

Warmage  
Level

## SPELLS

Spell Save DC = 10 + CHA + Spell Level

## %

Warmages can use light armour and shields without penalty. From level 8, this includes medium armour.

WARMAGE EDGE

## INT

## KNOWN SPELLS

## SCROLLS POTIONS

## SCROLLS

## POTIONS

## WANDS

[illegible]