

HEROES OF SALTMARSH I

There's a certain sense of wonder to the open seas and the interesting characters that roam them. From Jack Sparrow and Ahab to Odysseus and the feared Black Beard, the ocean has ample room for both villains and adventurers – and everything in between.

This document supplies you with six ocean-inspired subclasses for the martial classes of 5th edition: the Shark Totem for the barbarian, the Corsair for the fighter, the Way of the Kraken for the monk, the Oath of Freedom for the paladin, the Tidal Hunter for the ranger, and the Reaver for the rogue. Just the stuff you need before you test yourself against the **Ghosts of Saltmarsh!**

While inspired by classic tales of oceans, ships, and the people who travel them, these subclasses are not *just* maritime subclasses. It is, unfortunately, often the case, that subclasses with a strong theme become a lot less useful when you take them out of their element – what good is a character whose skills rely solely on being on a ship or in water, when you place them a hundred miles inland?

So, while these subclasses are inspired by seafoam and saltwater, they're not defined by it. They'll get along just as fine on land, as they will in the water or on a ship. But hey, don't take our word for it – jump aboard, raise the sails and dive in to **Heroes of Saltmarsh I – Martial Archetypes!**

PRIMAL PATH

At 3rd level, a barbarian gains the Primal Path feature. The Shark Totem spirit detailed below is available to barbarians who choose the Path of the Totem Warrior from the *Player's Handbook*.

SHARK TOTEM SPIRIT

Like a shark's fin knifing a straight path through murky waters, barbarians of the Shark Totem approach battle with the calm and unnerving ruthlessness of the oceans' apex predator. Bloodthirsty and deathly, only the unwise does not fear the the coastal and island tribes that have chosen the shark as their totem animal.

TOTEM SPIRIT

The Shark totem spirit is available to you as an additional option when you choose a totem animal at 3rd level. As with the spirits in the *Player's Handbook*, the shark totem spirit requires a physical object incorporating some part of the totem beast, and you might acquire minor physical attributes associated with a shark, such as rows of sharp teeth or wide set eyes.

Shark. While raging, you have advantage on melee attack rolls against any creature that doesn't have all its hit points.

ASPECT OF THE BEAST

This option is available to you when you choose a totem animal at 6th level.

Shark. You gain a shark's unparalleled ability to stalk prey. You have advantage on Wisdom (Perception) checks that rely on smell, as well as Wisdom (Survival) checks made to track a creature that doesn't have all its hit points. Additionally, being underwater imposes no penalties on your movement or attacks.

TOTEMIC ATTUNEMENT

This option is available to you when you choose a totem animal at 14th level.

Shark. While raging, whenever a creature within your reach is hit by a weapon attack that isn't made by you, you can use your reaction to make a melee weapon attack against that creature.



MARTIAL ARCHETYPE

At 3rd level, a fighter gains the Martial Archetype feature. The Corsair Martial Archetype is available to a fighter, in addition to those offered in the *Player's Handbook*.

CORSAIR

Seadog, scoundrel, freebooter, pirate – there's many names for your kind, but who needs labels? You're just a free spirit, a warrior of the sea – born to fight with the sensation of roiling waves beneath your feet. Knights in shiny armor and meticulous martial artists might scoff at you, but you've trained to be at your best, when they're at their worst – wind in your face, sun in your eyes, and the sweet taste of seafoam on your lips.

BARRAGE OF BLOWS

At 3rd level, your experience fighting in the chaotic close-quarters of a ship's deck has taught you how to turn any opening into an advantage. When you hit a creature with a melee weapon attack, you have advantage on the next weapon attack you make against that creature, until the end of your next turn.

CRAFTY COMBATANT

Starting at 7th level, you've learned how to surprise your foes by turning any disadvantage into a disadvantage. When you would make a weapon attack with disadvantage, you can choose to instead make that attack with advantage.

Once you use this ability, you must finish a short or long rest before you can use it again.

TRIM THE SAILS

Beginning at 10th level, when a creature hits you with an attack, you can use your reaction to make a Strength (Athletics) or Dexterity (Acrobatics) check against a DC equal to the creature's attack roll. If you succeed, the attack misses you instead.

ALL HANDS ON DECK

Starting at 15th level, you can also use your Indomitable feature to reroll an ability check you fail.

KNOCK SEVEN BELLS

At 18th level, when you attack a creature and roll a 20 on the attack roll, you can immediately make another weapon attack against that creature.

MONASTIC TRADITION

At 3rd level, a monk gains the Monastic Tradition feature. The Way of the Kraken is available to a monk, in addition to those offered in the *Player's Handbook*.

WAY OF THE KRAKEN

Tales of the mythical kraken has traveled far and wide, reaching from the endless depths of the darkest sea to the four corners of the world. To you and yours, the stories are not mere tales, but guidelines. The kraken has claimed its supremacy of the oceans through its crushing, unrelenting grasp, showing by example how a dedicated martial artist can turn an embrace into a deadly squeeze.

FLUID GRAPPLER

At 3rd level, you can use Dexterity (Acrobatics) instead of Strength (Athletics) whenever you're initiating a grapple, or a creature is trying to escape your grapple.

KRAKEN'S GRASP

Beginning at 3rd level, you've learned to latch on like a kraken possessed. Whenever you hit a creature with a melee attack granted by your Flurry of Blows, you can attempt to grapple the creature without spending an action to do so. If the creature is already grappled by you, you can instead make another grapple check to attempt to restrain that creature. If you succeed, the creature is restrained until the grapple ends.

REACHING TENTACLES

At 6th level, you've learned how to elongate your arms and legs like a squid's tentacles. These appendages can be used to grasp or punch, extending your reach to 10 feet when using unarmed strikes or a monk weapon.

CEPHALOPOD'S CAMOUFLAGE

By 11th level, you've learned how to alter your appearance, mimicking the crafty cephalopods of the ocean depths. As an action, you can cast the spell *alter self*.

Once you use this ability, you must finish a short or long rest before you can use it again.

DROWNING DEPTHS

Once you reach 17th level, you can channel the energy of the bottomless ocean into a creature. As an action on your turn, you can expend 3 ki points to cause water to fill the lungs of a creature you are grappling. The target must make a Constitution saving throw. On a success, the target takes 5d10 necrotic damage. On a failure, the target also runs out of breath and can't breathe or speak as long as it remains grappled by you.

SACRED OATH

At 3rd level, a paladin gains the Sacred Oath feature. The Oath of Freedom is available to a paladin, in addition to those offered in the *Player's Handbook*.

OATH OF FREEDOM

The Oath of Freedom beckons paladins who value liberty of mind, body and spirit above all else. Often travelers by heart, paladins who've sworn the Oath of Freedom have pledged themselves to secure the freedom of others, no matter the cost. Such paladins are often loners, traveling far and wide, as they seek to free the entrapped and liberate the oppressed. For some, this oath means they'll take no prisoners, but instead liberate their foes with death – while others still believe that the gift of freedom is the seed of redemption.

CHANNEL DIVINITY

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

Prayer of Liberation. As an action, you present your holy symbol and speak a prayer freeing the minds and bodies of your allies. Choose a number of creatures that can hear you within 30 feet of you, up to your Charisma modifier. Until the end of your next turn, each creature's speed is doubled, and they have advantage on saving throws and ability checks made to resist or end any effect that would reduce their speed or cause them to be grappled, paralyzed, restrained or stunned.

Free to Fight. You can use your Channel Divinity to hasten your charge. As a bonus action, you can move up to your move speed toward a creature. If you end your movement within reach of that creature, you can make a single melee weapon attack against it with advantage.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF FREEDOM SPELLS

Paladin Level Spells

3rd	<i>expeditious retreat, longstrider</i>
5th	<i>pass without trace, misty step</i>
9th	<i>haste, water walk</i>
13th	<i>control water, freedom of movement</i>
17th	<i>destructive wave, scrying</i>

AURA OF MOVEMENT

Starting at 7th level, you and friendly creatures within 10 feet of you are unaffected by difficult terrain, spells and other magical effects can't reduce your speed, and being underwater imposes no penalties on your movement or attacks.

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

UNBOUND AND UNFETTERED

Starting at 15th level, you have advantage on saving throws to avoid becoming paralyzed, restrained, or stunned.

AVATAR OF FREEDOM

At 20th level, you can become freedom incarnate. You can use your action to gain the following benefits for 1 hour:

- You gain a walking speed, climbing speed, flying speed and swim speed of 60 feet.
- Your movement doesn't provoke opportunity attacks.
- You can cast the spell *plane shift*, requiring no material components, a number of times equal to your Charisma modifier.

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



RANGER ARCHETYPE

At 3rd level, a ranger gains the Ranger Archetype feature. The Tidal Hunter Ranger Archetype is available to a ranger, in addition to those offered in the *Player's Handbook*.

TIDAL HUNTER

Tidal hunters are a special breed of rangers who roam the wide oceans and deep lakes, as they seek to live off and learn from the greatest force of nature. Whether dedicated to protecting the seas from pirates or aberrant threats, or hunting for their own personal white whale, a tidal hunter is like water; flowing, crashing, always on the move.

TIDAL HUNTER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Tidal Hunter Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

TIDAL HUNTER SPELLS

Ranger Level	Spells
3rd	<i>create or destroy water</i>
5th	<i>blur</i>
9th	<i>slow</i>
13th	<i>control water</i>
17th	<i>destructive wave</i>

DEEP DIVER

When you choose this archetype at 3rd level, you gain darkvision out to a range of 60 ft. If you already have darkvision from your race, its range increases by 30 feet.

Additionally, being underwater imposes no penalties on your movement or attacks, and you can hold your breath twice as long as normal.

TIDEBRINGER

At 3rd level, your attacks bring on a tide of pain for your enemies. When you hit a creature with a weapon attack, you can choose a number of creatures that you can see up to your Wisdom modifier (minimum of 1). Each of these creatures deal an additional 1d6 damage the next time they hit that target with a weapon attack, until the start of your next turn.

FLOWING TIDE

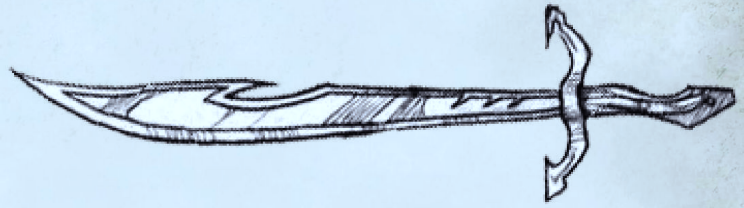
At 7th level, you have learned how to evade capture like the receding tide. You gain advantage on saving throws and ability checks made to resist or escape being restrained or grappled, and you can take the disengage action as a bonus action.

CRASHING WAVE

Starting at 11th level, you learn how to crash through your foes like a wave on a rocky shore. As an action, move up to your move speed in a straight line, ignoring difficult terrain. This movement doesn't provoke opportunity attacks, and you can make a single melee weapon attack against each enemy creature that is within your reach at any point during this movement. If you are wielding a melee weapon in your off-hand, you can use your bonus action to make an additional melee weapon attack with that weapon against one of the creatures.

LIKE WATER

At 15th level, your martial prowess makes you flow like water, turning even the most advantageous attack into an awkward strike. When a creature makes an attack against you with advantage, you can use your reaction to instead have that creature make the attack with disadvantage.



ROGUSH ARCHETYPE

At 3rd level, a rogue gains the Roguish Archetype feature. The Reaver Roguish Archetype is available to a rogue, in addition to those offered in the *Player's Handbook*.

REAVER

Whether you're just a sailor with a deeper scowl than the rest or a fully fledged pirate, one thing is certain: you're an adventurer of the sea, as comfortable on a ship's deck as a fish in water. Whether you're the captain or the cabin boy, you know that a good fight is a fast fight, so you aim to make every attack strike both body and spirit of your enemies.

RIGGING RUNNER

When you choose this archetype at 3rd level, you gain proficiency with the Dexterity (Acrobatics) and Charisma (Intimidation). Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

RATTLING BLOW

At 3rd level, you learn how to strike fear into the heart of your enemies. Whenever you deal Sneak Attack damage to a creature, it must make a Wisdom saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, the creature is frightened of you until the start of your next turn.

SEA LEGS

Starting at 9th level, you have advantage on Strength and Dexterity ability checks and saving throws made to avoid being shoved back, knocked prone, or losing your balance.

TELL NO TALES

Starting at 13rd level, you've learned how to make a gruesome spectacle of your kills. Once per turn when you kill a creature, you can choose to have any number of creatures within 30 feet of that creature who can see it make a Wisdom saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). A creature that fails this saving throw is frightened of you until the start of your next turn.

CUT OF THEIR JIB

At 17th level, when a creature within 5 feet of you makes an attack with disadvantage, you can use your reaction to make a weapon attack against that creature.