WARMAGE		Warmage	*	KNOWN SPELLS				
			Level	0	Acid Splash	Disrupt Undead	Light	Ray of Frost
Spell		PELLS Spells	Base Bonus Spells					
Save DC		er day =	Spells + CHA		Accuracy	Burning Hands	Chill Touch	Fist of Stone
	1			1	Hail of Stone	Lesser Orb of Acid	Lesser Orb of Cold	Lesser Orb of Electricity
	2				Lesser Orb of Fire True Strike	Lesser Orb of Sound	Magic Missile	Shocking Grasp
	3							
	4						_	
	5				Blades of Fire	Continual Flame	Fire Trap	Fireburst
	6			2	Flaming Sphere	Ice Knife	Melf's Acid Arrow	Pyrotechnics
	7				Scorching Ray	Shatter	Whirling Blade	
	8						_	
Spell Save Di	9 C = 10 + CHA +	Snell Leve						
Spell Save DC = 10 + CHA + Spell Level ARCANE SPELL FAILURE THRESHOLD				3	Fire Shield Ice Storm	Fireball	Flame Arrow	Gust of Wind
ARCAILE	Warmages can use light armour and shields without penalty. From level 8, this includes				Sleet Storm	Lightning Bolt Stinking Cloud	Poison	Ring of Blades
7	6 ¦ without pen ⁻⁻ ⊓edium arn	ıalty. From l nour.	evel 8, this includes					
×	WARN	IAGE E	DGE				_	
EXTRA DAI	MAGE				Blast of Flame	Contagion	Evard's Black Tentacles	Orb of Acid
INT	1		J	4	Orb of Cold	Orb of Electricity	Orb of Fire	Orb of Force
					Orb of Sound	Phantasmal Killer	Shout	Wall of Fire
							_	
				5	Arc of Lightning Greater Fireburst	Cloudkill Mass Fire Shield	Cone of Cold Prismatic Ray	Flame Strike
					Oleater Fileburst	Mass i lie Silielu	Trismatic nay	
							_	
					Acid Fog	Blade Barrier	Chain Lightning	Circle of Death
				6	Disintegrate	Fire Seeds	Otiluke's Freezing Sph	
					Tenser's Transformation	on		
							_	
				7	Delayed Blast Fireball Mordenkainen's Sword		Finger of Death Sunbeam	Firestorm Waves of Exhaustion
					- Wordenkamen's Sword	Trismatic Spray	Julipealli	waves of Exhaustion
				0	Greater Shout	Horrid Wilting	Incendiary Cloud	
				8	Prismatic Wall	Scintillating Pattern	Sunburst	Polar Ray
								,
				9	Elemental Swarm	Implosion	Meteor Swarm	Prismatic Sphere
\	V	ANDS	*		Wail of the Banshee	Weird		
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