

The Strife of the Drowning Tide

Waves beat tirelessly on the shore, grinding mountains to silt and swallowing nations whole. The Strife of the Drowning Tide mimics that all-consuming ruin, flowing in and crushing the multitudes that would dare oppose its adepts. While less efficient against a single potent foe, the Strife has ways of swiftly washing away packs of lesser enemies.

The Lesser Strife

The sea-priests of the Kasirutan isles are known to practice this lesser Strife, and through them more than one pirate or merchant's guardsman has learned something of its secrets.

Initiate: The initiate can breathe underwater and gains a 1d4 Fray die.

Disciple: The disciple's unarmed attacks are treated as weapons that do 1d8 damage. As an action, they can move their full movement rate through the most tightly-packed crowd of foes without drawing melee attacks.

Master: Commit Effort for the scene. The master whirls through the space around them, inflicting one action's worth of melee attacks on all chosen targets within thirty feet of their position. They must end their action at the location they began.

SALT LADY LASTRI

AC: 3, naturally

Move: 30' run or swim

Hit Dice: 30

Save: 5+

Attack: +12 x 2

Damage: 1d10+2 blow straight

Morale: 10

Effort: 8

People of the eastern isles say that Lastri's father was a sea-god with teeth of coral and skin of white salt. His daughter was born with pearl-white eyes and a terrifying relentlessness, a determination that drove her to the captaincy of her own ship before she was eighteen. In the ten years since, her name has become a byword for bloodstained plundering and the reaping of fat merchantmen. Even other Kasirutan ships are fair game to the Salt Lady when her ship is on the prowl.

Between her natural gifts and unnatural potencies, mastery of the True Strife of the Drowning Tide came instinctively to Lastri. Whether by her bloodline or by rumored bargains with powers of the deep waves, she has gained arts akin to the Words of Sea and Endurance, and is always first over the rail when boarding her prey. She can Commit Effort for the day to automatically save as a Godbound can, and she acts twice a round in combat.

Lastri terrifies her crew almost as much as she does her prey. As is the Kasirutan custom, she'll sail only with a crew of other women, one she keeps in line with brutal punishments and iron-fisted discipline. Her hellions have burnt villages and raided towns all along the Nezdohvan and Raktine coasts, ranging as far north as the Dry Ports of the Oasis States and around the Thousand Gods to chew at Dulimbai's belly. She's taught her veteran crew the secrets of the lesser Strife of the Drowning Tide, and they rejoice in the opportunity to use it.

Lastri's great ambition is to be named Pirate Queen, but her history of casual fratricide toward other Kasirutan ships has left the islands' datus and great captains bitterly resentful toward her. While she's idly entertained thoughts of mass murder to bring them around, she thinks that some legendary raid on a great city might be more effective. To do that, of course, she needs allies and funds for a fleet, and she is quite ready to aid those who can get these things for her.

Techniques of the Drowning Tide

Water Red and White	Your wounds attack your foes
Undertow Hand	Crush Mobs with your blows
The Tide Comes In	Charge through barriers
Stone Cast on the Strand	Hurl a foe back with a blow
The Tide Goes Out	Leap back from attack flurries
The Mountains Wash Away	Crush and drown nearby foes
This Strife allows any armor and any two-handed melee weapon.	

WATER RED AND WHITE

Constant

The adept can breathe water, see clearly underwater in the absence of light, and ignores the cold and pressure of the depths. When bloodied, their wounds lash out with stinging tendrils of gore. Each time they are hit and lose hit points, they can apply their Fray die to the attacker.

UNDERTOW HAND

Constant

The adept's unarmed attack is treated as a magical weapon that does 1d10 damage. Against Mobs, this damage is rolled straight if the Godbound delays their attack until after the Mob's action.

THE TIDE COMES IN

Action

The adept can move their full movement rate in a straight line. They have an invincible defense against harm during this movement and can charge through a line of foes or any non-magical barrier or wall less than two feet thick without slowing.

STONE CAST ON THE STRAND

Instant

On a successful hit, the adept may halve the damage inflicted, rounded up, and hurl the target straight back up to thirty feet. No extra damage is done by the throw even if the target is stopped by a barrier, but they must spend their movement action rising next turn. Worthy foes may make a Hardiness save to resist the throw.

THE TIDE GOES OUT

Instant

Commit Effort for the scene. On a hit, the adept may choose to be thrown back thirty feet, landing on their feet. If the assailant is a creature with multiple attacks and meant to launch several at the adept, the remainder are wasted. If the adept is pinned against a wall or other obstruction, they cannot benefit from this technique.

THE MOUNTAINS WASH AWAY

Action

Commit Effort for the scene. All desired targets within fifty feet are inundated with salt water and blood, quenching flames, smashing light construction, and inflicting 1d10 damage per two levels or hit dice of the adept, rounded up, up to a 10d10 maximum. If used more than once per scene, the adept takes half the damage inflicted with no possible mitigation of it. The drowning fluids vanish after they do their damage.