probably died when the **Olympians** launched their coup, or shortly after. Glaucus, the Kraken, Lord of the Seas, feels what might be an analogue of regret about that when he thinks about that as he languishes in his prison in the Sea of Ataraxia. But he knows, better than most, that what happened then was probably inevitable, and he does not see any point in anger about it anymore.

What Glaucus does remember is bewilderingly confused. At some point, while he was ruling over portions of this planet, he developed a contentious rivalry with one of his fellows. He cannot remember her name, only her shape, that of a great bird of fire. (The word phoenix would mean nothing to him.) Nor does he remember why or even how they fought. He does remember how it ended, though, with both their children dying. That would have been bad enough, but then ...

Two of their humanoid servants who witnessed the end of the tragedy placed the blame for it squarely on the two of them. Glaucus thinks this angered him, but he had no chance to react.

For the accusation *outraged* her, and she answered their accusations by drawing on her powers to condemn the two Niburim to suffer an endless series of reincarnations, always to struggle, **never to back down**, and never to know victory. It was hubris beyond his understanding, and it terrified him. He fled, perhaps for the first time in his existence.

Glaucus is not sure what happened to her after that. Nor is he sure if he is right in assuming that this was what sparked the revolt of Enlil, that would eventually tear down the rule of the Titans, with the Niburim in time renaming themselves Olympians. He only knows that he managed to find a way to escape and a place to hide, here in the sea created in **the Dreamrealms** by dreams inflicted on the living by **the Sleeper**. He thinks he might have also found a way to send **some of his servants** who remained loyal to him forward in time but cannot remember it clearly. Possibly it is just something he imagined doing but rejected as hubris.

He spent countless ages there, shaping creatures of the sea to suit his imaginings when the boredom grew too great. He ... *thinks* that the first Oneiromancer sought him out, but as with everyone else who has any memories of that blurry man, his memories of that are particularly confused. Whatever might have been asked of him at that time is lost forever, so it cannot have been too onerous a task. When he tries to remember this time, what lingers is a sense of contentment, even fondness. Were they friends, perhaps? It does not seem likely, but, well, who knows?

After that, though, he was alone, until another traveler in these realms found their way to him. Thomas Gibson. That was the name that he gave. He had been inspired by meeting someone who had passed into the waters beyond and gone on a different journey, but where that boy had eventually sought enlightenment, what Gibson wanted was power. His pretensions amused Glaucus, and so he granted the boy what he wanted. Glaucus is dimly aware that this power has been passed on to **the children** and **grandchildren** of Gibson, but is unsure what happened to him.

He was, after all, somewhat distracted. What he had done in giving him a bit of himself meant taking a bit of the boy inside him as well, and so for a time he played at ruling over his seas as a tyrant, occasionally making attempts to drown all the Dreamrealms beneath them. Circumstances created a champion to oppose him, and the one who would be **the Dreamqueen** finally bound him in the cell where he now languishes. He feels as though he has described his circumstances like that, already. Well, be that as it may.

Where the Dreamqueen imagines that he desires freedom to renew his conquests, the truth is that he no longer sees the point of them, nor much of anything else. Only a few curiosities remain to him, mostly about the memories that are still clear. He does still bear something of a grudge against her, but if she were to ignore his threats and free him, he would probably be bound to obey her, just as he would anyone else who could command his freedom. He senses,

dimly, that there are a number of them out there in the Wake. He expects that if he ever went there, he would be regarded as no less of a monster than **his distant cousin** was, in recent years.

Now that he thinks about it, that might be an amusing way to end it all. Turning back into the sea foam that he once was is quite tempting. Who knows what he might do?

Glaucus -- PL 12

Abilities:

STR 17 | STA 18 | AGL 5 | DEX 2 | FGT 7 | INT 5 | AWE 4 | PRE 6

Powers:

Alien Mind: Immunity 20 (mental effects), Limited to half effect - 10 points

Dreamspeech: Linked Enhanced Advantage 1 (Multilingual); Linked Mental Communication 1 (100 feet); Limited, Only in the Dreamrealm - 4 points

Gargantuan Size: Extra Arms 2; Permanent Growth 14 (90 feet; Strength +14, Stamina +14, Dodge -7, Parry -7, Intimidation +7, Stealth -14, Speed +2) - 54 points

Lord of the Sea: Linked Environment 4 (impede movement 2, visibility 2); Linked Close Burst Area 4 Damage 4, Concentration; Limited, Only when submerged; Swimming 9 (250 MPH) - 37 points

Titan: Enhanced Strength 8, Limited to lifting (800 kilotons); Immunity 11 (aging, life support); Impervious Toughness 12 - 31 points

Advantages:

Assessment, Chokehold, Daze (Intimidation), *Improved Grab*, Improved Hold, Jack-of-all-trades, *Multilingual*, Power Attack, Startle, Tracking, Ultimate Effort (Intimidation).

Skills:

Expertise: History 8 (+12), Expertise: Magic 6 (+11), Insight 8 (+12), Intimidation 0 (+13), Perception 10 (+14).

Offense:

Initiative +5

Unarmed +7 (Close Damage 17)

Defense:

Dodge 6, Parry 6, Fortitude 18, Toughness 18, Will 6

Totals:

Abilities 66 + Powers 140 + Advantages 9 + Skills 16 + Defenses 16 = 247 points

Offensive PL: 12
Defensive PL: 12
Resistance PL: 12
Skill PL: 9

Complications:

Ennui--Motivation. Moods Shift Like the Waves Themselves. Speaks No Language Known On Modern Earth.

Note: Persons familiar with the Japanese movie Densetsu no Sirius might get more of the obscure references in this. If using Revised Growth and Shrinking, replace listed Growth with Growth 7, reducing total cost by 3 points.