

Paladin Subclass

Oath of the Corsair

Fearsome warriors of the high seas, Corsair Paladins, swear an Oath to themselves and their crew and will do whatever it takes to maintain their freedom. Chaotic by nature, these scallywags abhor any laws that aren't their own. While most Paladins follow the law of the land or the tenets of a deity, Corsairs follow only laws they have personally agreed to. No matter their philosophy, Corsairs are all fiercely loyal.

Oath of the Corsair Features

Paladin Level	Feature
3rd	<i>Tenets of the Corsair, Corsair Spells, Channel Divinity</i>
7th	<i>Aura of Gallantry</i>
15th	<i>Fury of the Seas</i>
20th	<i>Grand Captain</i>

Tenets of the Corsair

3rd-level Oath of the Corsair feature

Though their specific Oath and cause may vary, all Paladins who swear an Oath of the Corsair uphold the Tenets below:

- **Bravery.** To be a coward is a fate worse than death. Live so others will sing of your deeds. Defend those who defend themselves.
- **Freedom.** Mortal creatures are meant to be free. No one should have to follow rules they did not agree to or have a voice in creating.
- **Loyalty.** Stay true to those who are loyal to you. Reward loyalty with glory and treasure. Traitors deserve ruthless judgment.

Corsair Spells

3rd-level Oath of the Corsair feature

This Oath grants you the following spells at the Paladin levels listed in the table below. They count as Paladin spells for you if they were not already, and you always have them prepared.

Paladin Level	Spells
3rd	<i>fog cloud, zephyr strike</i> ^{XGE}
5th	<i>arcane lock, warding wind</i> ^{XGE}
9th	<i>thunder step</i> ^{XGE} , <i>tidal wave</i> ^{XGE}
13th	<i>control water, storm sphere</i> ^{XGE}
17th	<i>control winds</i> ^{XGE} , <i>maelstrom</i> ^{XGE}

Channel Divinity

3rd-level Oath of the Corsair feature

Swearing this Oath grants the following Channel Divinities:

All Hands on Deck

As a bonus action, you hold aloft your holy symbol and bellow an order to your allies. A number of creatures of your choice (up to your Charisma modifier) within 30 feet that can see or hear you can use their reaction to move up to their full speed. This movement does not provoke opportunity attacks.

Wrath of the Sea

When you use Divine Smite, you can speak aloud a prayer to the seas to invoke this Channel Divinity as part of your attack. When you do so, all the damage dealt by your attack changes to either cold, lightning, or thunder damage (your choice), and you can treat a roll of 1 or 2 on any of the damage dice that you roll as part of that attack as a 3.

Aura of Gallantry

7th-level Oath of the Corsair feature

Your presence inspires your allies to stand strong in the face of danger. You and creatures of your choice that are within your Aura of Protection have advantage on any saving throw or ability check they make to resist being grappled, knocked prone, or otherwise moved against their will.

Fury of the Seas

15th-level Oath of the Corsair feature

Those who dare strike you are punished for their mutinous actions. When a creature you can see hits you with a melee attack, it takes your choice of either cold, lightning, or thunder damage equal to your Charisma modifier (minimum of 1).

Grand Captain

20th-level Oath of the Corsair feature

You are a living avatar of the high seas. As a bonus action on your turn, you can transform, becoming as terrible as a storm for 1 minute. While transformed you gain the benefits below:

- You are immune to cold, lightning, and thunder damage.
- You can cast *command* at 1st-level as a bonus action on each of your turns without expending a spell slot.
- Whenever you hit a Huge or smaller creature with a melee attack, it must succeed on a Strength saving throw against your Paladin Spell save DC or be knocked prone.

Once you use this feature, you must complete a long rest before you can use it again. When you have no uses left, you can expend a 5th-level spell slot to use this feature again.