

Warmage
Level

SPELLS				
Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells CHA
	1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	7			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	8			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	9			<input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

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

EXTRA DAMAGE
INT

KNOWN SPELLS				
0	Acid Splash	Disrupt Undead	Light	Ray of Frost
<div><div><div></div><div></div><div></div><div></div></div></div>				
1	Accuracy	Burning Hands	Chill Touch	Fist of Stone
	Hail of Stone	Lesser Orb of Acid	Lesser Orb of Cold	Lesser Orb of Electricity
	Lesser Orb of Fire	Lesser Orb of Sound	Magic Missile	Shocking Grasp
<div><div><div></div><div></div><div></div><div></div><div></div></div></div>	True Strike			
2	Blades of Fire	Continual Flame	Fire Trap	Fireburst
	Flaming Sphere	Ice Knife	Melf's Acid Arrow	Pyrotechnics
<div><div><div></div><div></div><div></div><div></div><div></div></div></div>	Scorching Ray	Shatter	Whirling Blade	
3	Fire Shield	Fireball	Flame Arrow	Gust of Wind
	Ice Storm	Lightning Bolt	Poison	Ring of Blades
<div><div><div></div><div></div><div></div><div></div><div></div></div></div>	Sleet Storm	Stinking Cloud		
4	Blast of Flame	Contagion	Evard's Black Tentacles	Orb of Acid
	Orb of Cold	Orb of Electricity	Orb of Fire	Orb of Force
<div><div><div></div><div></div><div></div><div></div><div></div></div></div>	Orb of Sound	Phantasmal Killer	Shout	Wall of Fire
5	Arc of Lightning	Cloudkill	Cone of Cold	Flame Strike
	Greater Fireburst	Mass Fire Shield	Prismatic Ray	
<div><div><div></div><div></div><div></div><div></div></div></div>				
6	Acid Fog	Blade Barrier	Chain Lightning	Circle of Death
	Disintegrate	Fire Seeds	Otiluke's Freezing Sphere	
<div><div><div></div><div></div><div></div><div></div></div></div>	Tenser's Transformation			
7	Delayed Blast Fireball	Earthquake	Finger of Death	Firestorm
<div><div><div></div><div></div><div></div><div></div></div></div>	Mordenkainen's Sword	Prismatic Spray	Sunbeam	Waves of Exhaustion
8	Greater Shout	Horrid Wilting	Incendiary Cloud	
<div><div><div></div><div></div><div></div><div></div></div></div>	Prismatic Wall	Scintillating Pattern	Sunburst	Polay Ray
9	Elemental Swarm	Implosion	Meteor Swarm	Prismatic Sphere
<div><div><div></div><div></div><div></div></div></div>	Wail of the Banshee	Weird		

POTIONS

[illegible]