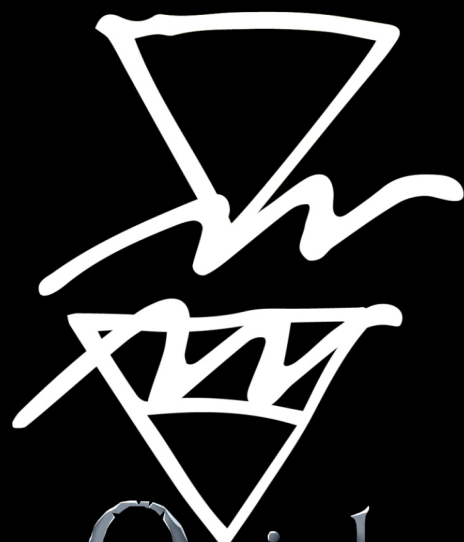
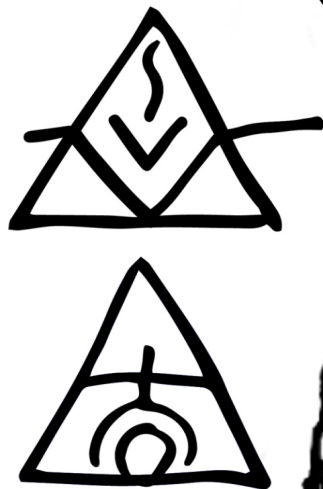


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# Duel of the Elements



A LEVEL 2 ADVENTURE FOR DCC.

Quick  
Crawls



**DUEL OF THE ELEMENTS**  
**A LEVEL 2 DCC QUICK CRAWL**  
**SEASON OF THE SEA LICH EPISODE II**

2 OLD GUYS GAMES, LLC  
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## INTRODUCTION

This is a short adventure for nautical-based DCC campaigns. It assumes the PCs have or are crewed on a ship. Need that to happen? Check out *Sinking the Stercorarius* and the StS Expansion Pack which includes *Behold! The Aethernauts Rise!* available on DTRPG, Amazon, and [2OGames.com/shop](http://2OGames.com/shop)

Episode I of this series, *The Village of Death*, is also available on those sites and begins to set the scene for the larger story. Either of these can be played first and still end up at the same point.

## BACKSTORY

A war rages in the universe. The Elemental Gods are locked in an eternal war to expand their dominion on the physical plane. In this adventure, it is the Elemental Earth Lord Moerg invading the realm of Umwansh, Lord of the Tides, and his ally Pelagia, Goddess of the sea. In *The Village of Death*, the Sea Lich is stealing the bodies of the dead and drowned for his Undead Armada, which robs Umwansh of soldiers for the war. Umwansh is pressed on all sides by enemies. Moerg, sensing the time to strike, creates an Elemental Earth Incursion Zone.

## THE QUEST

Investigate the entrapping rocks, save any captives, defeat the enemies, and destroy the Elemental Earth Incursion. Then escape the collapsing Incursion to free the ship.

## SCENE 1: SMOKE ON THE WATER

*The water around the ship begins to smoke and roil, bubble and boil. Steam rises up making the area humid. Before the ship can get fully clear, rock outcroppings explode from below the surface of the water and capture the ship. As it lists to starboard, you hear the cracking of timbers.*

Set the crew up on a watch schedule and have one PC in the crow's nest on each watch. The watch makes a Luck check to determine awareness. If they fail, the ship runs aground, or rather, the ground reaches up and grabs the ship damaging the hull and lifting it clear out of the water about 10'. It will take 1 hour to fix, or the ship will begin to sink when fully back in the water. This can be done by NPC crew in the background while the PCs set out to investigate.

If the Luck check succeeds, the pilot manages to steer the ship clear of most of the rocks as they rise but eventually the ship is trapped albeit without damage.

When the ship is captured, have a valued, necessary NPC fall overboard and be carried into a tunnel by

several Stone Spawn to motivate the PCs. Captains, Pilots, Navigators, and Quartermasters are good options to have captured (keeps the ship from sailing).

The rocks were formed by Moerg, an Elemental Lord of Earth. He hates Umwansh and Pelagia and seeks to extend his dominion into their watery realm. To accomplish this he displaces them in the Prime Material plane. As the ship settles atop its new rocky perch, give crew above decks an INT check, DC 15, to see if they notice four pieces of rock moving toward the ship. These creatures are Stone Spawn, low-level servants of Moerg.

**Stone Spawn (4):** Init -1; ATK Claws +2 melee (1d4); Breath Weapon; AC 12; HP 8 (2d6+4); MV 20'; Act 1d20; SP half damage from piercing and slashing; SV Ref -1; Fort +2; Will -1. AL: L;

Stone Spawn look like hulking goblins made of stone, and stand 5' tall with powerful upper bodies, but short legs. They are on a mission to find followers of Pelagia or Umwansh and take them to the seat of Earth Elemental power in the Incursion. There, any power that the water gods have bestowed upon them will be extracted and turned against their deities, killing the followers in the process.

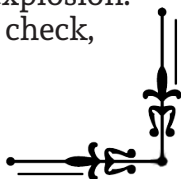


**Breath weapon:** *Dust* 3x/day- Target is blinded for 1d4 rounds with dust-encrusted eyes (AGI DC 13 to avoid).

**Stone Shape** - 3x/day shape a 5' cube of stone into any form they wish. Used to entrap enemies, etc.

**Stone Step** – As an action, these creatures can move through stone up to 50 feet.

**Seawater** - Splashing a gallon of seawater on this creature kills it. This creates a violent explosion. Everyone within 10' must make an AGI check, DC 13, or take 1d4 shrapnel damage.



**Treasure** Small gemstones are embedded within the Stone Spawn. When they explode, PCs can make a Luck check to see if they find 1gp worth of small gems (beryl or tourmaline).

**Strategy** - The Stone Spawn will use Stone Step to sneak up on enemies and use their breath weapon to blind them or Stone Shape to trap them. They will pair up to quickly to take down enemies. However, their strategy is brute force, not clever combat tactics and so they randomly target the nearest enemies first. A PC that is trapped with Stone Shape will be pulled down into the depths of the rocks on the next turn. Strength check DC 14 to break free.

## SCENE 2: DOWN IN A HOLE

The rocks are warm to the touch. There are 3 tunnel entrances that lead down into the Incursion Zone and the water around the rocks continues to boil. This is from the magma pushing up into the water. In each of the areas on the edge of the map (left and right) magma is being created to continue growing this Incursion Zone. The map gives roughly 200' of vertical space. At the bottom is a room of super-heated elemental Earth that is being injected into the plane to push the water away and create more territory for the Elemental Earth Lord.

If a character is dragged into the stone, they can only be saved by venturing down into the Incursion Zone. Wizards and other users of magic might glean insight into what's happened with an INT check, DC 15. Clerics have an easier time, DC 13, because they are well aware of the eternal struggle of the elementals (especially if they are a cleric of any of the Elemental Lords). One might also use Invoke Patron to ask for guidance. As Judge, you can play this out however you like. Here are some suggestions.

**The Patron** ignores the request. Powerful creatures are often fickle.

**The Patron** is interested and tells their follower to strive for a win by one side or the other. (Earth leans toward law/order, Water leans toward chaos. Neutral would prefer to see the balance restored).

**The Patron** could take umbrage with their follower, causing disapproval, if they are commingling with those who

might be working in opposition to their desires.

**The Patron** may not have a vested interest in the struggle, will answer questions if they have answers, but offers neither assistance nor hindrance.

### INCURSION ZONE AREAS

*There are several tunnel openings on the surface of the rock that lead inward. They are roughly the same size five feet by five feet and all reek of sulfur and brimstone as if hell itself has belched forth this rock. They seem the only way into the rock to regain your lost crew member or find answers.*

All of the passages in the Incursion Zone are angled but manageable. Tunnels on the map have a grading system **A**, **B**, and **C**. As shown in the compass rose, this is a vertical map covering roughly 200 feet. The dynamic lighting is set up to be claustrophobic and somewhat oppressive. The edges of the map are giving off some light but the interior tunnels are dark.

All tunnels are roughly made, about 5' wide and 5' tall. The numbered rooms are 10' high except for area #5 where Grrrr'k is which is 15' high. The numbered spaces are larger and less claustrophobic in feeling.

**A** tunnels are horizontal, movement is normal.

**B** tunnels are angled at 20-40 degrees, movement is at 2/3 normal with AGI DC 12 to not slide down a tunnel. **C** tunnels have an angle of 45 degrees and movement is halved with AGI DC 14 to not slide down. Those with Climb skills can roll that in place of a standard AGI check. Sliding down is an option but stopping is the problem. Use the AGI check to avoid damage from the fall at the end.

Tunnels that lead to the entrances at the top are the steepest and classified as **C**. Tunnels are all roughly 6' tall and 5' wide. They are rough-hewn and there are places for feet and hands to wedge into while climbing up or down.

**1. Upper Levels** - These rooms each have one Stone Spawn as the others went to investigate the ship and crew above. The Stone Spawn are hauling maws of magma up from below and spitting it against the outer walls to continue growing the incursion. They attack on sight.

**2. Larger Spaces** - These interconnected spaces have multiple areas. The elemen-





tals in them actively expand the Incursion Zone. Each of these areas has 2 Stone Spawn and 2 Magma Dogs split across the areas as the Judge sees fit. The dogs spew magma to begin an encounter.

**Magma Dog:** Init +1; ATK Bite +3 melee (1d6) plus (1d3) fire; Breath Weapon; AC 13; HP 10 (2d8+4); MV 45'; Act 1d20; SV Ref +1; Fort +2; Will -1; AL L.

**Breath weapon: Magma** 2/day - Magma dog sprays target with magma, 1d4 damage for three rounds, AGI check DC 14 to take just the initial 1d4 damage and scrape off the cooling lava.

**Seawater** - Splashing a gallon of seawater on this creature kills it. This creates a violent explosion. Everyone within 10' must make an AGI check, DC 13, or take 1d4 shrapnel damage.

**Treasure** Within the Magma Dogs are small gemstones. When they die a successful Luck check could retrieve 2gp worth of gems (zircon and topaz).

**3. Medium Space** - This is a smaller space than #2. It contains 1d4 Stone Spawn at any given time. It also has a Magma Dog spewing magma on the outer wall.

**4. Lava Grub Spawning Room** - A large pulsing lava pool is spawning Lava Grubs here. In grub form, they are slow and far from deadly. However, they turn into Stone Spawn (after 5 minutes). There are 1d10 grubs here in various states of maturation (roll a 1d5 to determine where they are in that process). Another grub crawls out of the pit every minute.

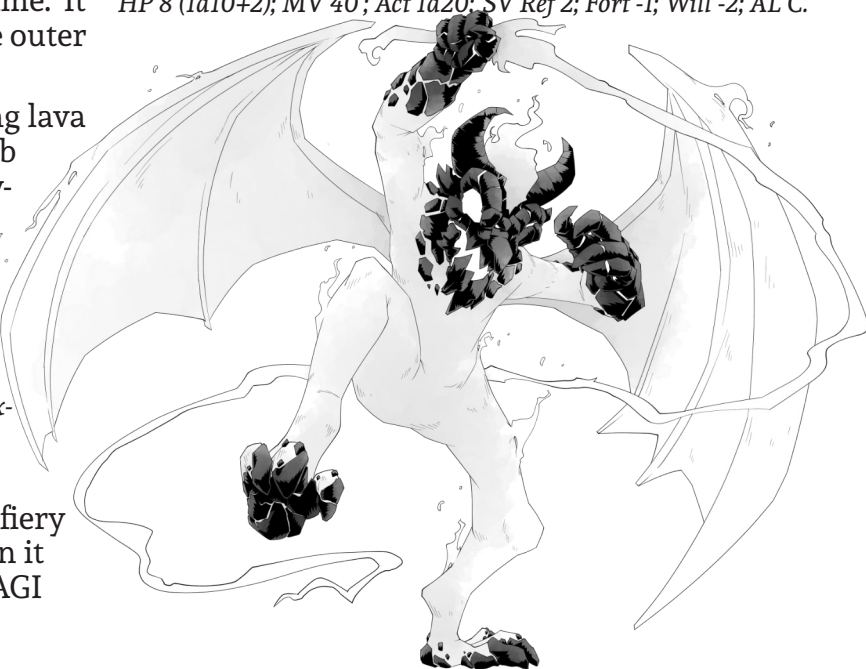
**Lava Grub:** Init -2; AC 8; HP 2 (1d3); MV 5'; Act 1d20; SP explode on death; SV Ref -2; Fort -1; Will -2; AL N.

Lava grubs explode when crushed as they are fat, magma-filled worms 12-18" in length with fiery dispositions. Crushing or cutting one results in it popping and anyone within 5' must make an AGI check, DC 11, or take 1d3 fire damage.

**5. The Magma Chamber** - This is the power plant for the Incursion Zone. It supplies the Magma Dogs with the magma they are spewing and links to the Elemental Earth Plane. Destroying it will cause the Incursion Zone to begin cooling and then crumble. Then, it is a race to the top before the place collapses and the ship is dropped back into the water. In this room is a fiery portal to the Elemental Fire Plane. Destroying it will sever the connection to the elemental plane. The portal is powered by four Fire Wazits, low-level servants of the Elemental Fire Lords.

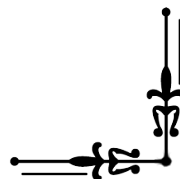
Grrrr'k, a mid-level Elemental Earth Lord, is leading the Incursion. Captured characters that were not found earlier are held captive down here, hung upside down above the lava pool in the lower right. Fire Wazits attend to Grrrr'k and keep the magma moving.

**Fire Wazit (3):** Init +2; ATK Flame Whip +2 10' range (1d4) plus (1d3) fire and entangle AGI DC 13 or 1d3 fire dmg each round; AC 11; HP 8 (1d10+2); MV 40'; Act 1d20; SV Ref 2; Fort -1; Will -2; AL C.



**Flame Whip** The Fire Wazit produces a long strand of Elemental Fire that it uses as a whip in combat. It can reach up to 10' and tries to entangle enemies, AGI check DC 13. When entangled, an enemy takes 1d3 fire damage each round until they take a round to disentangle themselves from the whip.

**Seawater** - Splashing a gallon of seawater on this creature kills it. This creates a violent explosion. Everyone within 10' must make an AGI check, DC 13, or take 1d4 shrapnel damage.



**Grrrr'k, Elemental Earth Lord, Mid-Level:** *Init: +3; ATK Boulder Punch +4 melee (1d8+4); Boulder Throw +2 ranged 20/40' (1d8); AC 14; HP 20 (3d10+10); MV 20'; Act 1d20; SV Ref +2, Fort +4, Will +0; AL L.*

**Boulder Punch** - Grrrr'k reaches into the magma and pulls forth a large glob, then uses it to make a melee attack with it as a large fist.

**Boulder Throw** - As above but Grrrr'k uses the magma to make a ranged attack by throwing it at an enemy.

**Stone Shape** - 3x/day shape a 5' cube of stone into whatever form they wish. This is used to immobilize enemies or trap them for better attacks.

**Stone Step** - As an action Grrrr'k can magically move through stone up to 60 feet.

**Seawater** Splashing a gallon of seawater on this creature does 2d4+2 damage. This creates violent explosions when the two make contact and Grrrr'k dies. Everyone within 20' must make an AGI check, DC 14, or take 1d6 shrapnel damage.

When the PCs destroy the Fire Wazits, the portal of fire will dissipate, severing the link between the Fire Plane and this plane. Grrrr'k is the anchor point for the Elemental Earth Plane.

Destroying Grrrr'k will sever the planar link and cause him to need 100 years to reconstitute himself on the Elemental Earth Plane. All of this also has the effect of **destabilizing** the Incursion Zone.

*As Grrrr'k explodes into dust and small rock fragments, a louder rumble is heard. The ground you stand on begins to tremble. Dust and pebbles fall from above, and you hear the sound of rushing water as steam begins to fill the air. It's time to RUN!*

*Judge's Note: Keep initiative from this battle on hand.*





### SCENE 3: RUN TO THE HILLS

The Incursion zone begins crumbling. The PCs need to race to the ship to save themselves! Cover the map to represent steam and poor visibility. Limit vision to 30”.

*This place is shaking itself apart! Getting stuck down here is going to mean death for anyone who can't breathe stone or seawater. It's time to run for your lives!*

Running through the rapidly decaying Incursion Zone is going to take a couple lucky rolls and maybe some guts. Keep, or put, the party in initiative order to make things easier to manage. At the top of each round, roll on the Events table (below). The PCs start about 150 feet below sea level and have 7 rounds to get to the top of the Incursion Zone. At junctions, skip the events table roll. Instead, follow the Junctions rules below.

#### EVENTS

Every round, roll a d10 for a potential encounter. Checks are per PC (unless stated).

1-2	<b>Creature Encounter.</b> Fighting slows the party, avoidance requires a GROUP LUCK success, other options at Judge's discretion.
3-4	<b>Collapsing Tunnel.</b> AGI DC 12 to jump clear. Failure by 6 or more means the tunnel is sealed, find new route. Backtrack to previous junction.
5-6	<b>Fracturing Floor.</b> AGI DC 13 to leap over. Failure by 6+ means falling into a 1d10+10' deep hole for 1d6 damage. Spend next round climbing out.
7	<b>Exploding Walls.</b> AGI DC 13 to dodge. Failure by 5 or less is 1d3 bludgeoning damage. Failure by 6 or more is that plus 1d3 fire damage. Group failure by 10+ passage is blocked. Backtrack.
8	<b>JONESSSS!</b> A boulder of cooling magma rolls down the tunnel. AGI DC 14 to jump aside. Failure by 5 or less means 1d8 crushing damage. Failure by 10 or more means the passage is blocked. Backtrack.
9-10	<b>Luck Smiles On you!</b> Nothing happens. HUZZAH!

#### JUNCTIONS

The tunnels are dark, dusty, and beginning to crumble. This makes navigation extremely difficult.

Each time the PCs come to a junction, they need to remember or get lucky. It is not that complicated but, the current state of things could lead them astray. Everything is tilting and crumbling. So, they cannot simply backtrack unless they left some sort of breadcrumb trail. Even then, depending on what they used, it may be gone. If the party left something that is still intact lower the DC below by 3. If it was something movable like literal breadcrumbs, etc. it takes a Luck check to find them again.

Have the whole party roll a Will save, DC 13. Half of the PCs (rounded down) must pass to move forward. Whenever more than half fail, they move 20' in the wrong direction before realizing. Any time three quarters or more fail, they move 40' in the wrong direction. Alternatively, have players roll Luck checks to spot the way upward.

**Treasure:** As the Incursion collapses, small gemstones will be unearthed by the collapsing tunnel, fracturing floor, and exploding wall events. Roll 1d5 during each of those events to uncover something. Perhaps the PCs are hit by them as shrapnel?

1	Rough tourmalines (1d6, 1sp each)
2	Rough Zircons (1d6, 8sp each)
3	Rough Rubies (1d5, 5sp each)
4	Small rough diamond (1d5, 1gp each)
5	Large rough diamond (1d4, 3gp each)

#### WRAPPING UP THE ADVENTURE

Escaping from the Intrusion should be a frenetic event that has the PCs running for their lives. The goal is for them to get to the surface with their lost comrade, any loot they grabbed, and their lives. They should be weary and injured and ready for rest... Was the ship repaired successfully? Is it sinking? Is there enough crew to get it underway? These are all Judge's discretion. It depends on how much jeopardy you want the party to be in during the final moments.

#### FURTHER ADVENTURES!

This adventure is meant to lead right into the final part of the trilogy, *Revenge of the Sea Lich*. You could give the party a chance to rest for a session and run *The Village of Death* if you haven't already as it introduces the Sea Lich and the Undead Armada.



## Alternative Ending

If you want to give the party a reprieve, lessen the immediate danger. Put enemy sails on the horizon along with the Sea Lich's island. The Sea Lich's tower triggers a massive storm that should send the party fleeing to keep from having their ship and themselves destroyed. Rules for the storm are below. This also leads into *Revenge of the Sea Lich*, the series finale where the PCs and any allies face off against the Undead Armada. Be sure to play through *The Village of Death* before *Revenge*.

The PCs can try to outpace the storm or try riding it out. Several clever navigation and piloting checks should be made to stay ahead of the storm. Once they enter the storm, do group checks to see if they can successfully turn the ship into it to prevent damage every few minutes. If they fail, roll on the Storm Events Table.

## Storm Events Table

Roll	Event
1-2	<b>Washed out!</b> A powerful wave crashes over the ship. Everyone on deck must make a STR check DC 13 or be washed over the side! STR saves DC 13 to stay afloat, FORT saves DC 13 to hold breath if pulled under.
3-4	<b>Splintered!</b> The wind and waves tilt the ship so far to one side the main mast cracks and splinters! It needs to be shored up or it will break off when this is rolled a 2nd time, speed will be decreased, depending on ship size (100% if only mast, 50% if two-masted, 33% if 3-masted).
5-6	<b>Tattered!</b> The wind shears are so strong they have torn the sails. The ship's speed is reduced by 1/4 until they are replaced.
7-8	<b>Adrift!</b> The sea has tossed the ship so hard the rudder has been broken. Steering of the ship is limited to sails and is limited by the direction of the wind. If the sails are torn the ship is tossed in random directions throughout the storm.
9-10	<b>SPECIAL WHEN LIT!</b> Roll 1d14 on the Special Event Table.

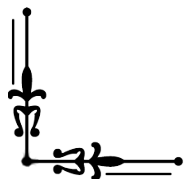
## Special Event Table

Roll	Event
1-3	<b>Hail of fish</b> - Everyone on deck gets an REF save DC 13 or is hit with a sea trout, or other fish. 2 bludgeoning damage. Fail by 5 or more get knocked unconscious for a round during which they may slip off the deck into the sea (Luck check?).
4-6	<b>Whirlpool</b> - The ship is caught in a powerful swirling current. Use group piloting checks to navigate free of it. Failure means the ship is trapped and heading toward enemies. Failure by 75% of PCs means the ship is out of control and may capsize. Judge's discretion.*
7-9	<b>Undead Attack</b> The enemy ships have been pushed forward by the Sea Lich and one has reached the PCs, unleash the Undead Armada! (see <i>The Village of Death</i> **)
10-13	<b>Lightning Strike</b> How hair-raising! Luck checks for all on deck. Highest "failed by" gets struck for 1d12+6 damage.
14	<b>Sharknado</b> Well, yeah, of course we put this in here... but they're undead... Judge's discretion how this plays out. Do you want zombie sharks raining down on the PCs? Or do you just want them to whiz by and make ramming or biting attacks?***

\* Does the whirlpool pull the entire ship down into the abyss? Can a PC call on Umwansh or Pelagia for help?

\*\* If you do not have *The Village of Death*, you could also generate undead using the fantastic *The Forgotten Rites of the Moldering Dead*, by Donn Stroud. However, the Sea Lich only animates humanoids.

\*\*\* Sharks vary by type. Example stats ranges: HP 10-20, BITE +2-4 ATK, 1d4+2 to 1d10+4 Dmg. Do they pass on an undead disease? Do they grapple on a bite? Do they swallow whole (a Great White or Whale Shark)?





## APPENDIX A: CREATURE CARDS

### MAGMA DOG

*Init +1; ATK Bite +3 melee (1d6) plus (1d3) fire; Breath Weapon; AC 13; HP 10; MV 45'; Act 1d20; SV Ref +1; Fort +2; Will -1; AL L*

**Breath weapon:** *Magma* 2/day - Target is sprayed with magma, 1d4 damage for three rounds, AGI check DC 14 to take just the initial 1d4 damage and scrape off the cooling lava.

**Seawater** - Splashing a gallon of seawater on this creature kills it. This creates a violent explosion. Everyone within 10' must make an AGI check, DC 13, or take 1d4 shrapnel damage.

**Treasure** Within the Magma Dogs are small gemstones. When they die a successful Luck check could retrieve 2gp worth of gems (zircon and topaz).

### STONE SPAWN

*Init -1; ATK Claws +2 melee (1d4); Breath Weapon; AC 12; HP 8; MV 20'; Act 1d20; SP half damage from piercing and slashing; SV Ref -1; Fort +2; Will -1. AL: L;*

Stone Spawn look like hulking goblins made of stone, and stand 5' tall with powerful upper bodies, but short legs. They are on a mission to find followers of Pelagia or Umwansh and take them to the seat of Earth Elemental power in the Incur-sion. There, any power that the water gods have bestowed upon them will be extracted and turned against their deities, killing the followers in the process.

**Breath weapon:** *Dust* 3x/day- Target is blinded for 1d4 rounds with dust-encrusted eyes (AGI DC 13 to avoid).

**Stone Shape** - 3x/day shape a 5' cube of stone into any form they wish. Used to entrap enemies, etc.

**Stone Step** – As an action, these creatures can move through stone up to 50 feet.

**Seawater** - Splashing a gallon of seawater on this creature kills it. This creates a violent explosion. Everyone within 10' must make an AGI check, DC 13, or take 1d4 shrapnel damage.

**Treasure** Small gemstones are embedded within the Stone Spawn. When they explode, PCs can make a Luck check to see if they find 1gp worth of small gems (beryl or tourmaline).

### LAVA GRUB

*Init -2; AC 8; HP 2; MV 5'; Act 1d20; SP explode on death; SV Ref -2; Fort -1; Will -2; AL N;*

Lava grubs explode when crushed as they are fat, magma-filled worms 12-18" in length with fiery dispositions. Crushing or cutting one results in it popping and anyone within 5' must make an AGI check, DC 11, or take 1d3 fire damage.

### FIRE WAZIT

*Init +2; ATK Flame Whip +2 10' range (1d4) plus (1d3) fire and entangle AGI DC 13 or 1d3 fire dmg each round; AC 11; HP 8; MV 40'; Act 1d20; SV Ref -2; Fort -1; Will -2; AL C.*

**Flame Whip** The Fire Wazit produces a long strand of Elemental Fire that it uses as a whip in combat. It can reach up to 10' and tries to entangle enemies, AGI check DC 13. When entangled, an enemy takes 1d3 fire damage each round until they take a round to disentangle themselves from the whip.

**Seawater** - Splashing a gallon of seawater on this creature kills it. This creates a violent explosion. Everyone within 10' must make an AGI check, DC 13, or take 1d4 shrapnel damage.

### GRRRR'K

**Elemental Earth Lord, Mid-Level:**  
*Init: +3; ATK Boulder Punch +4 melee (1d8+2); Boulder Throw +2 ranged 20/40' (1d8); AC 14; HP 20; MV 20'; Act 1d20; SV Ref +2, Fort +4, Will +0; AL L.*

**Stone Shape** - 3x/day shape a 5' cube of stone into whatever form they wish. This is used to immobilize enemies or trap them for better attacks.

**Stone Step** – As an action Gr-rrr'k can magically move through stone to 60 feet.

**Seawater** Splashing a gallon of seawater on this creature does 2d4+2 damage. This creates violent explosions when the two make contact and dies. Everyone within 20' must make an AGI check, DC 14, or take 1d6 shrapnel damage.

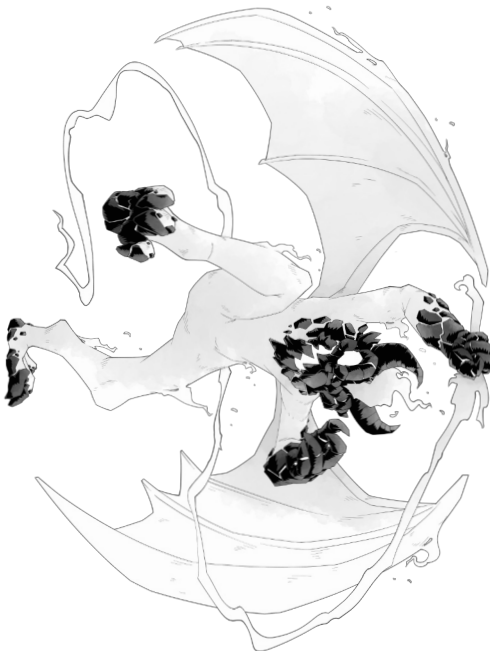
**STONE SPAWN**



**MAGMA DOG**



**GRRRR'K**



**FIRE WAZIT**

**LAVA GRUB**



## APPENDIX B: SEA WITCH CLASS OPTION

*The sea calls to you and you have answered. You are a reaver, raider, pillager, pirate. You sail the high seas in search of plunder, gold, and glory. Then, you found a grimoire and when you opened it your mind was alight with the mysteries of magic. You begin to dabble, to experiment, to harness this newfound power. Until, something amazing happens. You find a spell that will call upon a being greater than yourself who can grant you access to even more power...but at what cost?*

During the playtesting and writing of this adventure, a Sea Witch coalesced into form with Umwansh as their Patron (see Angels, Daemons, & Beings Between). Gathered here is an option for a character to be a Sea Witch class. It's something of a cross between Cleric-style magic and Patron Bond. This is more of a template to lay over a standard Cleric or Wizard. It's purely experimental but ties a PC directly into the story. This template was created with much input from The Lich on twitch.tv/TheLichingHour as it was his character. Currently, it can be seen in its 5e version on The Swashbucklers every other Thursday night.

### SPELLCASTING

The Sea Witch can either choose the Patron, or the Patron can choose them as an avatar on that plane of existence. Regardless, access to magical power is granted by Umwansh. This template blurs the line and incorporates facets

of both Cleric and Wizard without becoming too overpowered. The Judge has the final say in all things and can choose to limit # of spells to balance with these features.

### LAY ON HANDS

The Sea Witch can lay hands on another to heal them for 1d4/Caster Level (CL). When they do so, a bio-luminescent jellyfish appears over the wounds and slowly seeps into them closing the wounds. 1/day/CL

### CURE POISON/DISEASE

The Sea Witch lays hands on someone and barnacles appear on their skin. As they are peeled off they extract the ailment from the person and leave behind pink marks on the skin that remain for 1 hour. 1/day/CL

### SUMMON MINOR SEA LIFE

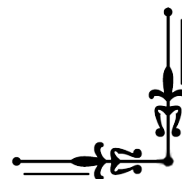
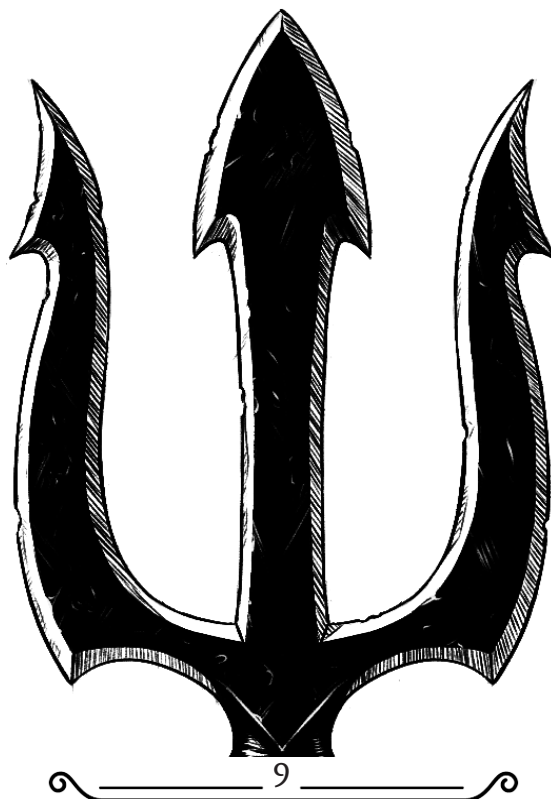
The Sea Witch can, when near any natural pool of water, summon 3xCL minor sea life to the surface. Limited to what is available in the area and up to 6' in size. 1/day/CL.

### ELEMENTAL AFFINITY

The Sea Witch has +5 versus earth and fire magic and -5 versus air and water magic. The Judge determines when this is applicable.

### ARMOR

The Sea Witch can craft and wear armor made from parts of sea creatures (coral, shells, bones, etc.) without penalty, up to +3 to AC. Fumble die d8.





## Water's True Name

The Sea Witch has been altered by their worship and channeling the power of Umwansh. Once per day they can call out water's true name and choose an effect below. They cannot use this again until they sacrifice something of great personal value into a natural body of water. Once invoked, the Sea Witch makes a spell check to determine their effectiveness.

### WATER SHAPE

The Sea Witch can touch a body of water large enough for the spell result and shape a solid object from it. The object is solid as long as the Sea Witch holds it.

1-11 The Sea Witch failed to say the True Name of Water properly and nothing happens.

12-15 The object can be one foot in length with the hardness of wood. Duration 1 minute.

16-18 The object can be up to three feet in length with the hardness of stone. Duration 3 minutes.

19-23 The object can be up to five feet in length with the hardness of steel. Duration 5 minutes.

24+ The object can be up to 10 feet in length with the hardness of steel. Duration 10 minutes.

## WALK ON WATER

Travel across the surface of water.

1-11 The Sea Witch failed to say the True Name of Water properly and nothing happens.

12-13 The Sea Witch can walk on water for 1 minute.

14-17 The Sea Witch can walk on water for 5 minutes.

18-21 The Sea Witch and up to three other creatures can walk on water for 10 minutes.

22-24 The Sea Witch and up to four other creatures can walk on water for 30 minutes.

25+ The Sea Witch and up to five other creatures can walk on water for 1 hour.

### WATER BRIDGE

Water is solidified into a surface that the Sea Witch and companions can walk across.

1-11 The Sea Witch failed to say the True Name of Water properly and nothing happens.

12-15 The bridge is 25' long and 5' wide that lasts for 3 minutes.

16-20 The bridge is 50' long and 10' wide that lasts for 5 minutes.

21+ The bridge is 100' long and 15' wide and lasts 15 minutes.

## Final Notes

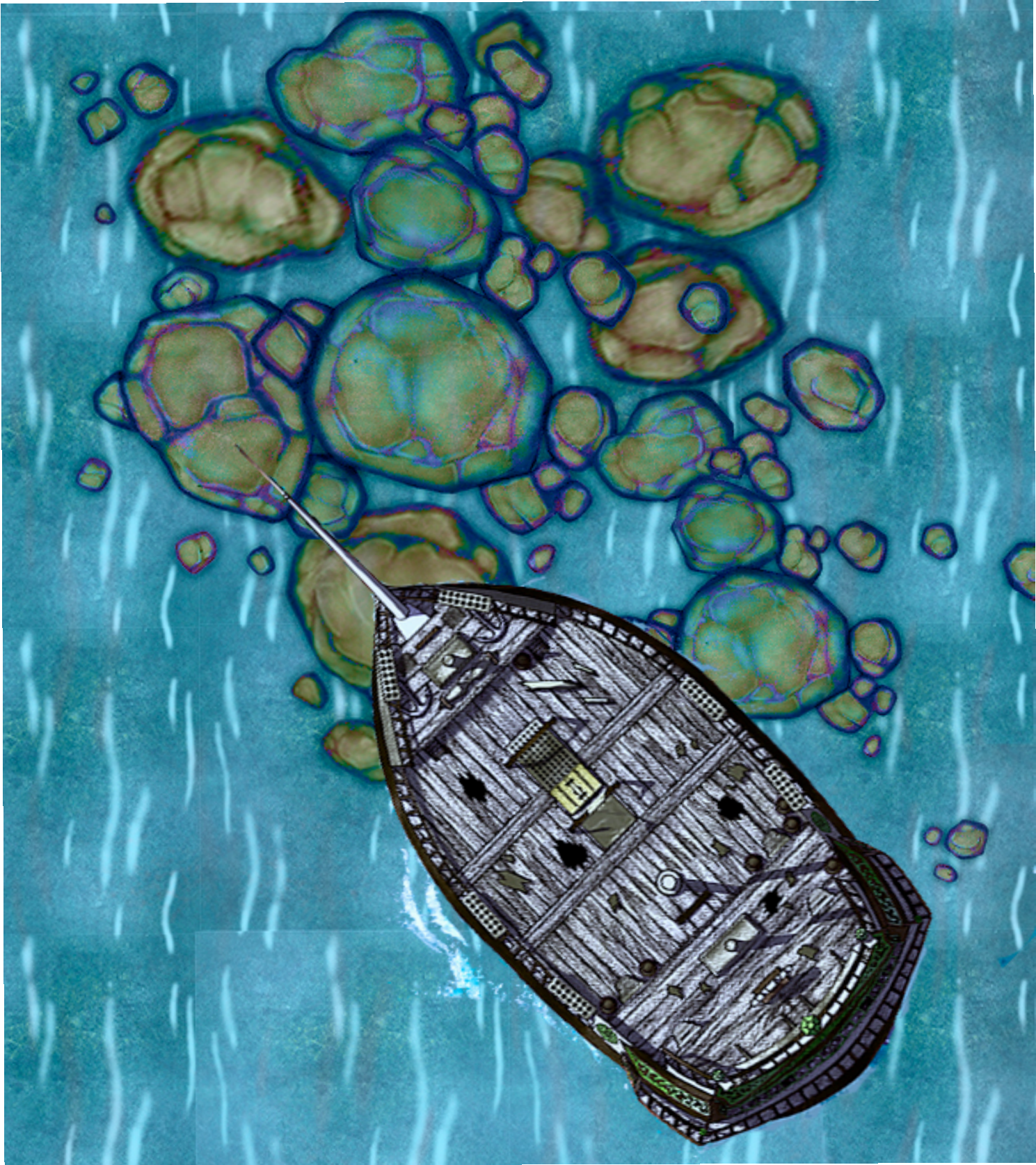
As mentioned, this is experimental. However, having a Sea Witch, or an avatar of any water-based deity in the adventure will help tie things together. It made for some great situations. We included it because we thought some out there may find it useful or interesting and much work went into it.

Other features of our specific incarnation included the Sea Witch's skin often covered in seawater. Armor made of kelp, fishing net, and sea creatures pieces. The ocean embraced the Sea Witch when they jumped into it and gave them a temporary ability to swim extremely fast. A toned-down Eel Hound familiar (see Kobold Press' fantastic Tome of Beasts) named Seels.

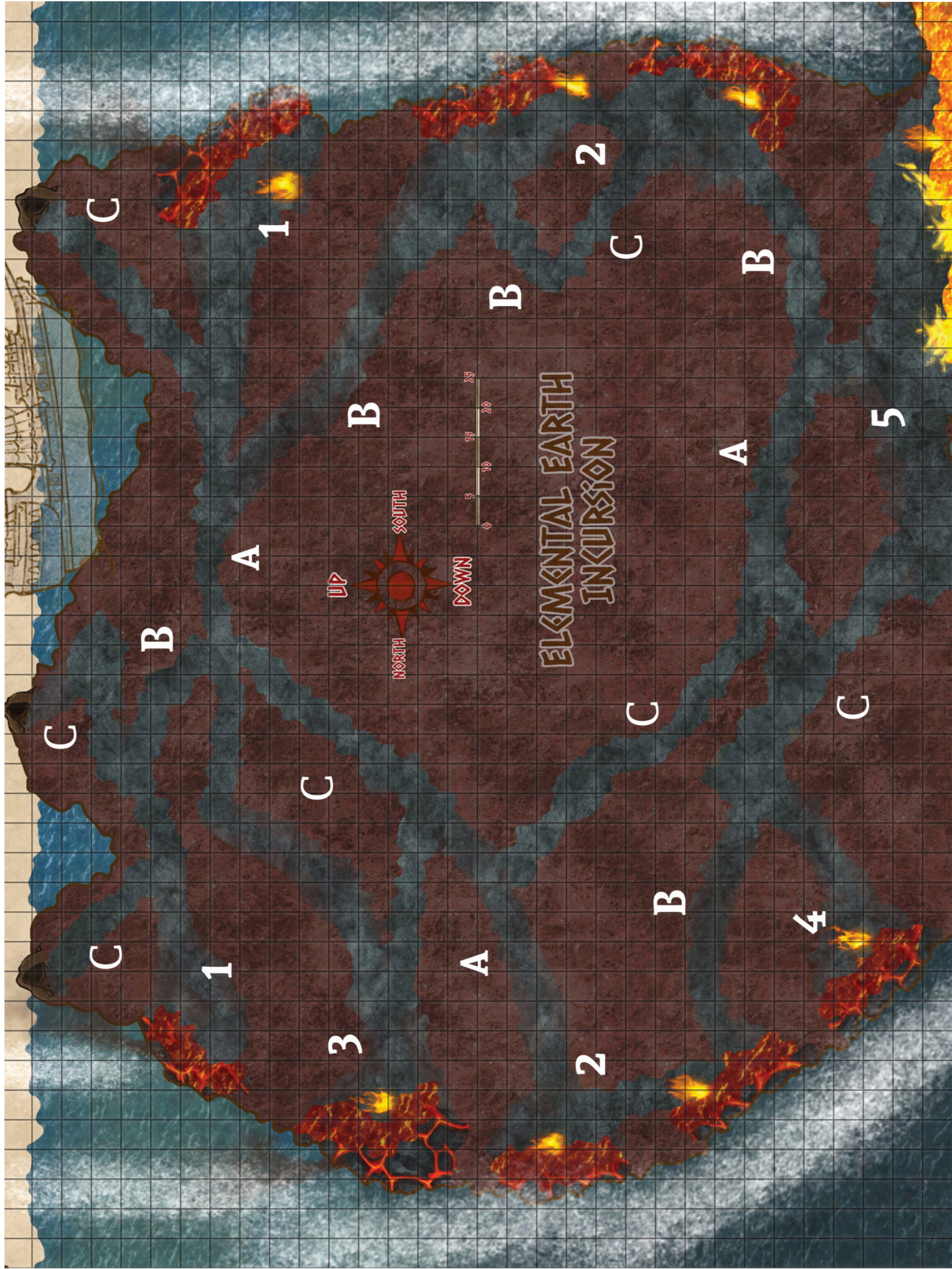
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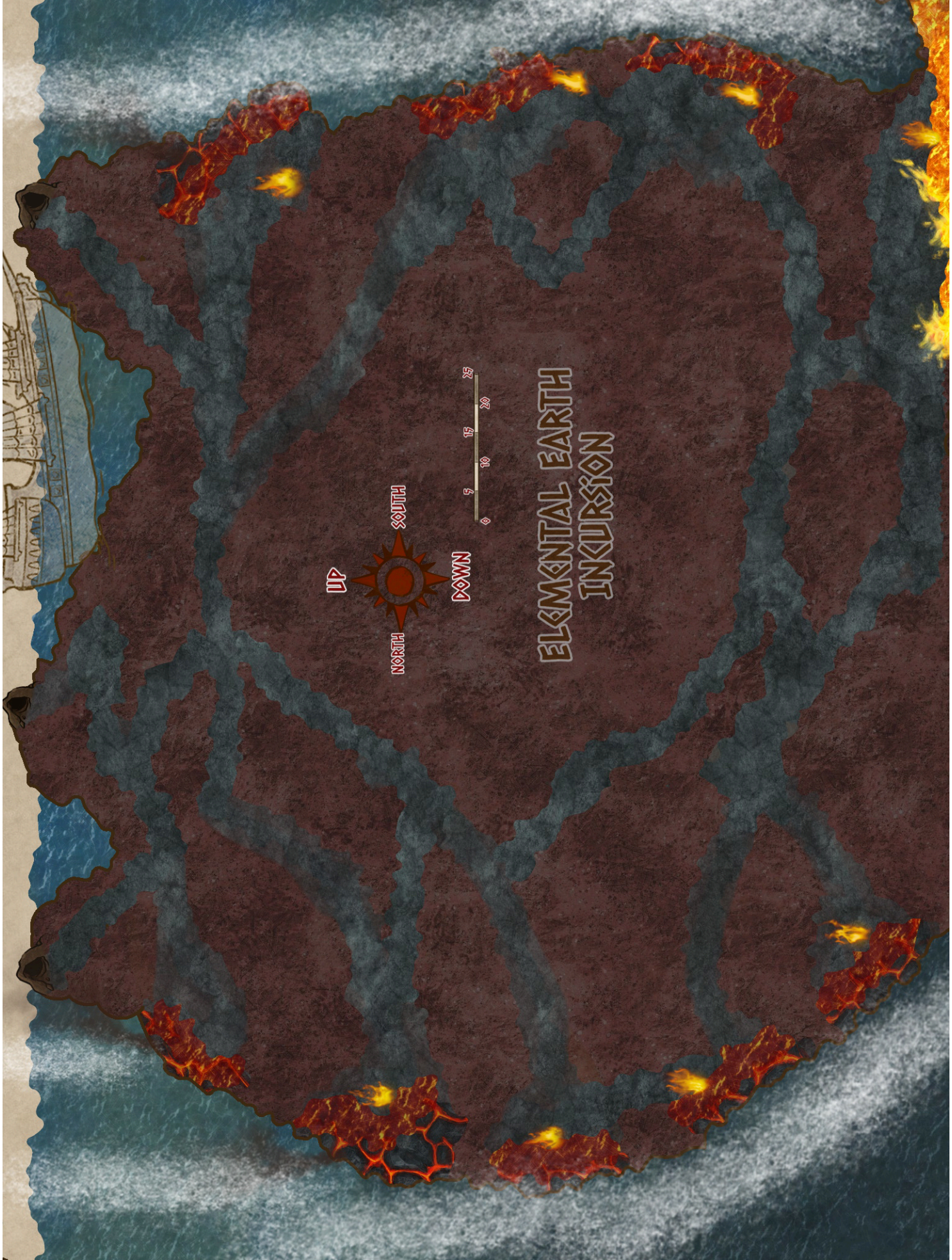














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The water around the ship begins to smoke and roil, bubble and boil. Steam rises up making the area humid. Before the ship can get fully clear, rock outcroppings explode from below the surface of the water and capture the ship. As it lists to starboard, you hear the cracking of timbers.

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