## WARMAGE Warmage 0 Acid Splash Bonus Spells Sort Sorts Base DD sauvegarde Sorts CHA par jour Accuracy $\Box$ $\Box$ $\Box$ $\Box$ Hail of Stone 1 1 Lesser Orb of Fire 2 True Strike 3 $\varphi \varphi \varphi \varphi$ 4 $\dot{\Box}$ 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 ARCANE SPELL FAILURE 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

**BAGUETTES** 

5	Arc of Lightning Greater Fireburst	Cloudkill Mass Fire Shield	Cone of Cold Prismatic Ray	Flame Strike
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6	Acid Fog Disintegrate Tenser's Transformation	Blade Barrier Fire Seeds on	Chain Lightning Otiluke's Freezing Sp	Circle of Death ohere
<b>7</b>	Delayed Blast Fireball Mordenkainen's Sword		Finger of Death Sunbeam	Firestorm Waves of Exhaustion
8	Greater Shout Prismatic Wall	Horrid Wilting Scintillating Pattern	Incendiary Cloud Sunburst	Polay Ray
9	Elemental Swarm Wail of the Banshee	Implosion Weird	Meteor Swarm	Prismatic Sphere
	PARCHEMINS		POTIONS	

**SORTS CONNUS** 

Light

Chill Touch

Magic Missile

Fire Trap

Melf's Acid Arrow

Whirling Blade

Flame Arrow

Orb of Fire

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

**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

Orb of Electricity

Phantasmal Killer

Lesser Orb of Sound