## WARMAGE Warmage **SORTS CONNUS** Level 0 Acid Splash Disrupt Undead Lumière Ray of Frost Sort Sorts Base Bonus Spells DD sauvegarde par jour Sorts CHA Accuracy **Burning Hands** Chill Touch Fist of Stone Hail of Stone Lesser Orb of Acid Lesser Orb of Cold Lesser Orb of Electricity 1 1 Lesser Orb of Fire Lesser Orb of Sound Magic Missile **Shocking Grasp** 2. True Strike 3 4 5 Blades of Fire **Continual Flame** Fire Trap Fireburst 6 2 Sphère de feu Ice Knife Melf's Acid Arrow **Pyrotechnics** 7 Scorching Ray Shatter Whirling Blade 8 9 DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort Fire Shield Fireball Flame Arrow **Gust of Wind** RISQUE D'ÉCHEC DES SORTS PROFANES 3 Ice Storm Lightning Bolt Poison Ring of Blades Warmages can use light armour and shields Sleet Storm Stinking Cloud without penalty. From level 8, this includes medium armour. WARMAGE EDGE EXTRA DAMAGE Blast of Flame Evard's Black Tentacles Orb of Acid Contagion 4 Orbe de froid Orb of Electricity Orb of Fire Orb of Force Orb of Sound Phantasmal Killer Shout Wall of Fire Arc of Lightning Cloudkill Cone de froid Flame Strike 5 **Greater Fireburst** Mass Fire Shield Prismatic Ray Acid Fog Blade Barrier Chaine de lumière Cercle de la mort Disintegrate Graines de feu Otiluke's Freezing Sphere 6 Tenser's Transformation Delayed Blast Fireball Earthquake Finger of Death Firestorm Waves of Exhaustion Epee de Mordenkainen Prismatic Spray Sunbeam **Greater Shout Horrid Wilting Incendiary Cloud** 8 Prismatic Wall Scintillating Pattern Sunburst Polar Ray Elemental Swarm Implosion Prismatic Sphere Meteor Swarm 9 BAGUETTES Wail of the Banshee Weird **PARCHEMINS POTIONS** CHARGES