WARMAGE Warmage 0 Acid Splash Bonus Spells Sort Sorts Base DD sauvegarde Sorts par jour CHA Accuracy \Box Hail of Stone 1 1 Lesser Orb of Fire 2 True Strike 3 $\varphi \varphi \varphi \varphi$ 4 5 Blades of Fire 6 2 Flaming Sphere 7 Scorching Ray 8 9 DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort Fire Shield RISQUE D'ÉCHEC DES THRESHOLD 3 Ice Storm Warmages can use light armour and shields Sleet Storm without penalty. From level 8, this includes medium armour. WARMAGE EDGE EXTRA DAMAGE Blast of Flame 4 Orb of Cold Orb of Sound Arc of Lightning 5 **Greater Fireburst**

BAGUETTES	9	Elemental Swarm	Horrid Wilting Scintillating Pattern Implosion Weird	Incendiary Cloud Sunburst Meteor Swarm	Polay Ray Prismatic Sphere
CHARGES # CO		PARCHEM	INS	PO	TIONS
CHARGES # CONTRACTOR CHARGES					
# 000 000 000 000 000 000 000 000 000 0					
CHARGES # 000 000 000					
8 # 000 000 000					

Acid Fog

6

Disintegrate

Tenser's Transformation

Delayed Blast Fireball Earthquake

Mordenkainen's Sword Prismatic Spray

SORTS CONNUS

Light

Chill Touch

Magic Missile

Fire Trap

Melf's Acid Arrow

Whirling Blade

Flame Arrow

Orb of Fire

Cone of Cold

Prismatic Ray

Chain Lightning

Finger of Death

Sunbeam

Otiluke's Freezing Sphere

Shout

Evard's Black Tentacles Orb of Acid

Poison

Lesser Orb of Cold

Ray of Frost

Fist of Stone

Fireburst

Pyrotechnics

Gust of Wind

Ring of Blades

Orb of Force

Wall of Fire

Flame Strike

Circle of Death

Firestorm

Waves of Exhaustion

Shocking Grasp

Lesser Orb of Electricity

Disrupt Undead

Burning Hands

Lesser Orb of Acid

Continual Flame

Ice Knife

Shatter

Fireball

Lightning Bolt

Stinking Cloud

Contagion

Cloudkill

Orb of Electricity

Phantasmal Killer

Mass Fire Shield

Blade Barrier

Fire Seeds

Lesser Orb of Sound