

COMPLETE WARMAGE



The Definitive
Strategic Cantrip Class
by Mage Hand Press



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ON THE COVER

Agustín Marceillac and Kirby Jackson depict a victorious Warmage on the battlefield, wielding her two most powerful cantrips with expert refinement.

Disclaimer: Playing a Warmage will not make you better at chess. It probably won't even make you better at checkers. Mage Hand Press takes no responsibility or liability for when you cast Fire Bolt at your opponent in the middle of a chess tournament.

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TABLE OF CONTENTS

WARMAGE	1
WARMAGE CLASS FEATURES	2
WARMAGE SPELL LIST	4
WARMAGE TRICKS.....	5
WARMAGE HOUSES	9
HOUSE OF BISHOPS.....	9
HOUSE OF CARDS	10
HOUSE OF DARTS.....	11
HOUSE OF DICE	12
HOUSE OF GO.....	12
HOUSE OF KINGS.....	13
HOUSE OF KNIGHTS	14
HOUSE OF LANCERS.....	15
HOUSE OF PAWNS	15
HOUSE OF ROOKS	16
HOUSE OF ROULETTE.....	16
COALITION ARCANIST	17
NEW SPELLS	18

CORE WARMAGE TRAITS

Primary Ability	Intelligence
Hit Point Die	D8 per Warmage level
Saving Throw Proficiencies	Constitution and Intelligence
Skill Proficiencies	Choose 2: Acrobatics, Animal Handling, Arcana, Athletics, History, Investigation, Medicine, Perception, and Survival
Weapon Proficiencies	Simple weapons
Tool Proficiencies	One gaming set of your choice
Armor Training	Light armor
Starting Equipment	Choose A or B: (A) Leather Armor, Dagger, Arcane Focus (Staff), Gaming Set of your choice, Explorer's Pack and 22 GP; or (B) 50 GP

Waving a black-and-red checkered banner, a dragonborn king charges into the fore. At his sides are Warmages of all houses, a chessboard of elite arcanists, poised to turn the tide of battle.

The undisputed masters of cantrips, Warmages turn the most fundamental types of magic into a deadly and precise art.

CANTRIP MASTERS

While other spellcasters aspire to grander and more complex spells, Warmages refine and master the most fundamental magic: cantrips. Warmages wield their magic in the same way that a warrior uses a sword, bow, or axe—as weapons to be perfected, not as an unknowable force to be feared. In contrast to sorcerers and wizards, their magic is a trainable skill, one that can be mastered by almost anyone with discipline and aptitude. Therefore, Warmages stand among the most fearsome of spellcasters, with only the most rudimentary of spells.

STRATEGIC GENIUSES

Warmages have a long and storied history as masterful strategists and tacticians, both in grand battles and personal skirmishes. If a Warmage is outgunned or outmanned, they'll try to outthink their foes, which works more often than not. Warmages demonstrate an efficient kind of pragmatism, owing perhaps to their ability to solve many problems with just a few magical tools.

ALIGNED FREE AGENTS

While some Warmages are fully self-taught, the majority join a house: a loose confederation of Warmages who practice together and share secrets of the trade. Houses teach invaluable battlefield strategy, but each individual house also touts their own brands of tactics and styles of magical tricks. The House of Knights, for example, emphasizes armor and martial prowess, whereas the House of Kings emphasizes battlefield strategy.

By way of metaphor, houses that value honor and teamwork above all else brand themselves after games of strategy, whereas those who epitomize self-reliance name themselves for games of chance. This division in the Warmage houses is representative of a schism that dates back to the earliest Warmage masters. Legend has it that the first two masters separated when one decided to found a college. The other, out of spite, built a casino outside its grounds.

BECOMING A WARMAGE...

AS A LEVEL 1 CHARACTER

- Gain all of the traits in the Core Warmage Traits table.
- Gain the Warmage's level 1 features, which are listed in the Warmage Features table.

AS A MULTICLASS CHARACTER

- Gain the Hit Point Die trait from the Core Warmage Traits table.
- Gain the Warmage's level 1 features, which are listed in the Warmage Features table.



WARMAGE FEATURES

Level	Proficiency Bonus	Features	Cantrips Known	Cantrip Bonus Dice	Tricks Known
1	+2	Spellcasting, Arcane Initiation, Warmage Edge	4	—	—
2	+2	Reliable Cantrip, Warmage Tricks	4	—	2
3	+2	Warmage Subclass	5	—	3
4	+2	Ability Score Improvement	5	—	3
5	+3	Arcane Surge	6	1	4
6	+3	Tactical Insight	6	1	4
7	+3	Subclass feature	6	1	5
8	+3	Ability Score Improvement	6	1	5
9	+4	—	7	1	6
10	+4	Subclass feature	7	1	6
11	+4	Arcane Surge improvement	7	2	7
12	+4	Ability Score Improvement	7	2	7
13	+5	—	8	2	8
14	+5	Strategic Deflection	8	2	8
15	+5	Subclass feature	8	2	9
16	+5	Ability Score Improvement	8	2	9
17	+6	—	9	3	10
18	+6	Subclass feature	9	3	10
19	+6	Epic Boon	9	3	10
20	+6	Master Warmage	10	4	10

WARMAGE CLASS FEATURES

As a Warmage, you gain the following class features when you reach the specified Warmage levels. These features are listed in the Warmage Features table.

SPELLCASTING

You have learned the simple, yet potent brand of spellcasting for which Warmages are known.

Cantrips. You know four Warmage cantrips of your choice. *Force Dart*, *Prestidigitation*, *Quickstep*, and *Shocking Grasp* are recommended. Whenever you gain a Warmage level, you can replace one of your cantrips from this feature with another Warmage cantrip of your choice. You can't replace a cantrip that is a prerequisite for a Warmage trick, unless you replace the trick at the same time.

You learn additional Warmage cantrips of your choice at higher levels, as shown in the Cantrips column of the Warmage Features table.

If another Warmage feature gives you cantrips, those cantrips don't count against your number of cantrips known, but otherwise count as Warmage cantrips for you.

Spellcasting Ability. Intelligence is your spellcasting ability for your Warmage spells.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for your Warmage spells.

LEVEL 1: ARCANE INITIATION

Choose where you first learned the basics of magic.

Adventurer. You picked up your magic informally by traveling with a dozen different mages over the years. You learn the *Mage Hand* and *Ray of Frost* cantrips and you gain proficiency in the Perception skill.

Arcane Event. An influx of insidious magic left an imprint on you. You learn the *Message* and *Sorcerous Burst* cantrips and you gain proficiency in the Insight skill.

Circus Performer. You learned a few simple tricks to participate in a sideshow or circus act. You learn the *Minor Illusion* and *Starry Wisp* cantrips and you gain proficiency in the Acrobatics skill.

Mercenary. You mastered the fundamentals of war magic to engage in battle with similarly armed arcanists. You learn the *Mending* and *True Strike* cantrips and you gain proficiency in the Athletics skill.

Temple Initiate. A monastery or temple educated you in the ways of gentle healing magic. You learn the *Sacred Flame* and *Spare the Dying* cantrips and you gain proficiency in the Religion skill.

Tower Apprentice. You apprenticed under a spellcaster for some time, who taught you the fundamentals of arcana. You learn the *Prestidigitation* and *Shocking Grasp* cantrips and you gain proficiency in the Arcana skill.

MAKING YOUR OWN INITIATION

You can work with your GM to create an Arcane Initiation to suit your character's background. Choose two cantrips of your choice from any class's spell list; one cantrip should be suitable for combat, and the other for utility. Avoid choosing cantrips that are otherwise exclusive to another spellcaster. Also choose one skill.

Self-Taught. You taught yourself all the fundamentals of magic from a dusty old tome or abandoned scroll. You learn the *Fire Bolt* and *Light* cantrips and you gain proficiency in one skill of your choice.

Survivalist. To survive in the wild, you taught yourself to cast simple spells. You learn the *Druidcraft* and *Shillelagh* cantrips and you gain proficiency in the Survival skill.

LEVEL 1: WARMAGE EDGE

Once per turn when you cast a Warmage cantrip, you can improve the spell, gaining the following benefits.

Intelligence to Damage. Add your Intelligence modifier to one damage roll of the spell if you don't already add it.

Improved Cantrip Upgrade. Starting at Warmage level 5, you improve one damage roll of the spell, adding extra dice to the damage roll as shown on the Cantrip Bonus Dice column of the Warmage Features table.

LEVEL 2: RELIABLE CANTRIP

When you cast a Warmage cantrip at a creature and you miss with the attack roll or the target succeeds on a saving throw against the cantrip, the target takes the cantrip's minimum amount of damage (if any) but suffers no additional effect from the cantrip. You can apply Warmage Edge to this damage (which also deals minimum damage), but you can't use this damage to trigger Warmage Tricks. For example, if you cast *Force Dart* and miss, you can apply Warmage Edge to deal Force damage equal to 1 plus your Intelligence modifier.

LEVEL 2: WARMAGE TRICKS

You learn to use Warmage tricks, special techniques that alter the way you fight, move, and cast your spells. You learn two tricks of your choice for which you meet the prerequisites. Warmage Tricks are described in the "Warmage Trick Options" section later on in the class's description.

Prerequisites. If a trick has a prerequisite, you must meet it to learn that trick. For example, if a trick requires you to be a level 5+ Warmage, you can select the trick once you reach Warmage level 5.

Replacing and Gaining Tricks. Whenever you gain a Warmage level, you can replace one of your tricks with another one for which you qualify. When you gain certain Warmage levels, you gain more tricks of your choice, as

shown in the Tricks column of the Warmage Features table. You can't pick the same trick more than once unless its description says otherwise.

LEVEL 3: WARMAGE SUBCLASS

You gain a Warmage subclass of your choice. A subclass is a specialization that grants you features at certain Warmage levels. For the rest of your career, you gain each of your subclass's features that are of your Warmage level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Warmage levels 8, 12, and 16.

LEVEL 5: ARCANESURGE

Once on each of your turns, when you deal damage with a Warmage cantrip, you can double the number of damage dice dealt by the spell, as if you scored a Critical Hit. If you use this feature to improve a spell that has already scored a Critical Hit, the cantrip deals triple the number of damage dice in total.

You can use this feature twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. You gain an additional use when you reach Warmage level 11.



LEVEL 6: TACTICAL INSIGHT

You gain a bonus to saving throws against spells and other magical effects equal to your Intelligence modifier (minimum bonus of +1). You don't gain this bonus to Intelligence saving throws.

LEVEL 14: STRATEGIC DEFLECTION

When a creature casts a spell that forces you to make a saving throw to avoid damage, you can take a Reaction to attempt to redirect some of the spell's energy to a new target. If you succeed on your saving throw against the spell, choose another creature you can see within the spell's range or up to 30 feet away from you, whichever is closer, to make a saving throw against the spell, using your spell save DC. The chosen creature can be the original spellcaster. On a failed save, the creature suffers the effects of the spell as if you had cast the spell and it had been the original target or been within the area of the spell.

Once you use this feature, you can't use it again until you finish a Short or Long Rest.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat or another feat of your choice for which you qualify.

LEVEL 20: MASTER WARMAGE

Whenever you roll Initiative and have no uses of Arcane Surge left, you regain one expended use of it.

WARMAGE SPELL LIST

This section presents the Warmage spell list. The spells are alphabetized and each spell's school of magic is listed. In the Special column, M means it requires a specific Material component. New spells are marked with an asterisk and included following the class description.

CANTRIP SPELL LEVEL

Due to their focus on cantrips, Warmages are extremely adept at punching through magical defenses. When you cast a Warmage cantrip, it counts as a spell of a level equal to half your Warmage level (to a maximum of level 9) for the purposes of *Dispel Magic*.

CANTRIPS (LEVEL 0 WARMAGE SPELLS)

Spell	School	Special
Acid Splash	Evocation	—
*Arc Blade	Evocation	—
*Burning Blade	Evocation	—
*Card Trick	Transmutation	—
*Cheat	Divination	—
Chill Touch	Necromancy	—
*Cryptogram	Conjuration	—
Fire Bolt	Evocation	—
*Force Buckler	Abjuration	M
*Force Dart	Evocation	M
*Force Weapon	Evocation	M
*Frigid Blade	Evocation	—
Light	Evocation	—
*Lightning Surge	Evocation	—
Mage Hand	Conjuration	—
*Magic Daggers	Conjuration	—
Mending	Transmutation	—
Minor Illusion	Illusion	—
*Moment to Think	Transmutation	—
*Phantom Grapnel	Evocation	—
Poison Spray	Necromancy	—
Prestidigitation	Transmutation	—
Produce Flame	Conjuration	—
*Quickstep	Transmutation	—
Ray of Frost	Evocation	—
Shocking Grasp	Evocation	—
*Sonic Pulse	Evocation	—
*Springheel	Transmutation	—
*Sulfuric Smoke	Conjuration	—
*Thunderous Echo	Evocation	—
True Strike	Divination	—



WARMAGE TRICK OPTIONS

Warmage trick options appear in order of Warmage prerequisite level, then in alphabetical order.

BLACKJACK

Prerequisite: House of Cards, House of Darts, House of Dice, or House of Roulette

When you cast a cantrip that requires a single spell attack roll and you don't have Disadvantage on the roll, you can choose to roll with Advantage. The attack automatically misses if the sum of the two rolled dice exceeds 21, and it scores a Critical Hit if the sum equals 21.

BLASTING CANTRIP

Once on each of your turns, when you deal Force damage to a creature with a Warmage cantrip, you can push the creature up to 10 feet away from you in a straight line.

BLINDING LIGHT

Prerequisite: Light Cantrip

When you cast the *Light* cantrip on an object you are holding, you can direct a flare at a creature you can see within 10 feet of yourself, which must make a Constitution saving throw against your spell save DC. On a failed save, the target has the Blinded condition until the start of your next turn. A creature that fails its save against this effect is immune to it for 1 minute, after which it can be affected again.

CONTINGENT CANTRIP

When you finish a Long Rest, you can spend 10 minutes performing a ritual to create a Contingent Cantrip. Cast a Warmage cantrip that has a casting time of an action or Bonus Action and doesn't deal damage. The cantrip doesn't take effect immediately, but instead it takes effect the next time you speak a specified command word (no action required). When you perform this ritual, choose whether the cantrip targets you, the nearest ally, or the nearest enemy. You can't use Warmage tricks on the cantrip when it comes into effect. You can only have one Contingent Cantrip at a time. If you perform this ritual again, the previous Contingent Cantrip ends.

CORROSIVE CANTRIP

Once on each of your turns, when you deal Acid damage to a creature with a Warmage cantrip, you can cause the acid to erode the target's defenses. The next time a creature makes an attack roll against the target before the start of your next turn, the target takes a penalty to its AC equal to half your Warmage level (up to a maximum of -5) for that attack.

DRAINING CANTRIP

Whenever you deal Necrotic or Poison damage to an enemy with a Warmage cantrip, you can siphon some of its life force. You gain Temporary Hit Points equal to half your Warmage level, which last for 1 minute.

ENCRYPTOGRAM

Prerequisite: Cryptogram Cantrip

Your knowledge of ciphers has improved your magically clandestine communications. When you cast the *Cryptogram* cantrip, its limit is 20 characters, instead of 8, and you can choose to magically encrypt the message such that only the specified recipient can read it.

EXPLOSIVE CANTRIP

Once on each of your turns, when you deal Fire damage to a creature with a Warmage cantrip, you can create an explosion in a 5-foot Emanation originating from the target. Each creature other than the target and yourself within the Emanation makes a Dexterity saving throw against your spell save DC, taking half the Fire damage rolled on a failed save, or no damage on a successful one.

EXTENDED RANGE

When you cast a Warmage cantrip that has a range of 5 feet or greater, you can double its range. You can also double the length of Lines, the size of Cones and Cubes, and the radii of Cylinders, Emanations, and Spheres created by your Warmage cantrips.

FIELD MEDIC

You learn the *Spare the Dying* cantrip. You can cast this cantrip as a Bonus Action. Additionally, when you cast it on a creature that has 0 Hit Points, the target regains 1 Hit Point and gains Temporary Hit Points equal to your Warmage level, which last for 1 minute.

Once a creature regains Hit Points from this trick, it can't do so again until it finishes a Long Rest.

FLEXIBLE RANGE

Being within 5 feet of an enemy doesn't impose Disadvantage on your ranged attack rolls with Warmage cantrips. Additionally, when you cast a Warmage cantrip that requires a melee spell attack, you can increase its range to 10 feet.

GAMBLE

Prerequisite: Cheat Cantrip; House of Cards, House of Darts, House of Dice, or House of Roulette

You are always under the effects of the *Cheat* cantrip. Additionally, when you fail a D20 Test, you can reroll the die, and you must use the new roll.

You can use this trick twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

INFINITE VARIATION

Prerequisite: Prestidigitation Cantrip

You have become exceptionally skilled at using the *Prestidigitation* cantrip to mimic other spells. When you cast *Prestidigitation*, you can attempt to emulate the effects of another cantrip that doesn't deal damage, even one that is not on the Warmage spell list. To do so, you must succeed on a DC 15 Intelligence (Arcana) check, otherwise the spell fails. Intelligence is your spellcasting ability for a cantrip cast using this trick, and it counts as a Warmage cantrip for you.

ICY CANTRIP

Once on each of your turns, when you deal Cold damage to a creature with a Warmage cantrip, you can numb the target with a frigid blast. The first time the target makes an attack roll before the end of its next turn, subtract half your Warmage level from the attack roll.

LEADING EDGE TACTICS

Prerequisite: Coalition Warmage or House of Lancers

You always have a plan when engaging the enemy. Attacks against you have Disadvantage during the first round of combat. You can't use this trick if you have Disadvantage on your Initiative roll.

MAGE HAND KNACK

Prerequisite: Mage Hand Cantrip

Your skill with the *Mage Hand* cantrip allows you to use it as an extension of yourself. You can cast the spell as a Bonus Action instead of an action. You can also control the hand as a Bonus Action on each of your turns, and can use one of the following abilities when you control the hand.

Press. The hand pushes against a Large or smaller creature within 5 feet of it until the start of your next turn. Choose a direction away from that creature. Every foot of movement in that direction while the hand is pressing against it costs the creature 1 extra foot of movement.

Punch. The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand. On a hit, the target takes 1d6 Force damage.

Seize. The hand attempts to grapple a Small or smaller creature within 5 feet of it. The target must succeed on a Strength or Dexterity saving throw against your spell save DC (it chooses which), or it has the Grappled condition. The escape DC equals your spell save DC. The hand continues grappling the target until the spell ends or you take a Bonus Action to control the hand.

MAGIC MOMENT

Prerequisite: Moment to Think Cantrip

When you cast *Moment to Think*, you can choose to also stop time for a creature you can see within 30 feet of you. The creature can take one of the actions permitted by the spell during your turn, and you can interact with one another while time is stopped. During this time you can take the Influence action, exchange items, swap locations with a willing creature within 5 feet of you, take the Help action for tasks while time is stopped, attempt to stabilize an Unconscious creature that has 0 Hit Points, or have a short conversation without eavesdropping or interruption.

MINOR SHADOW ILLUSION

Prerequisite: Minor Illusion Cantrip

When you create the image of an object in an unoccupied space using the *Minor Illusion* cantrip, you can fill it with fibers of shadowstuff, causing it to become partially real. No matter what form the semi-real object takes, it still must be no larger than a 5-foot Cube. It has AC 10 and 5 Hit Points, and it weighs 5 pounds. You can only have one semi-real illusion at a time. While this semi-real object exists, the cantrip requires Concentration.

The illusion can't replicate a creature, but it can deal damage to a creature within its 5-foot Cube if the illusion is of an object that can deal damage. A creature that enters the illusion's area or begins its turn there must make an Intelligence saving throw against your spell save DC. On a failed save, the creature takes 1d6 damage of a type appropriate to the illusion. This damage can't trigger Warmage Edge or any Warmage tricks. This damage increases by 1d6 when you reach Warmage level 5 (2d6), 11 (3d6), and 17 (4d6).

MYSTICAL ARMOR

You can cast *Mage Armor* on yourself without expending a spell slot. While under the effects of this spell, you can add your Intelligence modifier, instead of Dexterity, to your Armor Class.

MYSTICAL ATHLETE

Prerequisite: Quickstep or Springheel Cantrip

When you cast the *Quickstep* cantrip, your Speed increases by 20 feet instead of 10. When you cast the *Springheel* cantrip, the distance of your jumps increases by 20 feet instead of 10 feet. If you know both of these cantrips, you can cast both of them as part of the same Bonus Action.

MYSTICAL RETORT

You learn the *Vicious Mockery* cantrip. Additionally, when a creature you can see makes an attack roll against you, you take a Reaction to cast *Vicious Mockery* targeting the attacker. If the creature fails its saving throw, the attacker has Disadvantage on the triggering attack roll, instead of its next attack roll, potentially causing the attack to miss.

Once you cast this cantrip as a Reaction, you can't do so again until you finish a Short or Long Rest.

MYSTICAL VISION

You can cast the *Detect Magic* spell without expending a spell slot.

OPENING MOVE

Prerequisite: House of Bishops, House of Go, House of Kings, House of Knights, House of Pawns, or House of Rooks

During the first round of combat, the first spell attack you make has Advantage. You can't use this trick if you have Disadvantage on your Initiative roll.

PHANTOM HOOKSHOT

Prerequisite: Phantom Grapnel Cantrip

You can cast the *Phantom Grapnel* cantrip as a Bonus Action. If you do so, its range is reduced to 15 feet. When you cast the spell as an action, the target is pulled an additional 10 feet toward you by the spell.

PRISMATIC CANTRIP

Once on each of your turns, when you deal Force damage with a Warmage cantrip, you can roll a d6 on the following table to change the cantrip's damage type for this casting. You can apply tricks to the casting as normal using the new damage type. Additionally, you can apply the trick corresponding to the rolled damage type, even if you don't know the trick.

You can use this trick a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

d6	Damage Type	Warmage Trick
1	Acid	Corrosive Cantrip
2	Cold	Icy Cantrip
3	Fire	Explosive Cantrip
4	Lightning	Static Cantrip
5	Poison	Draining Cantrip
6	Thunder	Silent Cantrip

RADIANT CANTRIP

Once on each of your turns, when you cast a Warmage cantrip that deals Acid, Cold, Fire, Force, Lightning, Poison, or Thunder damage, you can change the damage type to Radiant.

When you deal Radiant damage with a Warmage cantrip, you can reroll one of the cantrip's damage dice, and you must use the new roll. The number of damage dice you can reroll increases by 1 when you reach Warmage levels 11 (2 dice) and 17 (3 dice).

RAPID FORTIFICATION

Prerequisite: Mending Cantrip

You can cast the *Mending* cantrip as an action or a Bonus Action. If you cast it as an action, you can use one of the following effects.

Repair. You can restore a single nonmagical object, such as a door, Cart, or window, to pristine condition if at least half of its parts are present. This object can be no larger than 10 cubic feet, or 1 cubic foot if it is exceptionally complex (such as a clock).

Fortify. You can build simple fortifications, such as sealing a door shut, adding wooden planks to a window, or building a short stone wall (no larger than 10 cubic feet). You must have the materials present to use this ability.

SEVERE CANTRIP

When a creature rolls a 1 on the d20 for a saving throw against one of your Warmage cantrips, it suffers a Critical Failure. It fails the save regardless of its modifiers or the spell save DC. If the spell deals damage, you roll all of the spell's damage dice twice and add them together, then add any relevant modifiers. This additional damage applies only to the creature that rolled a 1.

SILENT CANTRIP

Once on each of your turns immediately after you deal Thunder damage to an enemy with a Warmage cantrip, you can create a 5-foot Emanation of magical silence originating from the target, which lasts until the start of your next turn. Any creature or object entirely inside the Emanation has Immunity to Thunder damage, and creatures have the Deafened condition while entirely inside it. Casting a spell that includes a Verbal component is impossible there.



STATIC CANTRIP

Whenever you deal Lightning damage to an enemy with a Warmage cantrip, you can sap part of the energy into a charge, which clings to your body until the start of your next turn. While charged, you can take a Reaction in response to taking damage from a creature you can see within 5 feet of you to deal Lightning damage equal to half your Warmage level to the creature.

FORCE AEGIS

Prerequisite: Level 5+ Warmage, Force Buckler cantrip

When you cast the *Force Buckler* cantrip, you can concentrate on it for up to 1 minute. The spell doesn't end early if you are hit by an attack.

MYSTICAL WEAPONMASTER

Prerequisite: Level 5+ Warmage, Force Weapon or Magic Daggers Cantrip

When you cast *Force Weapon* or *Magic Daggers*, you can take a Bonus Action to make one additional spell attack with that cantrip.

SPLIT FIRE

Prerequisite: Level 5+ Warmage

When you cast a Warmage cantrip that requires a single spell attack roll, you can select multiple creatures and make a spell attack roll against each one. You can target a number of creatures equal to the number of damage dice the cantrip deals, and split your damage dice up amongst your targets, to a minimum of 1 die of damage per target. Each attack must target a different creature. For example, *Fire Bolt* deals 3d10 damage at level 5. You can choose to target three creatures and deal 1d10 damage to each creature, or you can target two creatures, dealing 1d10 damage to one creature and 2d10 damage to the other creature, or you can target one creature and deal 3d10 damage.

BISHOP'S MANEUVER

Prerequisite: Level 10+ Warmage, House of Bishops

As a Bonus Action, you can expend spell slot to teleport to an unoccupied space you can see. The number of feet you can teleport equals 15 feet times the level of the spell slot expended.

CAPTURE

Prerequisite: Level 10+ Warmage, House of Go

You gain the following formation:

Capture. You can use this formation when you and three or more allies that don't have the Incapacitated condition are adjacent to an enemy and surround it. You can determine this by placing an imaginary cube around the enemy. If you and your allies are adjacent to each side of the cube, the creature is surrounded.

When you activate this formation, the enemy must make a Dexterity saving throw against your spell save DC or be enveloped by chains of magical force and have the Stunned condition for 1 minute. The Stunned target repeats the save at the end of each of its turns, ending the condition on itself and this formation on a success.

Once you use this trick, you can't use it again until you finish a Short or Long Rest.

CASTLE

Prerequisites: Level 10+ Warmage, House of Rooks

As a Magic action, you can choose a willing Small or Medium creature you can see within 120 feet of you. You both teleport, swapping places.

Once you use this trick, you can't use it again until you finish a Short or Long Rest.

CHIPS ARE DOWN

Prerequisites: Level 10+ Warmage, House of Roulette

When you expend one or more Chips of Fate to bet and lose at least one bet, you regain one expended Chip of Fate.

COMMANDER'S STEED

Prerequisite: Level 10+ Warmage, House of Kings

You can cast the spell *Find Steed* without expending a spell slot and regain the ability to do so when you finish a Long Rest. When you cast the spell using this trick, its spell slot level is your Warmage level divided by four, rounded up.

DARTMASTER

Prerequisite: Level 10+ Warmage, House of Darts

When you cast a cantrip that allows you to make multiple ranged spell attacks, such as *Magic Daggers* or *Force Dart* using the Split Fire trick, and you miss with one or more attacks, you can reroll all of your misses.

Once you use this trick, you can't do so again until you finish a Short or Long Rest.

DIRECTED MOMENTUM

Prerequisite: Level 10+ Warmage, House of Lancers

Once on each of your turns, when you reduce a creature to 0 Hit Points with a melee attack using a weapon or score a Critical Hit with one, you can make an Unarmed Strike against a second target. On a hit, the target takes an extra 1d8 Force damage.

FOLD

Prerequisite: Level 10+ Warmage, House of Cards

You have learned to graciously accept defeat using your Deck of Fate. As a Reaction when you are hit by an attack, you can play your entire hand to cast *Shield* without expending a spell slot.

Once you use this trick, you can't use it again until you finish a Short or Long Rest.

FORCE BREASTPLATE

Prerequisite: Level 10+ Warmage, House of Knights

While you have all of your Hit Points, you have Resistance to all damage.

SNAKE EYES

Prerequisite: Level 10+ Warmage, House of Dice

If you roll a 1 or 2 on a Die of Fate, you keep the die instead of giving it to the GM.

SPELLSTRIKE

Prerequisite: Level 10+ Warmage, Arc Blade, Burning Blade, Frigid Blade, or True Strike Cantrip

Whenever you cast *Arc Blade*, *Burning Blade*, *Frigid Blade*, or *True Strike*, you can make two attacks as a part of the spell instead of one. You can only apply the cantrip's bonus damage to one of the attacks.

TACTICAL REPOSITION

Prerequisite: Level 10+ Warmage, Coalition Arcanist

You can cast *Dimension Door* once without a spell slot or components. When you cast the spell using this trick, you can also teleport a number of willing creatures within 30 feet of yourself up to your Intelligence modifier, each of which teleports to spaces within 10 feet of your destination space. Each teleported creature, including yourself, has Advantage on the next attack roll it makes before the end of its next turn.

Once you use this trick, you can't use it again until you finish a Long Rest.

WARMAGE SUBCLASSES

A Warmage subclass is a specialization that grants you features at certain Warmage levels, as specified in the subclass.

HOUSE OF BISHOPS

Wield Greater Arcane Magic

The House of Bishops adopts Warmages with arcane potential and teaches its members traditional spellcasting. Such Warmages might be mistaken for Wizards or Sorcerers, for they wield many of the same spells, but bishops prioritize excellence in their spellcasting over a wide repertoire of spells.

LEVEL 3: SPELLCASTING

You gain the ability to cast more potent spells.

Spell Slots. The Bishop Spellcasting table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose three level 1 spells from the Wizard spell list. *Burning Hands*, *Grease*, and *Shield* are recommended.

The number of spells on your list increases as you gain Warmage levels, as shown in the Prepared Spells column of the Bishop Spellcasting table. Whenever that number increases, choose additional spells from the Wizard spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 7 Warmage, your list of prepared spells can include five Wizard spells of levels 1 and 2 in any combination.

Changing your Prepared Spells. Whenever you gain a Warmage level, you can replace one spell on your list with another Wizard spell for which you have spell slots.

BISHOP SPELLCASTING

Warmage Level	Prepared Spells	—SPELL SLOTS PER SPELL LEVEL—			
		1	2	3	4
3	3	2	—	—	—
4	4	3	—	—	—
5	4	3	—	—	—
6	4	3	—	—	—
7	5	4	2	—	—
8	6	4	2	—	—
9	6	4	2	—	—
10	7	4	3	—	—
11	7	4	3	—	—
12	8	4	3	—	—
13	9	4	3	2	—
14	10	4	3	2	—
15	10	4	3	2	—
16	11	4	3	3	—
17	11	4	3	3	—
18	11	4	3	3	—
19	12	4	3	3	1
20	13	4	3	3	1

Warmage Edge. You can use your Warmage Edge feature to improve the damage rolls of level 1+ Wizard spells as if they were cantrips. If you add Warmage Edge to the *Magic Missile* spell, you improve the damage roll of only one dart.

WARMAGE SUBCLASSES	
Name	Description
House of Bishops	Dabblers in true arcane magic, gaining spell slots to supplement their cantrips
House of Cards	Plays a magical game of cards to enhance their combat prowess
House of Darts	Dagger- and dart-throwers that perform increasingly impressive trick shots
House of Dice	Gamblers with an innate power to control fate
House of Go	Strategists that use formations of allies to surround and crush their foes
House of Kings	Leaders and commanders with a wide array of maneuvers at their disposal
House of Knights	Frontline combatants, fortified with Heavy armor
House of Lancers	Monastic Warmages which channel cantrips through their unarmed strikes
House of Pawns	Versatile cantrip masters
House of Rooks	Arcane assassins and spies
House of Roulette	A gambler that cashes in roulette chips to enhance their cantrips
Coalition Arcanist	A technological Warmage from the far future, utilizing high technology



LEVEL 3: ARCANE STUDY

You gain proficiency in two of the following skills of your choice: Arcana, History, Investigation, Medicine, or Religion.

LEVEL 7: MYSTICAL COMPANION

You always have the *Find Familiar* spell prepared, which doesn't count against your number of prepared spells. When you cast the spell, you choose one of the normal forms for your familiar or one of the following special forms: **Imp**, **Pseudodragon**, **Quasit**, or **Sprite**.

LEVEL 10: SIEGE CASTING

Your Warmage and Wizard spells deal double damage to objects and structures. You have Advantage on spell attack rolls against targets that are 100 or more feet away from you.

LEVEL 15: SPELL SCULPTING

When you cast a spell with a spell slot that affects other creatures that you can see, you can choose a number of them up to your Intelligence modifier (minimum of one). The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

LEVEL 18: ARCANE DOMINANCE

As a Bonus Action, you can expend a number of spell slots with a combined level of 6+ to regain one expended use of your Arcane Surge.

HOUSE OF CARDS

Push Your Luck With Hands of Cards

Warmages who join the House of Cards approach combat the same way they do games of chance: with high stakes and calculated gambles. Each Warmage of this house wields a special deck of cards tied to the very threads of fate, through which they can empower their magic with deft flurries of hands. However, while these Warmages command incredible power, their magical surges are at the whims of the cards, and so they must make strategic, ingenious plays to master them.

HANDS

Result	Cards	Benefit
Straight	Any five sequential cards, regardless of suit.	You deal an extra 12 damage.
Flush	Any five cards of the same suit, regardless of order.	You deal an extra 10 damage.
Three of a Kind	Any three of the same rank.	You deal an extra 6 damage.
Pair	Any two of the same rank.	You deal an extra 2 damage.
Hearts	Any two hearts.	You gain Temporary Hit Points equal to your Intelligence modifier.
Spades	Any two spades.	Your Speed increases by 10 feet until the start of your next turn.
Diamonds	Any two diamonds.	You gain a +1 bonus to your AC until the start of your next turn.
Clubs	Any two clubs.	You gain a +1 bonus to saving throws until the start of your next turn.

LEVEL 3: BLUFF

Your poker face carries you through practically any lie. You gain proficiency in the Deception skill and with the Gaming Kit (playing cards), if you don't already have it. Additionally, you gain a bonus to Charisma (Deception) checks equal to your Intelligence modifier (minimum bonus of +1).

LEVEL 3: DECK OF FATE

You gain a deck of magical playing or tarot cards, called a Deck of Fate, through which you can enhance the power of your cantrips. Shuffle a standard 52-card playing card deck and draw a hand of five cards when you roll Initiative.

Whenever you target an enemy with a Warmage spell that deals damage, you can take a Bonus Action to play one or more cards from your hand to enhance the power of the spell. If the cards exactly match one of the results on the Hands table, the spell deals extra damage to one of its targets of your choice or grants you one additional effect, according to the result. If the cards don't match a result, they have no effect. Aces count as ones for results. Once you play a card, place it on the bottom of your deck and draw until you have five cards in your hand again.



LEVEL 7: HIGH STAKES

On your turn, you can choose any number of cards from your hand and place them on the bottom of your Deck of Fate (no action required), losing 2 Hit Points per card you choose. You then draw until you have five cards in your hand again.

LEVEL 10: DEALER'S CHOICE

You can take a Bonus Action to gain one of the following effects, chosen by the GM.

Resistance. You gain Resistance to all damage until the end of your next turn.

Teleportation. You teleport to an unoccupied space you can see within 60 feet of you.

Demiplane. You vanish into a safe, endless demiplane. At the start of your next turn, you reappear in the space you left or in the nearest unoccupied space if that space is occupied. Once you use this feature, you can't use it again until you finish a Short or Long Rest.

LEVEL 15: CARD READING

Once on each of your turns when you draw a card from your deck as part of your Deck of Fate feature, you can declare a suit (Clubs, Diamonds, Hearts, or Spades) and check the top card of your deck. If you guessed the suit correctly, you can take the Dash, Disengage, or Use an Object action as part of the Bonus Action used for the feature.

LEVEL 18: ACE IN THE HOLE

Whenever you would draw one or more cards from your deck, draw twice as many. Put half of the cards drawn on the bottom of your deck and the other cards in your hand.

HOUSE OF DARTS

Make Bullseye Shots with Ranged Cantrips

Every Warmage understands the importance of precision, but the House of Darts flaunts a competitive excellence when it comes to landing shots. Daggers, bolts of magic, and of course, darts are their weapons of choice, but they don't stop at mere bullseyes. A wire array of trick shots set these Warmages apart from their contemporaries, even if they lack the grand strategies or discipline of the more martial colleges.

LEVEL 3: MAGIC DAGGERS

You learn the *Magic Daggers* cantrip.

LEVEL 3: TRICK SHOT

You can curve your projectiles in mid-air to hit tricky targets. Whenever you make a ranged attack roll with a Warmage cantrip or a weapon that has the Thrown property, you can add or subtract a d4 from the d20 roll (to a maximum of 20 or a minimum of 1). Increasing the d20 roll to a 20 doesn't score a Critical Hit. You can choose to use this feature after making the attack roll, potentially causing the attack to hit.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain one expended use when you finish a Short Rest and all expended uses when you finish a Long Rest.

LEVEL 3: BULLSEYE

You can sink a shot exactly where you need to. Record the number rolled on the d20 whenever you make a ranged spell attack roll with a Warmage cantrip. Rolls that have Advantage and Disadvantage record the higher and lower d20 roll, respectively. If a d20 roll is increased or decreased using your Trick Shot feature, use the new number. A recorded roll lasts for 1 minute. If you roll one of your recorded numbers again when making a spell attack roll with a Warmage cantrip, you gain one of the following benefits of your choice.

Extra Damage. You can deal an extra 1d10 Force damage to the target.

Recovery. You regain one expended use of your Trick Shot feature.

Reroll. You can reroll the d20 and must use the new roll. Record this new d20 roll.

LEVEL 7: DAGGER CLIMB

You can cast *Magic Daggers* to summon a pair of daggers to your open hands, helping you scale surfaces. You gain a Climb Speed equal to your Speed for 10 minutes.

LEVEL 10: INTERCEPTING SHOT

As a Reaction when an attacker you can see within 60 feet makes an attack against you or an ally you can see within 30 feet of yourself, you can make a ranged spell attack using *Magic Daggers* to interrupt the attack. If the result of your roll is greater than the result of the attacker, you can reduce the attack roll targeting you by 5 (to a minimum result of 1).

LEVEL 15: VANISHING TOSS

You master the house's signature technique for recovering darts. Whenever you cast the *Magic Daggers* cantrip, you can replace one of your spell attacks with throwing a special teleportation dagger to a point you can see within the spell's range. You can take a Bonus Action to teleport to the dagger as long as you are within 500 feet of it. The dagger disappears after 10 minutes or if you use this feature to teleport or throw another teleportation dagger.

LEVEL 18: DART BURST

If you have recorded ten or more unique numbers using your Bullseye feature, you can take an action to clear all of your recorded numbers and throw a burst of darts. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes 1d8 Force damage for each unique recorded number on a failed save, or half as much damage on a successful one.

Once you use this feature, you can't do so again until you finish a Long Rest.

HOUSE OF DICE

Tempt Fate with Chaotic Die Rolls

The House of Dice throws out the Warmage convention of meticulous, deliberate spellcasting in favor of wild, chaotic magic that presses the odds. Everything from their magical bursts to their enchanted sets of dice can fail horribly, so it's auspicious that they often keep their fingers on the scales of fate. These Warmages have mastered not only a repertoire of cantrips, but also techniques to manipulate fortune itself, allowing them to risk everything, and more than often come out on top.

LEVEL 3: BONUS PROFICIENCIES

Your light fingers and unscrupulous tactics help you win the day. You gain proficiency in the Sleight of Hand skill and with the Gaming Set (dice set), if you don't already have it.

LEVEL 3: DICE OF FATE

You gain four Dice of Fate, which are d6s. Whenever you fail a D20 Test or make a damage roll, you can expend one Die of Fate and add it to the roll, potentially causing the D20 Test to succeed. Once you expend a Die of Fate, it goes to the GM, who can expend it to add it to a D20 Test or a damage roll made by an NPC or monster. When the GM expends a die, it passes back to you, and so on. When you finish a Long Rest, you regain all of your expended Dice of Fate, whether or not the GM has used them.

Beginning at level 7, you have an additional two Dice of Fate, and you can add two Dice of Fate at once to your damage rolls with Warmage cantrips.

LEVEL 3: CHAOS ROLL

You can expend two of your Dice of Fate as a Magic action, rolling them on the table below to create a chaotic surge of energy.

2d6 Effect

- 2 You cast *Fireball* centered on yourself.
- 3 Your AC is reduced by 2 until the start of your next turn.
- 4 You have the Prone condition.
- 5 Until the start of your next turn, each creature within a 60-foot Emanation originating from you can only speak in a babbling nonsense language and can't cast spells with a Verbal component.
- 6 A 5-foot-radius Sphere of butterflies, insects, or doves fills a location you choose within 60 feet of you. The Sphere is Heavily Obscured until the start of your next turn.
- 7 You gain 7 Temporary Hit Points, and you keep the Dice of Fate instead of giving them to the GM.
- 8 You have the Invisible condition until the end of your next turn, as per the *Invisibility* spell.
- 9 An object within 60 feet of you chosen by the GM explodes, dealing no damage to you or your allies, and dealing 3d6 Fire damage to one creature caught in the blast.

- 10 You teleport up to 60 feet to an unoccupied space you can see. Each creature within 5 feet of the destination must succeed on a Dexterity saving throw against your spell save DC or take 2d6 Force damage.
- 11 Choose a creature you can see within 60 feet of you. That creature takes 4d6 Necrotic damage and you regain Hit Points equal to the Necrotic damage taken.
- 12 You cast *Lightning Bolt* and can add the Dice of Fate to the damage roll.

LEVEL 7: LOADED DICE

You can subtly cheat your dice. Once on each of your turns when you roll a d6, you can flip the die upside down. Note that on a balanced d6, the top and bottom numbers add up to 7, so you can determine the bottom number by subtracting the top number from 7.

LEVEL 10: TWISTED FATE

When you make an attack roll or ability check with Disadvantage on your turn, you can attempt to invert fate as a Bonus Action. Expend a Die of Fate and roll it. On a 5, you ignore Disadvantage on the roll. On a 6, you instead have Advantage on the roll.

LEVEL 15: ROLL THE BONES

You can channel the chaotic energy of your dice in an instant. As a Reaction when you take damage from a creature you can see, you can expend two Dice of Fate to make a Chaos Roll.

LEVEL 18: STEAL LUCK

When you roll Initiative, roll a d6. You steal that many Dice of Fate back from the GM.

HOUSE OF GO

Dominate Your Foes Through Cunning Formations

The renowned House of Go predates the other Warmage colleges by centuries. Unlike its successors, the strategies pioneered by the House of Go focus upon formations and cooperation, rather than individual excellence. Which isn't to suggest that Warmages of this college are anything other than brilliant strategists—they rival the House of Kings in this regard. Rather, the footsoldiers of the House of Go are greater than the sum of their parts, fluidly adopting motions to isolate and flank their foes.

LEVEL 3: FORMATIONS

You learn special tactics called Formations. You can use a Bonus Action to activate one of the following Formations, which lasts until you and your allies are no longer in that formation, you have the Incapacitated condition, die, or activate a different formation.

Flank. You can use this formation when you and an ally that doesn't have the Incapacitated condition are adjacent to an enemy and on opposite sides of it. You can determine this by tracing a 5-foot-wide line from your space. If this line passes through the center of all three spaces, the enemy is flanked. You and your ally have Advantage on attack rolls against the flanked creature.



Solo. You can use this formation when you have no allies within 5 feet of you. While in this formation, if you target a creature with a cantrip, that creature can't make Opportunity Attacks against you for the rest of the turn or until you are no longer in this formation, whether or not you deal damage with the cantrip.

Wall. You can use this formation when you and two to six allies that don't have the Incapacitated condition are within 5 feet of another ally. Each creature in this formation (including you), gains a +2 bonus to its AC.

LEVEL 7: OPENING STRATEGY

You can spend 10 minutes planning an encounter in exact detail. When you do so, you can share your plan with up to six allies within 30 feet of you who can see or hear you and who can understand you. Each ally that understands the plan can gain Advantage on an attack roll or ability check it makes within the next 10 minutes. If an ally rolls Initiative during this time, it can't use this feature to gain Advantage after the end of the first round of combat.

Once you use this feature to make a plan, you can't do so again until you finish a Long Rest.

LEVEL 10: HARDENED FORMATIONS

While you are in a formation, any Critical Hit against you or an ally in your formation becomes a normal hit.

LEVEL 15: CHAIN OF LIBERTIES

Your formation moves as if your allies were links in a chain. Whenever you move on your turn, any number of willing allies in your formation can move the same distance.

LEVEL 18: END GAME

On your turn, when you reduce a creature to 0 Hit Points with a Warmage cantrip, you can cast another cantrip as a Bonus Action. You can apply Warmage Edge to this cantrip, even if you have already used it on your turn.

HOUSE OF KINGS

Lead Your Allies with Brilliant Stratagems

Warmages who train in the House of Kings specialize in tactics and strategy, learning age-old maneuvers to gain an edge in combat. Natural-born leaders, Kings work best with a cadre of supporters to perform their tactics and overwhelm the enemy. More so than all other Warmages, those in the House of Kings treat life and death as a game of strategy to be understood and conquered.

LEVEL 3: MARTIAL TRAINING

You gain proficiency with Martial weapons and training with Medium armor and Shields.

LEVEL 3: BATTLE TACTICS

You learn maneuvers that are fueled by special dice called Battle Dice.

Battle Dice. You have two Battle Dice, which are d6s. A Battle Die is expended when you use it. You regain all expended Battle Dice when you roll Initiative or finish a Short or Long Rest. Your Battle Die changes and more Battle Dice become available when you reach certain Warmage levels as shown on the Battle Dice table.

Maneuvers. You can expend Battle Dice to perform maneuvers. Your maneuver options are detailed at the end of the subclass description.

Saving Throws. If a maneuver requires a saving throw, the DC equals to your spell save DC.

Warmage Level	Battle Dice
3	2d6
7	3d6
13	3d8
19	4d8

LEVEL 7: LEAD FROM THE FRONT

Difficult Terrain doesn't cost you extra movement. Allies that can see you within 120 feet of you also gain this benefit.

LEVEL 10: TACTICAL MASTER

Allies within 10 feet of you add your Intelligence modifier (minimum of 1) to their saving throws against spells and magical effects.

LEVEL 15: CHECKMATE [MANEUVER]

When you hit a creature with an attack, you can expend one Battle Die as a Bonus Action to direct an ally within 60 feet of yourself that can see or hear you to strike. The ally can take a Reaction to cast a cantrip or make one attack with a weapon or Unarmed Strike. The ally adds the Battle Die to the attack or cantrip's damage roll.

LEVEL 18: GRANDMASTER

When you roll Initiative, choose a number of allies up to your Intelligence modifier (minimum of one) within 60 feet of yourself that can see or hear you. Give each ally a Battle Die without expending it.

Once within the next minute when the ally fails a D20 Test, it can roll the Battle Die and add the number rolled to the d20, potentially turning the failure into a success. A Battle Die is expended when it's rolled.

MANEUVER OPTIONS

The maneuvers are presented in alphabetical order.

Blitz. When you hit a creature with an attack, you can expend one Battle Die as a Bonus Action to maneuver one of your allies. Add the Battle Die to the attack's damage roll. Choose an ally within 60 feet of yourself that can see or hear you. That ally can take a Reaction to move up to its Speed without provoking Opportunity Attacks.

Check. When you hit a creature with an attack, you can expend one Battle Die as a Bonus Action to threaten the target. Add the Battle Die to the attack's damage roll. The target has the Frightened condition until the end of your next turn.

Flash of Brilliance. When you fail an Intelligence or Wisdom check, you can expend one Battle Die to add it to the roll, potentially turning it into a success. You can only use this maneuver once per turn.

Gambit. When you hit a creature with an attack, you can expend one Battle Die as a Bonus Action to give your allies an opening. Add the Battle Die to the attack's damage roll. The next creature other than yourself to make an attack roll against the target adds the Battle Die to the attack roll.

Morale Boost. When an ally you can see within 60 feet of yourself fails a saving throw, you can take a Reaction to expend one Battle Die and add it to the roll, potentially turning it into a success.

Stalemate. When you hit a creature with an attack, you can expend one Battle Die as a Bonus Action to hold that creature in place. Add the Battle Die to the attack's damage roll. The target must succeed on a Strength saving throw or its Speed becomes 0 until the end of its next turn.

HOUSE OF KNIGHTS

Wield Blades of Fire, Lightning, Frost, and Force

The House of Knights has a long and storied tradition of melding swordplay with the Warmage's potent spellcasting. Unlike other warriors, however, Knights carry neither swords nor shields into combat, for they can forge both out of magical force at a moment's notice.

LEVEL 3: MARTIAL TRAINING

You gain proficiency with Martial weapons and training with Medium armor, Heavy armor, and Shields. You can ignore the Strength requirement for wearing Heavy armor and wielding weapons with the Heavy property.

LEVEL 3: MYSTICAL ARMAMENT

Your melding of swordplay and arcana grants you the following benefits.

Martial Cantrips. You learn the Force Buckler and one of the following cantrips of your choice: *Arc Blade*, *Burning Blade*, *Frigid Blade*, or *True Strike*.

Manifest Weapon. As a Bonus Action, you can create a Simple or Martial Melee weapon made of magical force in your hand. This weapon counts as being worth 1 GP for the purposes of Material components. You can use this weapon as a Spellcasting Focus.

Whenever you attack with the manifested weapon, you can use your Intelligence modifier for the attack and damage rolls instead of using Strength or Dexterity. The weapon deals Force damage or its normal damage type.

The weapon vanishes at the end of your turn if you aren't holding it.

LEVEL 7: FIGHTING STYLE

You gain a Fighting Style feat of your choice. Whenever you gain a Warmage level, you can replace the feat you chose with a different Fighting Style feat.

LEVEL 10: KNIGHT'S WARD

You can raise a hardened magical barrier between you and your foes. As a Bonus Action, you gain a number of Temporary Hit Points equal to twice your Warmage level.

Once you use this feature, you can't use it again until you finish a Short or Long Rest.

LEVEL 15: TACTICAL MANEUVER

You can spend up to 30 feet of movement to teleport to an unoccupied space you can see. The destination can be a number of feet away from you equal to half the movement you spend.

LEVEL 18: FIELD OF BLADES

You can summon a whirlwind of mystical weapons for a flurry of strikes. As a Magic action, you can make a melee spell attack against up to five creatures you can see within 30 feet of you. Make a separate attack roll for each target. On a hit, a target takes Force damage equal to 2d10 + your Intelligence modifier.

HOUSE OF LANCERS

Deliver Cantrips Through Hand-to-Hand Arcana

Warmages who join the House of Lancers are trained in fluid martial arts and meditative asceticism, melding the stoic discipline of monks with potent spellcasting. As such, they are unarmed elemental warriors, self-reliant and capable of feats unmatched by their peers. However, Lancers are notoriously neutral and abstain from the politics of the other Warmage houses. Lancers derive their name from an ancient precursor to the pawn, a piece remembered only in early variants of chess. It is a relic from a forgotten age, rife with symbolism.

LEVEL 3: UNARMORED DEFENSE

While you aren't wearing armor or wielding a Shield, your AC equals 10 + your Dexterity modifier + your Intelligence modifier.

LEVEL 3: HAND-TO-HAND ARCANA

You have been trained in the Lancers' unarmed combat technique, granting you the following benefits.

Bonus Unarmed Strike. You can make an Unarmed Strike as a Bonus Action.

Unarmed Strike Damage. You can roll a d6 in place of the normal damage of your Unarmed Strikes. The damage die changes when you reach levels 5 (d8), 11 (d10), and 17 (d12).

Intelligent Strikes. You can use Intelligence instead of Strength for the attack and damage rolls of your Unarmed Strikes. In addition, when you use the Grapple or Shove option of your Unarmed Strike, you can use your Intelligence modifier instead of your Strength modifier to determine the save DC.

Weaponized Fists. Your Unarmed Strike counts as a Melee weapon with a cost of 1 GP for the purposes of Material components.

LEVEL 3: SHOCK TROOPER

Whenever you make a melee attack on your turn against a creature you can see, you can lunge up to 15 feet toward your target before making the attack. Doing so doesn't spend movement or provoke Opportunity Attacks. You can perform this movement even if it causes you to travel through the air, though you fall after making the attack.

LEVEL 7: MYSTICAL PHYSICALITY

Your Lancer training has heightened your body and mind, granting the following benefits.

Force Damage. Whenever you deal damage with your Unarmed Strike, it can deal your choice of Force damage or its normal damage type.

Ignore Difficult Terrain. Difficult Terrain doesn't cost you extra movement.

Mind Over Matter. Whenever you make a Strength, Dexterity, or Constitution check, you can use your Intelligence modifier instead of the normal modifier.

LEVEL 10: EVASION

When you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail.

You don't benefit from this feature if you have the Incapacitated condition.

LEVEL 15: IMPROVED SHOCK TROOPER

You can lunge up to 30 feet using your Shock Trooper feature. This movement causes you to teleport through creatures and objects, blinking to the target in an instant. You can't teleport into an occupied space.

LEVEL 18: FLURRY OF SPELLS

You can cast spells with superhuman speed. As a Magic action, you can expend a use of your Arcane Surge feature to cast three different cantrips that have a casting time of an action or a Bonus Action. You can't use your Arcane Surge feature on any of these cantrips.

Once you use this feature, you can't use it again until you finish a Long Rest.

HOUSE OF PAWNS

Master Cantrips and Warmage Tricks

By far the most prominent Warmage house is that of the Pawns. Warmages who join the House of Pawns learn to stretch their skill with cantrips to its limits. Pawns can master any cantrip or strategy, for they embody the adaptability to which all Warmages aspire.

LEVEL 3: PROMOTION

As a Pawn, you have trained as the quintessential Warmage. When you finish a Long Rest, choose one of the following benefits, which lasts until you use this feature to choose a different benefit.

Adaptive Magic. You learn one Warmage trick of your choice for which you meet the prerequisites and one Warmage cantrip of your choice. This trick doesn't count against your number of tricks known.

Martial Training. You gain proficiency with Martial weapons and training with Medium armor and Shields.

LEVEL 7: PAWN STORM

You can add your Intelligence modifier (minimum of 1) to Initiative rolls. Additionally, when you roll Initiative, you can move up to your Speed.

LEVEL 10: MULTIDISCIPLINE

You can add half your Proficiency Bonus (round down) to any saving throw you make that doesn't otherwise use your Proficiency Bonus.

LEVEL 15: PAWN WALL

Whenever you deal damage with a Warmage cantrip, you and up to two allies within 5 feet of you have Resistance to that damage type until the end of your next turn.

LEVEL 18: FUNDAMENTAL MASTERY

Your magic always finds its way to your foes' most vulnerable spots. Once per turn when you roll damage for a Warmage cantrip, you can choose one damage die and treat it as having rolled its maximum value.

HOUSE OF ROOKS

Practice Furtive Magic and Mystical Stealth

The clandestine members of the House of Rooks make adept spies, assassins, and scouts, though they might just as easily pick up jobs run by rogues and brigands. In addition to their suite of cantrips, Rooks are light on their feet and know a few tricks to magically open doors in utter silence.

LEVEL 3: ROOK STRIKE

When you make an attack roll or ability check, you can take a Bonus Action to gain Advantage on the roll. Alternatively, you can impose Disadvantage on a saving throw a creature makes against a Warmage cantrip you cast before the end of your turn.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

LEVEL 3: ARCANE ACROBAT

You gain proficiency in one of the following skills of your choice: Acrobatics, Sleight of Hand, or Stealth. Additionally, you gain a bonus equal to your Intelligence modifier (minimum bonus of +1) to all Dexterity checks you make.

LEVEL 7: COVERT MAGIC

You learn a suite of furtive magic practiced by Rooks. You can cast each of the following spells without using a spell slot or Verbal components: *Feather Fall*, *Invisibility*, *Knock* (silent when you cast it using this feature), *Silence*, and *Spider Climb*.

Once you cast a spell using this feature, you can't cast it again until you finish a Long Rest. You can expend a use of Arcane Surge to regain your use of all of these spells (no action required).

LEVEL 10: FLEETING DECOY

When you take damage from a creature you can see, you can take a Reaction to raise a defensive illusion that protects you from further harm. Attacks made against you have Disadvantage until the start of your next turn.

LEVEL 15: ELUSIVE STEP

If you move more than 5 feet on your turn, any subsequent movement you make doesn't provoke Opportunity Attacks.

ROULETTE BETS

Bet	Benefit
Odd/Even. Guess whether the roll is even or odd.	You gain a +2 bonus to your AC until the start of your next turn.
High/Low. Guess whether the roll is above or below 50.	You gain a +2 bonus on attack rolls you make until the start of your next turn.
Lanes. Guess which of the following spans the number falls within: 01–20, 21–40, 41–60, 61–80, 81–00.	You can gain advantage on a D20 Test you make before the end of your next turn.
Tens. Guess the 10s digit of the roll.	Once before the end of your next turn, you can add 10 to the damage roll of a Warmage cantrip you cast.
Single. Guess the exact number of the roll.	Until the start of your next turn, you have Resistance to all damage and treat any d20 roll you make as 20.

LEVEL 18: ARCANE ASSASSIN

You can cast the *Greater Invisibility* spell targeting yourself only without a spell slot or spell components. While you have the Invisible condition, your Speed is doubled.

Once you use this feature, you can't do so again until you finish a Short or Long Rest.

HOUSE OF ROULETTE

Spin the Wheel, Gambling on Your Lucky Numbers

Like the Houses of Dice and Cards, Warmages of the House of Roulette are masters of the calculated gamble. Bearing a number of magical chips, they can push the odds when the need arises, pulling off longshot plays that other Warmages could only dream of.

LEVEL 3: SPIN THE WHEEL

You gain a roulette ball infused with arcane energy and a number of chips. As a Bonus Action, you can conjure a roulette wheel of magical force and roll the ball. Choose one of the bets from the Roulette Bets table below, announce your guess, and roll a d100. You gain the listed benefit if your guess is correct.

Chips of Fate. You have four Chips of Fate, and regain all expended chips when you finish a Long Rest. You gain two more Chips of Fate at level 7 (6 chips), 10 (8 chips), and 15 (10 chips).

Whenever you place a bet on the roulette wheel, you can expend 1–4 of your chips to place additional bets equal to the number of chips expended. No matter how many chips you expend, you can only place two types of bets, such as Singles and Tens, per d100 roll. You can't place more than one Odd/Even or High/Low bets. You can gain two benefits at once if you win two bets on the same roll.

LEVEL 7: LUCKY NUMBER

Pick a Lucky Number from 1 to 100. If you roll that number on any d100 roll of your Spin the Wheel feature, you gain the benefit of betting that number as a Single. You can change your Lucky Number whenever you finish a Long Rest.

LEVEL 10: SPINNING SHIELD

When a creature you can see makes an attack roll against you, you can take a Reaction to conjure your roulette wheel between yourself and the attacker. You and the attacker each roll a d100. If your roll is equal or higher than that of the attacker, the attack misses, and you can't use this ability again until you finish a Short or Long Rest.

LEVEL 15: CASH OUT

You can unleash the energy stored within a Chip of Fate to escape a tight spot. As a Bonus Action, you can expend a Chip of Fate to teleport up to 120 feet to an unoccupied space you can see.

LEVEL 18: EVERYTHING ON BLACK

Whenever you roll Initiative, you regain 4 expended Chips of Fate. Additionally, whenever you expend one or more Chips of Fate to bet on a Single and win, you regain all of your expended Chips of Fate.

COALITION ARCANIST

Conquer the Battlefield Through Tactical Superiority

Warfare in the 'Verse is a perilous dance of arcana and technology that stretches across entire star systems. In this new theater of combat, none have adapted better than the Coalition and their squads of Warmage arcanists. Equipped with specially-designed blaster gauntlets, a coalition arcanist wields magic as others do a blaster: firing off spells automatically, in shotgun-style bursts, and in deadly beams that can level an entire company of foes.

LEVEL 3: BLASTER GAUNTLET

You gain a specialized Arcane Focus known as a Blaster Gauntlet. When you cast a Warmage cantrip that requires a ranged spell attack roll using this gauntlet as a focus, you can overheat the cantrip. The cantrip's damage dice increase by one step (d4 → d6 → d8 → d10 → d12, to a maximum of d12s) for this casting. The cantrip then overheats; you can't cast this cantrip again until the end of your next turn.

LEVEL 7: TACTICAL UPLINK

You have been fitted with a neural implant, granting you unparalleled battlefield awareness. You can take a Magic action to gain knowledge of the general lay of the land within a 1-mile Emanation originating from you. This knowledge only extends to surface-level or obvious features (natural or artificial) and doesn't detect creatures. Additionally, you have a +5 bonus to your Passive Wisdom (Perception) score.

LEVEL 10: REQUISITION

You can requisition magic items from the Coalition's armory for short-term use. When you finish a Long Rest, choose one of the following magic items, which is teleported to you: two *Attractor Mines* (which use your spell save DC), a *Dome Projector*, a *Gravity Nullifier*, a *Jetpack*, a *Ring of Spacewalking* (which is attuned to you automatically), or a *Universal Translator*. This item remains in your possession until you finish a Long Rest, at which time it is teleported back to the Coalition's armory.

LEVEL 15: SQUADSIGHT

Your tactical uplink synchronizes you with your allies, granting you a decisive tactical advantage. While you are within 120 feet of an ally, you know the exact location of any creature that your ally sees. Additionally, you can cast a Warmage cantrip targeting a

creature that your ally can see. You launch the cantrip like a mortar, ricochet it off obstacles, or fire it through thin barriers to hit the target.

LEVEL 18: PRECISION HARDLIGHT STRIKE

As a Magic action, you can mark a point you can see within 120 feet of yourself for destruction. At the start of your next turn, the Coalition delivers a magical bombardment in a 20-foot-radius Sphere centered on that point. Each creature within the Sphere makes a Dexterity saving throw against your spell save DC, taking 10d10 Force damage on a failed save, or half as much damage on a successful one. Flammable objects in the area that aren't being worn or carried are reduced to ash.

Once you use this feature, you can't use it again until you finish a Long Rest.



FANTASY REQUISITION

The magic items in the Requisition feature are found in *Dark Matter*, by Mage Hand Press. In other settings, you can summon one of the following magic items instead: *Cloak of the Manta Ray*, *Helm of Comprehending Languages*, two *Immovable Rods*, a *Lantern of Revealing*, a *Ring of Telekinesis*, or a *Pair of Slippers of Spider Climbing*. If an item requires attunement, you are attuned to it automatically.

NEW SPELLS

This section contains the descriptions of cantrips that are new and available to the Warmage class. The class spell lists detailed with each spell include other classes from Mage Hand Press, including the Necromancer and Witch.

ARC BLADE

Evocation Cantrip (Warmage)

Casting Time: Action

Range: 15 feet

Components: S, M (a Melee weapon with which you have proficiency and that is worth 1+ CP)

Duration: Instantaneous

As lightning surges through the weapon used in the spell's casting, you make one attack. This attack can be a melee attack or ranged spell attack using the weapon with a range of 15 feet, as a wave of energy extends from the weapon. The attack uses your spellcasting ability for the attack and damage rolls instead of using Strength or Dexterity. If it is a ranged attack, it deals Lightning damage. Otherwise, it can deal Lightning damage or the weapon's normal damage type (your choice).

Cantrip Upgrade. Whether you deal Lightning damage or the weapon's normal damage type, the attack deals extra Lightning damage when you reach levels 5 (1d6), 11 (2d6), and 17 (3d6).



WIZARD CANTRIPS

If a cantrip appears on the Wizard spell list which isn't represented here, the GM can add this cantrip to the Warmage spell list.

BURNING BLADE

Evocation Cantrip (Warmage)

Casting Time: Action

Range: Self

Components: S, M (a Melee weapon with which you have proficiency and that is worth 1+ CP)

Duration: 1 round

Engulfing the weapon used in the spell's casting in flames, you make one attack. This attack and any other attacks you make using the weapon until the start of your next turn use your spellcasting ability for the attack and damage rolls instead of using Strength or Dexterity. If such an attack deals damage, it can be Fire damage or the weapon's normal damage type (your choice).

Cantrip Upgrade. Whether you deal Fire damage or the weapon's normal damage type, attacks you make using this weapon until the start of your next turn deal extra Fire damage when you reach levels 5 (1d6), 11 (2d6), and 17 (3d6).

CARD TRICK

Transmutation Cantrip (Bard, Warmage, Witch, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a deck of playing cards)

Duration: Instantaneous

With a flash of your hands, you fling a playing or tarot card charged with magical energy. Choose whether you make a ranged spell attack roll or if the target makes a Dexterity saving throw. On a hit or a failed saving throw, the target takes 1d8 Force damage.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

CHEAT

Divination Cantrip (Bard, Necromancer, Sorcerer, Warlock, Warmage, Witch, Wizard)

Casting Time: Bonus Action

Range: Self

Components: S, M (a weighted die)

Duration: 1 round

You twist your fingers and fate seems to follow suit. Until the end of your next turn, you can reroll any ability check you make to play nonmagical games of skill. Therefore, this spell could influence a game of poker, but not the result of a *Deck of Many Things*.

BLADE CANTRIPS AND WARMAGES

The weapon damage dealt by *Arc Blade*, *Burning Blade*, *Frigid Blade*, and *True Strike* count as cantrip damage for the purposes of your Warmage features.

CRYPTOGRAM

Conjuration Cantrip (Bard, Necromancer, Sorcerer, Warlock, Warmage, Wizard)

Casting Time: Action

Range: Unlimited

Components: V, S, M (a small written message)

Duration: Instantaneous

You send a small scroll with a message to a creature of your choice. The recipient must be a creature known to you and also be on the same plane of existence as you. The scroll hovers in front of the recipient, drops into its pocket, or lands atop something nearby. The scroll's message can be up to 8 characters long (spaces count as characters). Once you send a scroll, you can't send another scroll to that recipient for 24 hours.

FORCE BUCKLER

Abjuration Cantrip (Warmage)

Casting Time: Bonus Action

Range: Self

Components: V, S, M (a specially-prepared gauntlet worth 5+ GP)

Duration: 1 round

You summon a translucent field of force, which springs forth from the gauntlet used in the spell's casting. Until the start of your next turn, you have a +2 bonus to your Armor Class while you aren't wielding a Shield. This spell ends early if you are hit by an attack.

FORCE DART

Evocation Cantrip (Warmage)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a specially-prepared gauntlet worth 5+ GP)

Duration: Instantaneous

You fling a dart of magical force at a creature within range. Make a Ranged spell attack against the target. On a hit, the target takes 1d10 Force damage.

Cantrip Upgrade. The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

FORCE WEAPON

Evocation Cantrip (Warmage)

Casting Time: Action

Range: 5 feet

Components: V, S, M (a specially-prepared gauntlet worth 5+ GP)

Duration: 1 round

You conjure a blade of magical force in the air, which strikes at a creature within range. Make a melee spell attack against the target. On a hit, the target takes 1d10 Force damage. The blade remains in existence for a short time; until the start of your next turn, you can make a single strike with your mystical blade as an Opportunity Attack.

Cantrip Upgrade. You make an additional attack when you reach levels 5 (2 attacks), 11 (3 attacks), and 17 (4 attacks). These attacks can target the same creature or different ones.

FRIGID BLADE

Evocation Cantrip (Warmage)

Casting Time: Action

Range: Self

Components: S, M (a Melee weapon with which you have proficiency and that is worth 1+ CP)

Duration: Instantaneous

Encasing the weapon used in the spell's casting in ice, you make one attack. The attack uses your spellcasting ability for the attack and damage rolls instead of using Strength or Dexterity. The weapon's damage die increases by 1 step (d4 → d6 → d8 → d10 → d12 or 2d6, your choice). The weapon's damage dice don't increase if it has more than one weapon damage die. If the attack deals damage, it can be Cold damage or the weapon's normal damage type (your choice).

Cantrip Upgrade. Whether you deal Cold damage or the weapon's normal damage type, the attack deals extra Cold damage when you reach levels 5 (1d6), 11 (2d6), and 17 (3d6).

LIGHTNING SURGE

Evocation Cantrip (Necromancer, Sorcerer, Warlock, Warmage, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (two bits of copper wire)

Duration: Instantaneous

A dazzling array of lightning bolts erupts from you. Each creature within a 5-foot Emanation must succeed on a Dexterity saving throw or take 1d6 Lightning damage.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

MAGIC DAGGERS

Conjuration Cantrip (Warmage)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

With a flourish, you conjure two daggers composed of magical force and flick them at targets within range. You can throw the daggers at one target or multiple within range. Make a separate ranged spell attack roll for each dagger, dealing 1d6 Force damage on a hit. The daggers vanish after the attack.

Cantrip Upgrade. This spell creates an additional dagger and you make an additional attack when you reach level 5 (3 attacks), 11 (4 attacks), and 17 (5 attacks).

MOMENT TO THINK

Transmutation Cantrip (Cleric, Sorcerer, Warmage, Wizard)

Casting Time: Bonus Action

Range: Self

Components: V

Duration: Instantaneous

When you cast this spell, you briefly stop time for everyone but yourself. You can take one additional action and move around in your space while no time passes for other creatures. That action can be used only to take the Search, Study, or Utilize action. Furthermore, you can't affect or damage any creature or object, other than objects you are wearing or carrying. If an object leaves your hand, it also becomes frozen in time.

PHANTOM GRAPNEL

Evocation Cantrip (Warmage)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You conjure a chain and hook made of magical force, which you propel at a creature or unoccupied space you can see within range. When you target a space or a creature of Huge size or larger, your grapnel pulls you to that target in a straight line. You provoke Opportunity Attacks for this movement as normal. When you target a creature of Large size or smaller, the target must succeed on a Strength saving throw or be pulled up to 10 feet toward you.

QUICKSTEP

Transmutation Cantrip (Warmage)

Casting Time: Bonus Action

Range: Self

Components: V

Duration: 1 round

This spell imparts a flash of speed. Your Speed increases by 10 feet until the start of your next turn.

SONIC PULSE

Evocation Cantrip (Sorcerer, Warmage, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You compress a thunderous boom into an invisible ball and project it at a creature you can see within range. The target makes a Constitution saving throw. On a failed save, it takes 1d8 Thunder damage and has the Deafened condition until the start of your next turn.

If the spell's target is within 10 feet of you, the spell is amplified and its damage becomes 1d10, instead of 1d8.

Cantrip Upgrade. The damage increases by 1d8 (or 1d10, if amplified) when you reach levels 5 (2d8 or 2d10), 11 (3d8 or 3d10), and 17 (4d8 or 4d10).

SPRINGHEEL

Transmutation Cantrip (Druid, Warmage)

Casting Time: Bonus Action

Range: Self

Components: V

Duration: 1 round

You flood magic into your legs, allowing you to bound high into the air. Until the start of your next turn, the distance of your Long and High Jumps increases by 10 feet (this extra distance costs movement as normal), and you suffer no penalty from making a standing jump.

SULFURIC SMOKE

Conjuration Cantrip (Necromancer, Sorcerer, Warmage, Witch, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 1 round

You create a 5-foot Cube of acidic smoke at a point you can see within range. Each creature in the Cube must succeed on a Constitution saving throw or take 1d8 Acid damage. The area of the Cube is Lightly Obscured with noxious fumes and lasts until the start of your next turn. A creature entirely within the Cube has Disadvantage on attack rolls.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

THUNDEROUS ECHO

Evocation Cantrip (Warmage)

Casting Time: Action

Range: Self

Components: V, S

Duration: 1 round

You produce a wave of noise in a 10-foot Cone, which can be heard up to 100 feet away. Each creature in that area must succeed on a Constitution saving throw or take 1d6 Thunder damage.

An echo of this noise persists for the spell's duration. If you cast this spell again before the end of your next turn, the spell is amplified and its damage becomes 1d8, instead of 1d6.

Cantrip Upgrade. The damage increases by 1d6 (or 1d8, if amplified) when you reach levels 5 (2d6 or 2d8), 11 (3d6 or 3d8), and 17 (4d6 or 4d8).

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