

OATH OF THE SEA DOG

YOUR OATH HAS BEEN PASSED DOWN BY GENERATIONS of Sailors, Pirates, and explorers. It started as a dedication to one's crew, and other travelers of the seas of Korros, but it has since expanded far beyond. Whether you draw your strength from an ocean god, your skill as a mariner, or your faith in your crew, this oath enshrines your love of the sea and those who travel it.

Upon taking this oath, you always know which way is north, and you gain proficiency in Water Vehicles. If you already have proficiency in Water Vehicles, you have Expertise in them instead.

TENETS OF THE SEA DOG

The tenets of the Oath of the Sea dog vary, and some see them 'merely as a suggestion', but all hold four things close to their hearts.

- **Parley** - All followers of this oath must accept parley if it is offered, and offer it themselves if they see the need. The agreements of Parley must then be followed, if not to the letter, then to the spirit.
- **Fairness** - A follower of this oath must treat their crew, and those not immediately hostile to them with fairness. A failure to do so will lose the faith of your crew, and likely lead to mutiny or worse.
- **Loyalty** - A follower of this oath may not breach a pact when it is made and must see it to completion. Be it with a lord, their crew, or their family. In the event a pact contradicts another, the oldest pact must be honoured first and foremost if the contradiction cannot be remedied. As a result, followers of this oath are loath to tie themselves down overmuch, as to prevent being pulled in two separate directions.
- **Freedom** - A follower of this oath believes in freedom above all things, and may not restrict the freedom of another except for when that freedom would lead to the imprisonment of others. Temporary confinement is allowed, but an honourable death on the open sea is always preferable.

OATH SPELLS

You gain oath spells at the Paladin Levels Listed.

Paladin Level	Spells	
3rd	Comprehend Languages	Find Familiar
5th	Knock	Gift of Gab
9th	Wall of Water	Mass Healing Word
13th	Leomund's Secret Chest	Control Water
17th	Tidal Wave	Maelstrom

CREATING YOUR SEA DOG

Think about how your character became a Sea Dog. Did they join a crew that required the oath? Did they survive a shipwreck by making a deal with a sea witch? Are they dedicated to freedom on the high seas? Or are they a sailor in the navy dedicated to ensuring the safety of all who travel the waves? Try and tie them to the sea somehow.



CHANNEL DIVINITY: OCEAN'S WRATH

You may use your Channel Divinity to summon a rush of water that fills a 10ft square within 30ft range as an action, and choose one creature within that square to be bombarded with vicious waves. The Target must succeed on a Strength or Dexterity save (its choice) or be battered for 1d4 Bludgeoning damage. The target cannot leave the 10ft square, and may repeat the save at the beginning of its turn. Failure results in an additional 1d4 damage at the end of their turn. Anyone passing through this water treats it as difficult terrain unless they have a swim speed. This effect lasts for one minute, or until dispelled by the paladin. As an action, the Paladin can move the patch of water, but only if that movement would not move the current target. If the target is dead, or has broken free, the paladin can move the water 15ft, and expend an action to select another target within the water.

CHANNEL DIVINITY: PARLEY

You may use your channel divinity to attempt to Parley with an enemy. The enemy must speak a language, and you must be able to understand it. The target makes a Charisma save, and on a failure, are charmed by the Paladin. This charm functions similarly to a Calm Emotions spell, and does not immediately engage hostilities on effect's end if used outside of combat. They (and anyone they consider part of their 'crew') cannot attack any member of the Paladin's 'crew' unless attacked first, which breaks the Parley. They can repeat this save at the end of their turn. The Paladin must talk with the target during their turn, or the target immediately breaks free. The paladin may use this time to attempt to find common ground and make peace with the creature. Any pacts made during this discussion *must* be honoured by both parties, or the creature that breaches it will suffer four levels of exhaustion. Any pact made this way *must* be considered reasonable by the target and the paladin.

Example: "we pledge to steal nothing from your cave, as we just want to free the hostages in exchange for ransom." The party's rogue steals a single gold coin. The target may now attack the party again, and the rogue suffers 4 levels of exhaustion.

AURA OF THE SEA

At 7th level, the freedom of the open ocean floods through you. While you are wearing light armour or less, you may add your proficiency bonus to your armour class, and you have a swim speed equal to your walking speed. In addition, you and allied creatures within 30 feet of you are immune to Difficult terrain.

BOON OF THE SEA

At 15th level, you are always under the effect of the Water Breathing spell, and your swim speed increased to 60ft while wearing light armour or less. In addition, you may cast Create or Destroy Water at up to 5th level once a day without expending a spell slot.

DEAD MAN'S CHEST

At 20th level, you have become a true guardian of the sea, and have become a true embodiment of the ocean's call. As a ritual, you may carve open your chest to remove your heart, placing it within a chest locked with an enchanted key. Performing this ritual requires a mundane chest with a mundane lock, and 24 hours. Placing your heart within the chest, it will continue beating so long as it is contained within the chest. While this is in effect you gain the following abilities.

- You gain the Wild Shape feature equivalent to a level 8 druid, but can only transform into aquatic creatures
- You cease aging

- You gain one of the following mutations, which can be disabled and hidden with 10 minutes of preparation

Crab Claw - a large monstrous claw replaces your non-dominant hand. You may use it as a natural weapon that you are proficient with. (Finesse, 1d6 Bludgeoning Damage) Grappling using this claw grants advantage.
Tentacle Beard - Your face morphs into that of an octopus or squid. You no longer need to have a free hand to grapple, and ranged weapons ignore the reload property.
Angler's Light - A bioluminescent orb rests in the centre of your forehead. With it, you may cast Charm Person or Charm Monster once a day without using a spell slot.

If you are killed, your soul returns to your heart and your body reforms in 1d4 weeks. You will need to repeat the ritual to regain these effects. If it is performed again, you may choose a different mutation.

