

Introducing
The Maelstrom Incarnate
An Expansion by Joshua Bailey



Some people open their brains to the Maelstrom. That wasn't enough for you. Nothing short of your soul would do. Only one problem, it's kinda stuck now. Your body lies in ruins, an empty husk now. It's not going to do you much good. All that's left is to move on to bigger, better things.

When you die, or find a way to disconnect from your body roll+weird. You find yourself in a new, shimmering body, yet you find cohesion hard to maintain, and...

On a 10+ You find yourself in a place you consider safe.

On a 7-9 You're alive... for now, but you're stuck in the maelstrom. Maybe you could reach out to someone?

On a 6- You're somewhere... at least, you think you are, right? Maybe you just... Where are you?!

From now on **whenever you are emotionally stressed, while in your physical form**, you move your cohesion clock forward.

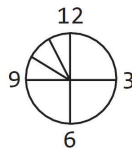
At 6 o'clock You find physical actions harder to perform. Take -1 ongoing on all physical moves.

At 9 o'clock You can't interact with the world physically anymore.

At 10 o'clock You lose the ability to maintain a coherent form.

At 11 o'clock You can only watch now.

At 12 o'clock You have become part of the maelstrom. You have been so diluted into the mix that you cease being you. Time to be someone new.



As long as you are before 10 o'clock you can make the following move.

Meditation

When you strengthen your connection to the physical world by **expressing the essence of the Maelstrom into it**, or when you **spend a full day, dawn to dusk, out of your physical form** in the maelstrom, move your cohesion clock back one step.

While in your physical form, all moves behave as normal, and harm is applied as stress to your cohesion clock.

When you get an improvement, you can take one of these moves instead. If you do, scratch out two of your playbook's moves. You can no longer take those moves as improvements. You're moving on to bigger, better things.

Apotheosis

You get a **holding**. It is your shrine. The souls are your followers. You are their God.

Do they live there, or only visit on your holy days?

They demand a very specific service from you. What is it?

Does your cult violently proselytize?

What's it called?

Replace your Special Move with,

A Whole New World

If you and another character have sex, you can pull their essence from their body for a short time.

Into the Dreamtime

As long as your cohesion clock is still before 12 o'clock you can enter into a person's dreams.

Dream sex counts as real sex.

Recoherence

With the help of another, someone with access and the ability to use an augury, you can reconstitute your cohesion. ***When you and your augur spend a day of uninterrupted***

concentration move your cohesion clock back to 3 o'clock. If you have already chosen

Apotheosis, then your shrine now has an augury and can use it in the ***Recoherence*** ritual.

Through the Maelstrom

When you move through the maelstrom to either a place you've been before or to someone with whom you have spent time and physical intimacy with, roll+weird, and move your cohesion clock forward one step.

On a 10+ You show up where you intended.

On a 7-9 You show up close to where you intended, but there's trouble between you and your goal.

On a 6- You spring a trap in the maelstrom. Maybe it's not as empty in here as you thought it was...