



Oath of the Abyss Watcher

Paladins of the Oath of the Abyss Watcher are denizens of the deep. They've seen the horrors that lurk at the bottom of the ocean and do everything in their power to prevent them from ever reaching the light. They are the unsung heroes that surface dwellers never meet, the blade in the darkness, the shield against obscurity.

Tenets of the Abyss Watcher

A paladin who assumes the Oath of the Abyss Watcher swears to protect from the corruption that dwells beneath.

Defend. You are the shield against the endless terrors that lie beneath the sea. Your actions may go unnoticed but you will never falter in your duty.

Restrain. There will come a time where you will not have the power to stop the threat you are facing. You will stand strong, buy time for innocents to escape and reinforcements to arrive, even if the cost is your life.

Watch. Abominations of the depth lurk everywhere, even in the most unexpected of places. You will pay careful attention and eradicate them as soon as any suspicion arises.

Oath Spells

You gain oath spells at the paladin levels listed in the Oath of the Abyss Watcher Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF THE ABYSS WATCHER SPELLS

| Paladin Level | Spells |
|---------------|---|
| 3rd | <i>abyssal strike*</i> , <i>create or destroy water</i> |
| 5th | <i>hold person</i> , <i>see invisibility</i> |
| 9th | <i>glyph of warding</i> , <i>slow</i> |
| 13th | <i>control water</i> , <i>tidal blast*</i> |
| 17th | <i>hold monster</i> , <i>planar binding</i> |

*Abyssal Tome**

Channel Divinity

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

• **Abyssal Prison.** As an action, you can summon a powerful whirlpool which entraps a creature that you can see within 60 feet of you. That creature must succeed on a Dexterity saving throw or be restrained by the whirlpool for 1 minute. A creature restrained by this whirlpool cannot talk as the tumultuous liquid shuts its mouth. A restrained creature can attempt to escape the whirlpool as an action by making a Strength check against your paladin spell save DC, escaping on a success.

• **Riptide.** As an action, you generate a powerful current that pulls all towards you. Each creature of your choice within 30 feet of you are attracted to you. If you are underwater this range extends to 45 feet. If a creature starts their turn within that area or enter it for the first time on their turn, they must succeed on a Strength saving throw or be pulled 15 feet in a straight line towards you. This effect lasts 1 minute.

Crushing Aura

Starting at level 7, you emanate a powerful pressure, similar to that found in the depths of the ocean. All creatures of your choice in a 10-foot radius centered on you must expend 3 feet of movement to move 1 foot. This aura is visible, and you can turn it on and off at will.

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

Tidal Strike

At 15th level, You can manifest a harpoon (statistics of a spear) which you use to stop your enemies in their track. As a reaction to a creature attempting to exit your crushing aura you can make a ranged or melee attack roll (your decision) against them. On a hit you deal the weapon's normal damage and the target is impaled, reducing their speed to 0 for the rest of the turn. This stops any movement they may have been taking.

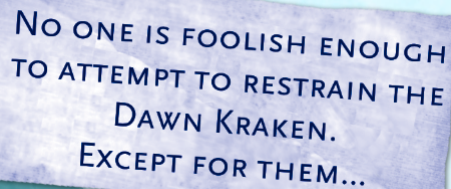
You can also make this special attack instead of a normal attack of opportunity, only making a melee weapon attack in that case.

Warden of the Depths

At 20th level, you learn to channel the spirits of brave souls that laid their life for the cause to briefly become a paragon of heroism. As an action, you embrace these spirits of the depth, gaining the following benefits for 1 minute:

- Blades of water start circling around you. Your reach becomes 5 feet greater than normal as the blades of water coat your weapons, extending your strikes.
- Each time you deal damage to a creature with a melee weapon attack, their speed is reduced to 0 until the start of your next turn.
- When you make an attack against a creature whose speed is 0, you can, as part of that attack, summon abyssal chains that restrain the target. They must succeed on a Strength saving throw or be restrained until the start of your next turn.
- You gain an additional reaction every round, that reaction can only be used to make attacks of opportunity. In addition creatures provoke an opportunity attack from you when they enter or move within your reach.

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



NO ONE IS FOOLISH ENOUGH
TO ATTEMPT TO RESTRAIN THE
DAWN KRAKEN.
EXCEPT FOR THEM...

Spells

Abyssal Strike

1st-level evocation (*Paladin, Ranger*)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon glistens with bubbles and steam, and the attack deals an extra 1d6 cold damage to the target and causes them to be surrounded by tumultuous water. Until the spell ends, the target is considered to be inside difficult terrain and cannot speak.

At the start of each of its turns the target can make a Dexterity saving throw, escaping the water and ending the spell on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot.

Tidal Blast

4th-level conjuration (*Druid, Sorcerer, Wizard*)

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You conjure up high-pressure water on a point on the ground that you can see within range. It swells up into a powerful wave that moves horizontally in a direction of your choice. All creatures in a 10-foot-wide and 60-foot-long line starting on that point must succeed on a Strength saving throw or take 4d6 bludgeoning damage and be pushed 30 feet in the direction of the wave, or until the end of the line, whichever is shorter, and be knocked prone. On a successful save a creature takes half as much damage, is only moved 10 feet, or until the end of the line, whichever is shorter and isn't knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 2d6 for each slot.