

# MARINER

Ever since the emergence of warcasters and warjacks, every coastal nation has worked to incorporate its warcasters into its naval forces. Cryx and Ord have some of the most potent seafaring warcasters in western Immoren, but even the more landlocked nations have developed maritime warcaster traditions to help their commercial fleets as they sail up and down the rivers of the Iron Kingdoms.

Your warcaster training was mastered on the high seas, amid adventuring, sailing, and plundering. You are an expert in boarding actions and close-quarters fighting, and not many on the Meredius can hold their own against you for long. Your magical talents have gotten you far—possibly far enough to command your own ship and crew.

## EXPANDED SPELL LIST

This subclass lets you choose from an expanded list of spells when you learn a warcaster spell. The following spells are added to the warcaster spell list for you. The names of new spells described in chapter 3 are set in bold.

### SWASHBUCKLER EXPANDED SPELLS

Spell Level	Spells
1st	create or destroy water, dirge of mists
2nd	darkness, fortune
3rd	water breathing, water walk
4th	control water, hallucinatory terrain
5th	cloudkill, destructive wave, mislead

## BONUS PROFICIENCIES

At 1st level, you gain proficiency the Intimidation or Persuasion skill. Additionally, you gain proficiency with martial pistols.

## MARITIME WARRIOR

Beginning at 1st level, you have learned how to manipulate the power field of warcaster armor for maritime use. You can expend 1 charge from your warcaster armor's capacitor to retain enough breathable air for 10 minutes underwater for yourself and your armor's boiler.

Additionally, you have advantage on Strength (Athletics) checks related to swimming and staying afloat, and swimming doesn't cost you extra movement.

## OLD SALT

Starting at 6th level, your experiences on the high seas have shaped your fighting skills and maneuverability. You can't be knocked prone while you are conscious unless you choose to be, and you gain a +2 bonus to AC while fighting on a ship in open water.

## WEATHER WIZARDRY

Starting at 10th level, you reduce the cost of the following

## MARINER FEATURES

Warcaster Level	Features
1st	Expanded Spell List, Bonus Proficiencies, Maritime Warrior
6th	Old Salt
10th	Weather Wizardry
14th	Black Sails
18th	Master of the Meredius

spells by 1 focus point each: *control water*, *water breathing*, and *water walk*.

## BLACK SAILS

Starting at 14th level, you can use your action and spend 3 focus points to cause dark clouds, sweeping rain, and currents of unnatural wind to swirl around you and your ship for up to 8 hours. Your ship doubles its speed for the duration, but only while you are at the helm during this time. Additionally, you can produce strong winds and heavy rain in a 100-foot-radius, 100-foot-tall cylinder centered on you. You can end the effect early as a bonus action.

You can use this feature twice. You regain all expended uses when you finish a long rest.

## MASTER OF THE MEREDIUS

At 18th level, your knowledge of the sea and its ways is unmatched, and your adventures and buccaneering on the open water have shaped you into a fluid but resolute force. You can spend 1 focus point to ignore all movement penalties from difficult terrain until the start of your next turn. Additionally, when you take the Dash or Disengage action, you can spend 1 focus point to impose disadvantage on attack rolls targeting you until the start of your next turn.

