## WARMAGE Warmage KNOWN SPELLS Level 0 Acid Splash Disrupt Undead Light Ray of Frost Spell Spells Base Bonus Spells Save DC Spells per day CHA Accuracy **Burning Hands** Chill Touch Fist of Stone $\Box$ 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 Flaming Sphere Ice Knife Melf's Acid Arrow **Pyrotechnics** 7 Scorching Ray Shatter Whirling Blade 8 9 Spell Save DC = 10 + CHA + Spell Level **Gust of Wind** Fire Shield Fireball Flame Arrow ARCANE SPELL FAILURE THRESHOLD 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 Orb of Cold Orb of Electricity Orb of Fire Orb of Force Orb of Sound Phantasmal Killer Shout Wall of Fire Arc of Lightning Cloudkill Cone of Cold Flame Strike 5 **Greater Fireburst** Mass Fire Shield Prismatic Ray Acid Fog Blade Barrier Chain Lightning Circle of Death Disintegrate Fire Seeds Otiluke's Freezing Sphere 6 Tenser's Transformation Delayed Blast Fireball Earthquake Finger of Death Firestorm Mordenkainen's Sword Prismatic Spray Sunbeam Waves of Exhaustion **Greater Shout Horrid Wilting Incendiary Cloud** 8 Prismatic Wall Scintillating Pattern Sunburst Polay Ray Elemental Swarm Implosion Prismatic Sphere Meteor Swarm 9 WANDS Wail of the Banshee Weird **SCROLLS POTIONS**