## **WARMAGE** Warmage **KNOWN SPELLS** 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 $\downarrow \downarrow \downarrow$ 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 7 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 Meteor Swarm Prismatic Sphere 9 WANDS Wail of the Banshee Weird

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