

# TIDAL TURMOIL

An ancient altar beneath the waves is exposed by a potent ritual.

## Windswept Sage Saegnac

**Saegnac** (as **Priest** with **Control Water** and **Thunderwave**) seeks to become a **Water Elemental** and performs a ritual to raise an ancient altar hidden beneath the waves: a regional storm's eye is now centered around it.

- He can Bonus Action Dash as long as it is taking him towards the altar.

## Altar of the Blooming Sun

The Altar does not just impact water: it summons divine radiance from the sun. A divine or devout creature that drops to 0 HP on the altar instantly dies and returns to life as an elemental or other appropriate entity for the greater power they're associated with. Any healing or radiant damage dealt on the altar's golden symbol is doubled.

## Setting the Stage

**Saegnac** is accompanied by fellow devotees (two **Cultists**, two **Goblins**, one **Hobgoblin**). They wear seashell jewelry and seaweed wrist wraps.

They stand at the end of the pier as the party approaches—no matter their reason to approach, **Saegnac** takes no chances and orders his comrades to attack.

## Phase 1: Lonely Pier

Saegnac is positioned at the tip of the pier.

- a **Water Weird** lurks nearby, and will attack anyone who falls in the water
- **Saegnac's** allies will attempt to bodyblock for him and fall in behind him as he advances from the time Initiative is rolled, the map advances one phase at Initiative Count 0

## Slicked Surfaces

Platforms that newly arose this round are considered slicked: Dexterity saving throws on them are at Disadvantage, lightning attacks deal an extra 2 damage to those standing on them, and saving throws against Lightning based attack are at Disadvantage.

## Phase 2 : Rising Stones

The water swells as the stone steps rise.

- Creatures may hop between the stones at their normal movement if they attempt a DC 11
- Acrobatics or Athletics test at the start of their movement over the stones. Otherwise it's difficult terrain.
- the Water Weird will attempt to splash people off: forcing a DC 12 Strength saving throw (Disadvantage if slick surface)

## Phase 3-4: Altar Emerges

The Altar breaks the waves, and then the stairs emerge.

- **Saegnac** will attempt to reach the altar's golden circle at any cost

## Saegnac's Legendary Actions

- *Rushing Wave Rune*: up to 3 creatures Saegnac can see gain 20ft of Movement and Opportunity Attacks against them are at Disadvantage until the end of their next turn.
- *Water Whip*: a mass of water forms 30ft tall then crashes down in a line, all in the way make a DC 14 Dexterity save. 3d8 Bludgeoning damage on a failure, halved on a successful save.
- *Salt Blood Shanty*: a creature Saegnac can see gains 1d4 Temp HP and may use their Reaction to begin singing, requiring Concentration. Every other creature still singing when they begin the Shanty adds 1 more d4 to the Temp HP gained.