WARMAGE Warmage	``	KNOWN SPELLS				
Level ;	0	Acid Splash	Disrupt Undead	Light	Ray of Frost	
SPELLS			· · · · · · · · · · · · · · · · · · ·			
Spell Save DC Spells = Base Spells CHA 1 2 3	1	Accuracy Hail of Stone Lesser Orb of Fire True Strike	Burning Hands Lesser Orb of Acid Lesser Orb of Sound	Chill Touch Lesser Orb of Cold Magic Missile	Fist of Stone Lesser Orb of Electricity Shocking Grasp	
4 0000				_		
6 7 8 9	2	Blades of Fire Flaming Sphere Scorching Ray	Continual Flame Ice Knife Shatter	Fire Trap Melf's Acid Arrow Whirling Blade	Fireburst Pyrotechnics	
Spell Save DC = 10 + CHA + Spell Level ARCANE SPELL FAILURE THRESHOLD Warmages can use light armour and shields without penalty. From level 8, this includes medium armour. WARMAGE EDGE	3	Fire Shield Ice Storm Sleet Storm	Fireball Lightning Bolt Stinking Cloud	Flame Arrow Poison	Gust of Wind Ring of Blades	
EXTRA DAMAGE INT	4	Blast of Flame Orb of Cold Orb of Sound	Contagion Orb of Electricity Phantasmal Killer	Evard's Black Tentacles Orb of Fire Shout	Orb of Acid Orb of Force Wall of Fire	
	5	Arc of Lightning Greater Fireburst	Cloudkill Mass Fire Shield	Cone of Cold Prismatic Ray	Flame Strike	
	6	Acid Fog Disintegrate Tenser's Transformation	Blade Barrier Fire Seeds on	Chain Lightning Circle of Death Otiluke's Freezing Sphere		
	7	Delayed Blast Fireball Mordenkainen's Sword Greater Shout		Finger of Death Sunbeam	Firestorm Waves of Exhaustion	
	8	Prismatic Wall	Scintillating Pattern	Sunburst	Polar Ray	
WANDS	9	Elemental Swarm Wail of the Banshee	Implosion Weird	Meteor Swarm	Prismatic Sphere	
CHANGES CHANGES	SCROLLS		POTIONS			
# DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD						
CHARBES # 000 000 000 000 000 000 000 000 000						