

# OATH OF THE TIDEBREAKER



## *A SACRED OATH FOR SEAFARING PALADINS* BY DICEY GAMES



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# SACRED OATH OF THE TIDEBREAKER

The calling of the sea can be as urgent as the calling of devotion to a divine power. Paladins who are called to both take the Oath of the Tidebreaker. They are ingrained with the deep understanding that a captain's position on a ship is as important, and even as sacred, as that of a high priest in a church.

Many cultures have expressions that compare loyal and steadfast people to rocks that stand firm against crashing waves. These paladins are the paragons of such expressions. They bring law and virtue to the seas, and protect the shores from seaborne danger. For life on the seas is hard, often inspiring cruelty and greed, and unfathomable threats lurk in the depths of the ocean.

With command over the elements that normally threaten seafarers, and upholding tenets that bind them to ensure the well-being of their companions, Tidebreakers are usually welcomed on any ship that sails with an honorable purpose.

## TENETS OF THE TIDEBREAKER

The tenets of the Tidebreaker emphasize loyalty, fairness and morale, values that are vital to successful sea voyages.

**You are the Rock** on which the waves break. You stand with your crew and companions with unwavering loyalty. You protect the innocent against any threat, be it pirates, the forces of nature or monsters from the deep.

**You are the Guiding Star** that shows the true course. You are fair and honest with everyone you meet, and give aid to those who need it.

**You are the Salt** that keeps away rot and spoilage. You will not abide greed and insubordination among your crew.

**You are the Wind** that lifts the sails and spirits of those around you. You will not despair in the face of overwhelming odds, but bring hope to those who suffer with you.

## OATH SPELLS

You gain these oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>Create or Destroy Water, Fog Cloud</i>
5th	<i>Calm Emotions, Warding Wind</i> <sup>1</sup>
9th	<i>Call Lightning, Water Walk</i>
13th	<i>Control Water, Storm Sphere</i> <sup>1</sup>
17th	<i>Control Wind</i> <sup>1</sup> , <i>Maelstrom</i> <sup>1</sup>

<sup>1</sup> *Xanathar's Guide to Everything*

## CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

**Turn Sea Creatures.** As an action, you present your holy symbol and say a prayer that rebuffs creatures that make their home in the water. Each aquatic creature (see sidebar) within 30 feet that can hear or see you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape

from an effect that prevents it from moving. If there is nowhere to move, the creature can use the Dodge action.

**Bolster Morale.** As an action, a creature you touch loses 1 level of exhaustion and gains advantage against being charmed or frightened. If the creature is already under the effect of those conditions, he or she immediately gets another saving throw.

### \*AQUATIC CREATURES

D&D fifth edition has no hard and fast rule that defines aquatic creatures as a category. Consider the following (natural) traits to determine if a creature is aquatic:

- A swim speed that is equal or greater than its other modes of movement.
- The Waterbreathing trait.
- The Amphibious trait.
- The Hold Breath trait.

Defining aquatic creatures by traits may lead to exceptions, so some judgement by the Dungeon Master is required.

Alternatively, replace this ability with the *Rebuke the Violent* ability from *Xanathar's Guide to Everything* (p. 39), and change the damage type from radiant to lightning.

## AURA OF THE SHOAL

Starting at 7th level, you gain a swim speed of 30 feet and can breathe both water and air.

Allies who start their turn or move within 10 feet of you during their turn also gain these benefits, and an instinctive awareness of your location that doesn't rely on their normal senses. If an ally is no longer within 10 feet of you, these effects lasts until the end of their next turn.

At 18th level, the range of this aura increases to 30 feet.

## SEA LEGS

At level 15, you've spent so much time on slippery decks and climbing the riggings of ships that you've learned to move with ease under extreme conditions. You are unaffected by difficult terrain, and have advantage on saving throws against being knocked prone and any ability check that involves climbing or escaping nonmagical restraints.



## BEACH HEAD

At 20th level, as an action you become the living embodiment of a rock that stands firm in the ocean, unaffected by the waves and storms that crash upon it. For 1 minute, you gain the following benefits:

- You grow one size category. You have advantage on Strength checks and Strength saving throws, and your unarmed and weapon attacks deal 1d4 extra damage.
- Your skin turns into living stone. You gain resistance against bludgeoning, piercing and slashing damage.
- Salt and brine course through your veins. You gain immunity to being poisoned, and any poisons already in your body are neutralized.

Once you use this feature, you can't use it again until you finish a long rest.

## NEW PALADIN STEEDS

The usual options for steeds are ill suited for adventures that take place under the water's surface. To remedy this, consider adding these creatures as options to the *Find Steed* and *Find Greater Steed* spells.

**Find Steed:** Constrictor Snake, Crocodile, Dolphin<sup>2</sup>, Giant Sea Eel<sup>3</sup>, Giant Sea Horse, Giant Sea Turtle\*, Reef Shark, Sea Lion<sup>3</sup>.

**Find Greater Steed:** Giant Octopus, Giant Stingray, Hunter Shark, Ichtyosaurus\*, Pleisiosaurus, Shell Shark<sup>3</sup>.

\* New Creature  
<sup>2</sup> *Volo's Guide to Monsters*  
<sup>3</sup> *Ghosts of Saltmarsh*

## CREATURE STATISTICS

### GIANT STINGRAY

*Large Beast, unaligned*

Armor Class 13 (natural armor)  
Hit Points 75 (10d10 + 20)  
Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	4 (-3)	12 (+1)	8 (-1)

Skills Perception +1  
Senses passive Perception 11  
Languages -  
Challenge 1 (200 XP)

**Water Breathing.** The Stingray can breathe only under water.

#### ACTIONS

**Sting.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 10 (2d8 + 1) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 7 (2d6) poison damage and becoming incapacitated until the end of its next turn on a failed save. On a successful save the target takes half as much damage and isn't incapacitated.

### GIANT SEA TURTLE

*Large Beast, unaligned*

Armor Class 15 (natural armor)  
Hit Points 60 (8d10 + 16)  
Speed 10 ft. swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	15 (+2)	2 (-4)	11 (+0)	6 (-2)

Skills Perception +2  
Senses passive Perception 12  
Languages -  
Challenge ½ (100 XP)

**Hold Breath.** The Sea Turtle can hold its breath for 30 minutes

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (2d6 + 0) piercing damage.

### ICHTYOSAURUS

*Large Beast, unaligned*

Armor Class 14 (natural armor)  
Hit Points 86 (12d10 + 20)  
Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	5 (-3)	13 (+1)	6 (-2)

Skills Perception +3, Stealth +5  
Senses passive Perception 13  
Languages -  
Challenge 2 (450 XP)

**Hold Breath.** The Ichtyosaurus can hold its breath for 1 hour.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

## CREDITS

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