

COMPLETE WARMAGE



The Definitive
Strategic Cantrip Class
by Mage Hand Press



CREDITS

DESIGNERS MICHAEL HOLIK, JARON MORTIMER,
ALEXANDER BINNS

COVER ILLUSTRATOR AGUSTÍN MARCEILLAC

GRAPHIC DESIGNER MICHAEL HOLIK

INTERIOR ILLUSTRATIONS KIRBY JACKSON, LUCAS
FERREIRA CM. AGUSTÍN MARCEILLAC



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's face in the middle of a chess tournament.

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MAGE HAND PRESS
855 E Ash Ln #903 Euless, TX 76039
www.magehandpress.com

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CHAPTER 1: WARMAGE

An elf recites the motions again for the simplest spell she knows, repeating them until she knows they are perfect. With a single, precise stroke, she unleashes a wave of arcane energy, focused into a searing blue beam.

A tiefling waves her hands to conjure floating greatswords of humming blue energy, which dance about in mesmerizing and deadly arcs. One blade takes on an aspect of fire, and the other lightning, as she begins to cleave through the goblinoid horde.

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 and mastered, 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. They 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.

CREATING A WARMAGE

Warmages come from all walks of life, so as you build yours, consider where you first learned the fundamentals of magic, which you would go on to perfect. You might have picked up cantrips from a fellow adventurer or in the early stages of wizarding training. You could even be self-taught. Choose an Arcane Initiation which best fits your character's history with magic.

Moreover, consider how you feel about magic as a whole. Are you envious of other spellcasters, or are you confident you could best them regardless? Did you once pine to be a wizard, but found you could never muster enough true magic to form a spell slot? Did you choose warmagistry to hone your talents to their absolute peak, or did you choose it to wield power no warrior can equal?

Lastly, consider your prospective warmage House. Though you don't choose one until reaching 3rd level, your aspirations might shape which house you favor the most. If you would like to dabble with greater arcane magic, the House of Bishops is the best fit. If the clashing of swords at the frontlines piques your interest, consider the House of Knights.

QUICK BUILD

You can make a Warmage quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution. Make Strength your third highest if you plan to take the House of Knights. Then choose the *chill touch*, *force dart*, *force weapon*, and *phantom grapnel* cantrips, and the Adventurer Arcane Initiation. Pick any background that emphasizes your magical discipline.



THE WARMAGE

Level	Proficiency Bonus	Features	Cantrips Known	Cantrip Bonus Dice	Tricks Known
1st	+2	Spellcasting, Arcane Initiation, Arcane Fighting Style	4	—	—
2nd	+2	Warmage Edge, Warmage Trick	4	0	2
3rd	+2	Warmage House	5	0	3
4th	+2	Ability Score Improvement	5	0	3
5th	+3	Arcane Surge	6	1	4
6th	+3	Tactical Insight	6	1	4
7th	+3	Warmage House feature	6	1	5
8th	+3	Ability Score Improvement	6	1	5
9th	+4	—	7	1	6
10th	+4	Warmage House feature	7	1	6
11th	+4	Arcane Surge improvement	7	2	7
12th	+4	Ability Score Improvement	7	2	7
13th	+5	—	8	2	8
14th	+5	Strategic Deflection	8	2	8
15th	+5	Warmage House feature	8	2	9
16th	+5	Ability Score Improvement	8	2	9
17th	+6	—	9	3	10
18th	+6	Warmage House feature	9	3	10
19th	+6	Ability Score Improvement	9	3	10
20th	+6	Master Warmage	10	3	10

CLASS FEATURES

As a warmage, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per warmage level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per warmage level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: One artisan's kit of your choice, one gaming set of your choice

Saving Throws: Constitution, Intelligence

Skills: Choose two from: Acrobatics, Animal Handling, Arcana, Athletics, History, Investigation, Medicine, Perception, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Leather armor, a dagger, and any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) an explorer's pack or (b) a scholar's pack
- A gaming set

SPELLCASTING

At 1st level, you begin to learn the simple, yet potent, brand of spellcasting for which warmages are known.

CANTRIPS

You know four cantrips of your choice from the warmage spell list. You learn additional warmage cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warmage table.

Additionally, when you gain a level in this class, you can choose one of the warmage cantrips you know and replace it with another warmage cantrip.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your warmage spells, since you learn your spells through practice and mental discipline. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a warmage spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your warmage spells.

ARCANE INITIATION

Warmages come from all backgrounds and walks of life. At 1st level, choose where you first learned the basics of magic. The cantrips offered by your initiation don't count against your total number of warmage cantrips known.

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.

CIRCUS PERFORMER

You learned a few simple tricks to participate in a sideshow or circus act. You learn the *dancing lights* and *minor illusion* cantrips.

ELDRITCH EVENT

An influx of insidious magic left an imprint on you. You learn the *chill touch* and *message* cantrips.

MERCENARY

You mastered the fundamentals of war magic to engage in battle with similarly armed arcanists. You learn the *arc blade* and *true strike* cantrips.

TEMPLE

A monastery or temple educated you in the ways of gentle healing magic. You learn the *sacred flame* and *spare the dying* cantrips.

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.

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.

SURVIVAL

To survive in the wilderness, you taught yourself to cast simple spells. You learn the *druidcraft* and *shillelagh* cantrips.

ARCANE FIGHTING STYLE

Warmages learn that magic is the purest of weapons, and can be wielded just as easily as any other. At 1st level, choose one of the following fighting styles:

BLASTER

The spell save DC for your warmage cantrips increases by 1.

DEFLECTOR

When you have at least one hand free and a creature hits you with a spell attack or a ranged weapon attack, you can use your reaction to add your proficiency bonus to your Armor Class for that attack, potentially causing the attack to miss you.



RESISTIVE

While you are wearing light armor or are under the effects of the *mage armor* spell, you gain a +1 bonus to your Armor Class.

SNIPER

When making a ranged spell attack, you gain a +1 bonus to the attack roll. Additionally, you ignore half cover when casting a warmage cantrip.

STRIKER

When you hit with a cantrip that requires a melee attack and exceed the target's AC by 5 or more or score a critical hit, you can add your proficiency bonus to the damage roll.

WARMAGE EDGE

Starting at 2nd level, once on each of your turns when you deal damage with a warmage cantrip, you can improve one damage roll of the spell, adding your Intelligence modifier to the roll if you don't already add it. Starting at 5th level, and as you gain levels in this class, you also add extra dice to the damage roll for your warmage cantrips, as shown in the Cantrip Bonus Dice column of the Warmage table. For example, when you are at 5th level, you can improve the damage of the *fire bolt* cantrip to deal fire damage equal to 3d10 + your Intelligence modifier on a hit.

WARMAGE TRICK

Beginning at 2nd level, you learn a Warmage Trick, a special technique that alters the way you fight, move, and cast your spells. You learn two tricks of your choice at 2nd level, and you learn additional tricks at higher levels, as

shown in the Tricks Known column of the Warmage table.

Additionally, when you gain a level in this class, you can choose one of the tricks you know and replace it with another trick for which you meet the prerequisites.

WARMAGE HOUSE

Upon reaching 3rd level, you choose a Warmage House, which teaches you a suite of magical techniques. Your choice grants you features at 3rd level, and again at 7th, 10th, 15th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

ARCANE SURGE

Starting at 5th level, you learn to, for a moment, tap into a vast reservoir of magical power and unleash it upon your foes. On your turn, when you deal damage with a warmage cantrip, you can deal twice the number of damage dice dealt by the spell. You can't use this feature on a spell that has scored a critical hit.

Once you use this feature, you can't use it again until you finish a short or long rest. Starting at 11th level, you can use this feature twice before a rest, but only once on the same turn.

TACTICAL INSIGHT

At 6th level, you learn how to use ambient magical power to defend yourself from your foes' magical attacks. You can add your Intelligence modifier to saving throws you make against spells and other magical effects that deal damage.

STRATEGIC DEFLECTION

Starting at 14th level, when a creature casts a spell that forces you to make a saving throw to avoid damage, you can use your 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 they 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.

MASTER WARMAGE

At 20th level, you reach the pinnacle of your warmage prowess. If you cast a cantrip that deals 4 dice of damage to a target, it instead deals 5 dice of damage (excluding your cantrip bonus dice). If you cast a cantrip that makes 4 attacks, it instead makes 5 attacks.

WARMAGE TRICKS

The following tricks are presented in alphabetical order. If a warmage trick has prerequisites, you must meet them to choose it. You can choose the trick at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

BISHOP'S MANEUVER

Prerequisites: 10th level, House of Bishops

You can take the Disengage action as a bonus action, and when you do so, your walking speed increases by 10 feet until the end of your turn.

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 use the *light* cantrip to target an object you are holding, you can direct a flare at a creature you can see within 10 feet of you, which must make a Constitution saving throw against your spell save DC. On a failed save, the creature is blinded until the start of your next turn. After a creature has failed a saving throw against this trick, it has advantage on all saving throws against it for the next 24 hours.

CASTLE

Prerequisites: 10th level, House of Rooks

As an 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.

CHIVALROUS PRESENCE

Prerequisite: House of Knights

You gain proficiency in the Insight and Persuasion skills, and you have advantage on ability checks you make to interact with nobility. Additionally, other creatures can always discern when you're telling the truth.

CLOAK OF FEATHERS

Prerequisite: House of Rooks

While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Intelligence modifier.

COMMANDER'S STEED

Prerequisites: House of Kings

You learn the *find steed* spell and can cast it at will without expending a spell slot. Your steed is more resilient than most; its hit point maximum is increased by an amount equal to your warmage level.

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, subtract half your warmage level (up to a maximum of -5) from the target's Armor Class for that attack.

DIRECTED MOMENTUM

Prerequisite: 10th level, House of Lancers

Once on each of your turns, when you score a critical hit with a melee attack or reduce a creature to 0 hit points with one, you can make an unarmed strike against a second target. If the target is within range of your Shock Trooper feature, you can lunge toward it. On a hit, this attack deals an extra 1d8 force damage.

DRAINING CANTRIP

Whenever you deal necrotic or poison damage to a hostile creature 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 only the specified recipient can read the message.

EXPLOSIVE CANTRIP

Once on each of your turns, when you deal fire damage to a creature with a warmage cantrip, you can cause it to explode. Each creature within 5 feet of the target, except you and the target, must succeed on a Dexterity saving throw against your spell save DC or take half the fire damage dealt to the target.

EXTENDED RANGE

When you cast a warmage cantrip that has a range of 5 feet or greater, its range is doubled.

FIELD MEDIC

Prerequisite: House of Bishops

You learn the *spare the dying* cantrip, which doesn't count against your number of cantrips known. Additionally, when you cast *spare the dying* 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 a hostile creature doesn't impose disadvantage on your ranged spell attack rolls. Additionally, when you cast a warmage cantrip that requires a melee spell attack, its range increases to 10 feet.

FOLD

Prerequisites: House of Cards, 10th level

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 the *shield* spell without expending a spell slot.



Once you use this trick, you can't use it again until you finish a short or long rest.

GAMBLE

Prerequisites: cheat cantrip, House of Cards or House of Dice

You are always under the effects of the *cheat* cantrip.

Additionally, you can reroll an attack roll, ability check, or saving throw and must use the new roll. Once you use this ability, you can't use it again until you finish a short or 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 use it to emulate the effects of any other 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.

KNIGHT'S AEGIS

Prerequisites: 10th level, House of Knights, 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.

LEADING EDGE TACTICS

Prerequisite: 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 feature when you are surprised.

LIEUTENANT'S DEMAND

Prerequisites: 10th level, House of Kings

You can cast the spell *command* at will without expending a spell slot.

MAGE HAND KNACK

Prerequisite: mage hand cantrip

Your skill with the *mage hand* cantrip allows you to use it as an extension of yourself. When you cast the spell and as a bonus action on your subsequent turns, you can use one of the following effects with the hand:

Press. The hand pushes against a Large or smaller creature within 5 feet of it. 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. The hand continues to push against the target until the spell ends or you use your bonus action to use a different effect with the hand.

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 grabs a Small or smaller creature and attempts to grapple it. The creature must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check (its choice) against your spell save DC or be grappled by the

hand. The hand continues to grapple the target until the target uses an action to break the grapple on its turn, the spell ends, or you use your bonus action to use a different effect with the hand.

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 your 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 object's 5-foot cube 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 increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6). This damage can't trigger Warmage Edge or any warmage tricks.

MYSTICAL ARMOR

You can cast the *mage armor* spell on yourself at will, without using a spell slot or spell components.

MYSTICAL ATHLETE

Prerequisite: quickstep or springheel cantrip

When you cast the *quickstep* cantrip, your speed increases by 20 feet instead of 10 feet. When you cast the *springheel* cantrip, your jumping distance 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 WEAPONMASTER

Prerequisite: force weapon or magic daggers cantrip

Once on each of your turns when you roll a 1 on the d20 for an attack roll with the *force weapon* or *magic daggers* cantrips, you can reroll the die and must use the new roll.

MYSTICAL VISION

You can cast the *detect magic* spell at will without expending a spell slot.

PHANTOM HOOKSHOT

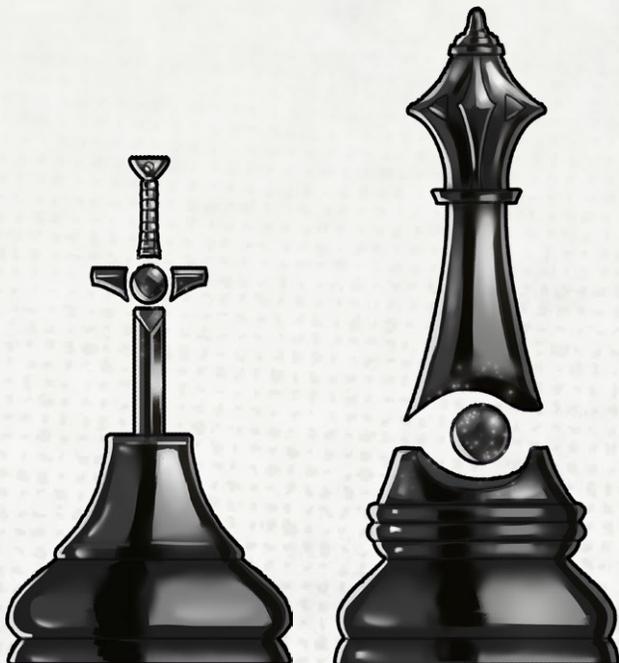
Prerequisite: phantom grapnel cantrip

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, creatures are pulled an extra 10 feet by the spell toward you.

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:



- 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).
- You can create 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.

Snake Eyes

Prerequisites: House of Dice, 10th level

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

Severe Cantrip

When a creature rolls a 1 on a saving throw against one of your warmage cantrips, it automatically fails the save and takes twice the number of damage dice dealt by the spell, as if you scored a critical hit. The additional damage only applies to the creature that rolled a 1.

Signature Focus

Prerequisite: 5th level

When you finish a long rest, you can place a unique sigil on a simple or martial weapon, which becomes your signature focus until you use this trick again. This weapon becomes magical, and it can be used as a spellcasting focus for your warmage spells. Your signature focus is bonded to you, and gains a number of special abilities:

- As a bonus action, you can call your signature focus to your hand, as long as you are on the same plane of existence as it.
- You can add your Intelligence modifier, instead of your Strength or Dexterity modifier, to attack and damage rolls using your signature focus.
- Your signature focus gains a number of charges equal to your Intelligence modifier (a minimum of 1). When you damage a creature with it or a cantrip cast through it, you can expend 1 charge to deal an extra 1d8 force damage to that creature. Your focus regains all expended charges when you finish a long rest.

Silent Cantrip

Once on each of your turns when you deal thunder damage to a hostile creature with a warmage cantrip, you can create a 15-foot-diameter sphere of magical silence (as per the *silence* spell), centered on yourself or the creature (your choice), which lasts until the start of your next turn.

Split Fire

Prerequisite: 5th level

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. 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. 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 for 3d10 damage.

Static Cantrip

Whenever you deal lightning damage to a hostile creature 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 use your reaction when you take 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.

Unerring Strike

Prerequisites: 10th level, true strike cantrip

When you cast the *true strike* cantrip, you can concentrate on it for a number of rounds equal to your Intelligence modifier. You gain advantage on the first attack roll you make against the target on each of your turns while maintaining concentration on *true strike*.



WARMAGE HOUSES

Each warmage is defined by their chosen House, which teaches them valuable skills and offers a confederation of allies they will keep for their lives. Named for games of strategy and games of chance, each house emphasizes a unique approach to spellcasting and combat.

HOUSE OF BISHOPS

The House of Bishops adopts warmages with true arcane potential, expanding on essential magic principles with true spellcasting. Such warmages might be easily confused for wizards or sorcerers, for they don the same garb and wield many of the same spells, but the warmage focus on perfection still holds precedence over garnering a vast array of spells.

SPELLCASTING

When you choose this house at 3rd level, you gain the ability to cast spells more potent than cantrips.

Spell Slots. The Bishop Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells known of 1st-Level and Higher. You know three 1st-level wizard spells of your choice, two of which you must choose from the conjuration and evocation spells on the wizard spell list.

The Spells Known column of the Bishop Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be a conjuration or evocation spell of your choice, except for the spells learned at 8th, 14th, and 20th level, and must be of a level for which you have spell slots.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be a conjuration or evocation spell, unless you're replacing the spell you gained at 3rd, 8th or 14th level.

Warmage Edge. You can add additional damage with your warmage spells of 1st level or higher using your

BISHOP SPELLCASTING

Warmage Level	Spells Known	1st	2nd	3rd	4th
3rd	3	2	—	—	—
4th	4	3	—	—	—
5th	4	3	—	—	—
6th	4	3	—	—	—
7th	5	4	2	—	—
8th	6	4	2	—	—
9th	6	4	2	—	—
10th	7	4	3	—	—
11th	7	4	3	—	—
12th	8	4	3	—	—
13th	9	4	3	2	—
14th	10	4	3	2	—
15th	10	4	3	2	—
16th	11	4	3	3	—
17th	11	4	3	3	—
18th	11	4	3	3	—
19th	12	4	3	3	1
20th	13	4	3	3	1

Warmage Edge feature, as if they were cantrips. You can't add Warmage Edge damage to the *magic missile* spell.

ARCANE STUDY

At 3rd level, you gain proficiency in two of the following skills of your choice: Arcana, History, Investigation, Medicine, or Religion.

MYSTICAL COMPANION

At 7th level, you learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, or sprite.

WARMAGE HOUSES	
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 Dice	Gamblers with an innate power to control fate
House of Kings	Leaders and commanders, with a wide array of maneuvers at their disposal
House of Knights	Frontline combatants, fortified with magical 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

SIEGE CASTING

At 10th level, your warmage spells deal double damage to objects and structures. Additionally, when you cast a warmage spell that requires you to make a spell attack roll, the spell's range is doubled.

SPELL SCULPTING

Starting at 15th level, when you cast a warmage spell that affects other creatures that you can see, you can choose a number of them up to your Intelligence modifier. 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.

ARCANE DOMINANCE

At 18th level, you learn a powerful magical trick. As a bonus action on your turn, you can expend a number of spell slots with a combined level of 6 or more to regain an expended use of your Arcane Surge.

HOUSE 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.

BLUFF

When you choose this house at 3rd level, your poker face carries you through practically any lie. You gain proficiency in the Deception skill and with playing card sets, if you don't already have it.

Additionally, you can use your Intelligence instead of Charisma for Charisma (Deception) checks you make.

HANDS

Result	Cards	Benefit
Straight	Any five sequential cards, regardless of house.	You deal an additional 12 damage.
Flush	Any five cards of the same suit, regardless of order.	You deal an additional 10 damage.
Three of a Kind	Any three of the same card.	You deal an additional 6 damage.
Pair	Any two of the same card.	You deal an additional 2 damage.
Hearts	Any two hearts.	You gain temporary hit points equal to your Intelligence modifier.
Spades	Any two spades.	Your movement 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.



DECK OF FATE

Starting at 3rd level, 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 a hostile creature with a warmage spell that deals damage, you can use your 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 on the following page, the spell deals extra damage to one of the spell's 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.

HIGH STAKES

At 7th level, you've mastered a very risky card trick using your Deck of Fate. On your turn, you can choose any number of cards from your hand and place them on the bottom of your deck (no action required), losing 2 hit points per card you chose. You then draw until you have five cards in your hand again.

DEALER'S CHOICE

At 10th level, you can use your bonus action to gain one of the following effects, chosen by the GM:

- You gain resistance to all damage until the end of your next turn.
- You teleport to an unoccupied space you can see within 60 feet of you.
- You vanish into a safe, endless demiplane until the start of your next turn, at which time you return at the same location from which you vanished.

Once you use this feature, you can't use it again until you finish a short or long rest.

CARD READING

Beginning at 15th level, 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.

ACE IN THE HOLE

By 18th level, you have become a deckmaster. Whenever you would draw one or more cards from your deck, draw twice as many. Put half of the drawn cards on the bottom of your deck and the other cards in your hand.

HOUSE OF DICE

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.

BONUS PROFICIENCIES

Starting when you choose this house at 3rd level, your light fingers and unscrupulous tactics help you win the day. You gain proficiency in the Sleight of Hand skill and dice sets, if you don't already have it.

DICE OF FATE

At 3rd level, you gain four Dice of Fate, which are d6s. Whenever you make an attack roll, ability check, saving throw, or damage roll, you can expend one Die of Fate and add it to the roll. You can wait until after you make the roll before deciding to expend the Die of Fate, but must decide before the GM determines the roll's outcome. Once you expend a Die of Fate, it goes to the GM, who can use it to add it to a roll made by an NPC or monster. Once the GM has used 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 7th level, you have an additional two Dice of Fate, and you can add two Dice of Fate to your damage rolls with warmage spells.

CHAOS ROLL

Also at 3rd level, you can expend two of your Dice of Fate as an 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 fall prone.
- 5 Each creature other than yourself within 60 feet of you can speak only in a babbling nonsense language for the next minute, and can't perform the verbal components of spells.
- 6 A 5-foot-radius sphere of butterflies, insects, or doves fills a location you choose within 60 feet of you, heavily obscuring the area until the start of your next turn.
- 7 You gain 7 temporary hit points, and keep the Dice of Fate instead of giving them to the GM.
- 8 You become invisible until the end of your next turn, as per the spell *invisibility*.
- 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 dealt.
- 12 You cast *lightning bolt* and can add the Dice of Fate to the damage roll.

LOADED DICE

By 7th level, 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.

TWISTED FATE

Starting at 10th level, the winds of chance follow your die rolls, rather than vice versa. 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.

ROLL THE BONES

Beginning at 15th level, 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.

STEAL LUCK

Starting at 18th level, when you roll initiative, roll a d6. You steal that many Dice of Fate back from the GM.

HOUSE OF KINGS

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

BONUS PROFICIENCIES

When you choose this house at 3rd level, you gain proficiency with medium armor, as well as battleaxes, lances, longswords, tridents, and warhammers.

BATTLE TACTICS

At 3rd level, you learn stratagems that are fueled by At 3rd level, you learn stratagems that are fueled by special dice called battle dice.

Battle Dice. You have two battle dice, which are d8s. A battle die is expended when you use it. You regain all of your expended battle dice when you finish a short or long rest, or when you roll initiative.

Your battle die changes and more battle dice become available when you reach certain levels in this class, as shown on the table below.

Warmage Level	Battle Dice
3rd	2d8
7th	3d8
13th	3d10
19th	4d10

Using Battle Dice. Once per turn, you can expend a battle die to perform a stratagem of your choice. Your stratagem options are detailed at the end of the subclass description.

Saving Throws. When a stratagem calls for a saving throw to resist its effects, the saving throw DC is equal to your spell save DC.

LEAD FROM THE FRONT

Starting at 7th level, you and each friendly creature within 120 feet of you that can see you ignore nonmagical difficult terrain.

TACTICAL MASTER

Starting at 10th level, friendly creatures within 10 feet of you add your Intelligence modifier to their saving throws against spells and magical effects that deal damage.

STRATAGEM: CHECKMATE

At 15th level, you learn the following stratagem:

When you hit a creature with a weapon or spell attack, you can use your bonus action and expend a battle die to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you that is within reach of the creature you hit. The friendly

creature can immediately use its reaction to make one weapon attack or cast a cantrip that requires an attack roll, adding the battle die to the attack's damage roll.

GRANDMASTER

Beginning at 18th level, when you roll initiative, choose a number of friendly creatures up to your Intelligence modifier that can see or hear you. Each of the chosen creatures gains a battle die, without you having to expend any battle dice.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, damage roll, or saving throw it makes. The creature can wait until after it makes the roll before deciding to add the battle die, but must decide before the GM determines the roll's outcome. Once the battle die is rolled, it is lost. A creature can have only one battle die from this feature at a time.

STRATAGEMS

The stratagems are presented in alphabetical order.

Blitz. As a bonus action, when you hit a creature with an attack, you can expend one battle die to maneuver one of your comrades into a more advantageous position. Choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

Check. When you hit a creature with an attack, you can expend one battle die as a bonus action to force that creature to flee. The target must make a Charisma saving throw. A creature that is immune to being charmed automatically succeeds on this saving throw. On a failed save, the target must immediately use its reaction, if available, to move up to half its speed directly away from you.

Flash of Brilliance. When you make an Intelligence or Wisdom check, you can expend one battle die to add it to the check. You can choose to use this stratagem after the ability check is rolled but before the GM says whether the result was a success or failure.

Gambit. When you hit a creature with an attack, you can expend one battle die to give your allies an opening. The next creature other than you to make an attack against the target adds the battle die to their attack roll.



Mystic Counsel. You can use a bonus action and expend one battle die to give counsel to a creature that can hear you within 30 feet of you. Once in the next minute when the creature makes a saving throw against a spell it can choose to roll the battle die and add the result to the saving throw.

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. Until the end of its next turn, the target can't willingly move unless it first takes the Disengage action.

HOUSE OF KNIGHTS

The House of Knights has a long and storied tradition of melding melee combat and swordplay with the warmage's simple 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.

BONUS PROFICIENCIES

When you choose this house at 3rd level, you gain proficiency with medium armor and martial weapons.

FORCE BREASTPLATE

At 3rd level, plates of magical force reinforce your armor. While you are wearing light or medium armor or are under the effects of *mage armor*, you can add your Intelligence modifier, instead of Dexterity, to your Armor Class.

MYSTICAL WEAPON

Also at 3rd level, you learn the *force weapon* cantrip, which doesn't count against your number of cantrips known.

Additionally, you possess a weapon made entirely of magical force. Whenever you would draw a weapon, you can summon this weapon to your empty hand and transform it into any simple or martial weapon of your choice. This weapon deals force damage on a hit instead of its normal damage type. Whenever the weapon leaves your hand, it vanishes into a pocket dimension until you summon it again.

FLURRY OF BLADES

Beginning at 7th level, when you cast a cantrip that allows you to make multiple spell attacks, such as *force weapon* or *magic daggers*, you can use your bonus action to make one additional spell attack with that cantrip.

KNIGHT'S WARD

Starting 10th level, you learn to forge a hardened magical barrier between you and your foes. As a bonus action on your turn, you can gain a number of temporary hit points equal to twice your warmage level, which last for 1 minute.

Once you use this feature, you can't use it again until you finish a short or long rest.

TACTICAL MANEUVER

At 15th level, you can spend your entire movement to teleport up to half your speed to an unoccupied space you can see.

FIELD OF BLADES

Starting at 18th level, you can summon a whirlwind of mystical weapons for a flurry of strikes. As an action on your turn, you can make a melee spell attack against up to five creatures you can see within 30 feet of you, with a separate attack roll for each target. On a hit, a target takes force damage equal to 2d10 + your Intelligence modifier.

HOUSE OF LANCERS

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.

INTERCEPT TECHNIQUE

Starting when you choose this house at 3rd level, you adopt the monastic principle of offensive protection. While you aren't wearing armor or wielding a shield, your AC equals 10 + your Dexterity modifier + your Intelligence modifier. If you are under the effects of the *mage armor* spell, your AC equals 13 + your Dexterity modifier or your Intelligence modifier (your choice). You can't use a shield and gain this benefit.

HAND-TO-HAND ARCANA

Also at 3rd level, you learn the Lancers' secret unarmed combat technique, granting you the following benefits:

- You can use Intelligence instead of Strength for the attack and damage rolls of your unarmed strikes.
- You can roll a d6 in place of the normal damage of your unarmed strikes.
- Your unarmed strikes count as melee weapons for the purposes of warmage spells.
- When you use the Attack action with an unarmed strike on your turn, you can make one unarmed strike as a bonus action.

SHOCK TROOPER

Starting at 3rd level, you can rapidly close the distance between you and your foes. 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. This movement doesn't 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 if you don't land on solid ground.

MYSTICAL PHYSICALITY

Starting at 7th level, whenever you make a Strength, Dexterity, or Constitution check, you can use your Intelligence modifier instead of the normal modifier.

In addition, moving through difficult terrain no longer costs you additional movement.

DEFLECT ENERGY

By 10th level, you can deflect bolts of energy with your bare hands. As a reaction when you are hit by a ranged spell attack or a ranged weapon attack that deals cold, fire, force, lightning, necrotic, or radiant damage, you can use your reaction to deflect the bolt. The damage you take from the attack is reduced by 1d10 + your Intelligence modifier + half your warmage level (rounded down).

IMPROVED SHOCK TROOPER

Starting at 15th level, 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 end your movement in an occupied space.

FLURRY OF SPELLS

Starting at 18th level, you can cast spells with superhuman speed. As an action, you can expend a use of your Arcane Surge feature to cast three different cantrips that have a casting time of 1 action or 1 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

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 trick known to the other warmage houses, for they embody the adaptability all warmages aspire to.

PROMOTION

When you choose this house at 3rd level, you gain the adaptability of the quintessential warmage. You learn one warmage trick of your choice, which doesn't count against your number of warmage tricks known. Additionally, whenever you learn a warmage trick, you can choose a trick that has the House of Bishops, House of Kings, House of Knights, or House of Rooks as a prerequisite, as long as you meet all of the trick's other prerequisites.

ADAPTIVE ARCANIST

Also at 3rd level, you learn to emulate the spellcasting prowess of other warmages. When you finish a short or long rest, choose one warmage cantrip. You learn this cantrip, which doesn't count against the number of warmage cantrips you know, until you choose a different one with this feature.

PAWN STORM

Beginning at 7th level, if you target a creature with a cantrip, that creature can't make opportunity attacks against you for the rest of the turn, whether you deal damage with the cantrip or not.

ADDITIONAL ARCANIC FIGHTING STYLE

At 10th level, you can choose a second option from the Arcane Fighting Style class feature.

OPENING MOVE

Starting at 15th level, you can add your Intelligence modifier to your initiative rolls. Additionally, when you

roll initiative and you aren't surprised, you can move up to your speed.

FUNDAMENTAL MASTERY

Starting at 18th level, 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

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.

ROOK STRIKE

Starting when you choose this house at 3rd level, as a bonus action, you can gain advantage on the next attack roll you make on your turn. Alternatively, you can impose disadvantage on a saving throw a creature makes against a warmage spell you cast before the end of your turn.

Once you use this feature, you can't use it again until you finish a short or long rest, or until you reduce a creature to 0 hit points with a warmage cantrip.

RASP

Starting at 3rd level, you can cast the *knock* spell at will without expending a spell slot. When you cast the spell in this way, it has a casting time of 1 minute and the spell's casting is completely silent.

ARCANE ACROBAT

Beginning at 7th level, you can add your Intelligence modifier to all Dexterity checks you make. Additionally, when you fall and aren't incapacitated, you can subtract up to 60 feet from the fall when calculating falling damage.

FLEETING DECOY

At 10th level, as a reaction when you take damage from a creature you can see, you raise a defensive illusion to protect you from further harm. Attacks made against you have disadvantage until the start of your next turn.

ELUSIVE STEP

By 15th level, you're extremely difficult to pin down. If you move more than 15 feet on your turn, any additional movement you make doesn't provoke opportunity attacks.

FLASH OF FEATHERS

Starting at 18th level, you can vanish without a trace, slip behind enemy lines, and dive in for the kill. You can cast the invisibility spell once, targeting only yourself, without using a spell slot or spell components. While you are invisible, your speed is doubled, and you can make one attack or cast one warmage cantrip without ending the spell.

Once you use this feature to cast *invisibility*, you can't do so again until you finish a short or long rest.

CHAPTER 2: SPELLS

This chapter deals the warmage's spell list, marking new spells with an asterisk (*), and then provides descriptions for new spells in alphabetical order.

WARMAGE SPELL LIST

*Arc Blade
Acid Splash
*Burning Blade
*Card Trick
*Caustic Blade
*Cheat
Chill Touch
*Cryptogram
Fire Bolt
*Force Buckler
*Force Dart
*Force Weapon
*Frigid Blade
Light
*Lightning Surge
Mage Hand
*Magic Daggers
Mending
Minor Illusion
*Phantom Grapnel
Poison Spray
Prestidigitation
Produce Flame
*Quickstep
Ray of Frost
Shocking Grasp
*Sonic Pulse
*Springheel
*Thunderous Distortion
True Strike

NEW SPELLS

The following spells are presented in alphabetical order.

ARC BLADE

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, M (a melee weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the weapon attack's normal effects, except that any damage dealt by the attack is lightning damage instead of its normal type. Additionally, an arc of lightning jumps to a creature you choose within 5 feet of the target, dealing 1d6 lightning damage.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an additional 1d8 lightning damage, and the secondary damage deals

WIZARD CANTRIPS

If a cantrip appears on the wizard spell list which is not represented here, the GM can allow this cantrip to be a warmage spell as well.

an additional 1d6 lightning damage to their targets. Both damage rolls increase by one die at 11th level (2d8 and 3d6) and 17th level (3d8 and 4d6).

BURNING BLADE

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, M (a melee weapon)

Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the weapon attack's normal effects, except that any damage dealt by the attack is fire damage instead of its normal type. Additionally, embers whirl in the target's space. Until the start of your next turn, when a creature enters the space for the first time or ends its turn there, you can use your reaction to deal 1d6 fire damage to the creature, ending the spell.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an additional 1d6 fire damage to the target on a hit, and the secondary damage deals an additional 1d6 fire damage to its target. Both damage rolls increase by one die at 11th level (2d6 and 3d6) and 17th level (3d6 and 4d6).

CARD TRICK

Transmutation cantrip

Casting Time: 1 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 energy at your opponents. Choose whether you make a ranged spell attack roll or for the target to make a Dexterity saving throw. On a hit or a failed saving throw, the target takes 1d6 force damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

CAUSTIC BLADE

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, M (a melee weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the weapon attack's normal effects, except that any damage dealt by the attack is acid damage instead of its normal type. If you miss by 3 or less, acid

splashes on the target, and you instead deal 1d8 acid damage.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an additional 1d8 acid damage to the target on a hit, and the acid damage dealt on a miss increases to 2d8. Both damage rolls increase by one die at 11th level (2d8 and 3d8) and 17th level (3d8 and 4d8).

CHEAT

Divination cantrip

Casting Time: 1 bonus action

Range: Self

Components: S, M (a weighted die)

Duration: 1 round

You subtly twist your fingers, and fate seems to follow suit. For the duration, 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*.

CRYPTOGRAM

Conjuration cantrip

Casting Time: 1 action

Range: Unlimited

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

Duration: Instantaneous

You send a small scroll with a short 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. This scroll will hover in front of the recipient, drop into their pocket, or appear sitting on something nearby. The scroll's message can be up to 8 characters long (spaces count as characters). You can send only one scroll to a single target each day.

FORCE BUCKLER

Abjuration cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a specially-prepared gauntlet worth at least 5 gp)

Duration: 1 round

You summon a translucent yet visible field of force, which springs forth from the prepared gauntlet. Until the start of your next turn, this shield grants you a +2 bonus to your Armor Class, as if you were wielding a shield. This spell ends early if you are hit by an attack.

FORCE DART

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a specially-prepared gauntlet worth at least 5 gp)

Duration: Instantaneous

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

BLADE CANTRIPS AND WARMAGES

When a warmage uses a cantrip which calls for a melee weapon attack, such as *burning blade* or *frigid blade*, they can apply their class features and warmage tricks to the weapon damage dealt.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

FORCE WEAPON

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a specially-prepared gauntlet worth at least 5 gp)

Duration: 1 round

You conjure a blade of magical force in the air, which lashes out at your foes. Make a melee spell attack against a creature within range. 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.

You can make 1 additional attack on your turn at 5th level (2 attacks), at 11th level (3 attacks), and at 17th level (4 attacks).

FRIGID BLADE

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, M (a weapon)

Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the attack does damage as normal, except that the attack deals cold damage instead of its normal type. Additionally, the target is covered in a brittle frost until the start of your next turn. If the target willingly moves before then, you can use your reaction to deal 1d8 cold damage to the target, ending the spell.

At 5th level, the melee attack and secondary damage each deal an additional 1d8 cold damage. Both damage rolls increase by 1d8 at 11th level (2d8 and 3d8) and 17th level (3d8 and 4d8).

LIGHTNING SURGE

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

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

Duration: Instantaneous

You emit a dazzling array of short lightning bolts in all directions. All other creatures within 5 feet of you must succeed on a Dexterity saving throw or take 1d6 lightning damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

MAGIC DAGGERS

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

With a flourish, you conjure a throwing dagger of magical force out of thin air and flick it from your wrist at a target you can see. Make a ranged spell attack roll against a creature within range. On a hit, the target takes 1d6 magical piercing damage. The dagger vanishes after the attack.

At higher levels, you conjure more daggers out of force and make additional attacks: two daggers at 5th level, three daggers at 11th level, and four daggers at 17th level. You can use the daggers to attack the same target or different ones. Make a separate attack roll for each dagger.

PHANTOM GRAPNEL

Evocation cantrip

Casting Time: 1 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, you pull the target up to 10 feet towards you. A creature can make a Strength saving throw to resist this movement.



QUICKSTEP

Transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

You call upon your inner reserves to give you a brief flash of speed. When you cast this spell, your walking speed increases by 10 feet until the start of your next turn.

SONIC PULSE

Evocation cantrip

Casting Time: 1 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 must succeed on a Constitution saving throw, or it takes 1d8 thunder damage and is deafened until the start of your next turn.

If the spell's target is within 10 feet of you, this spell's damage becomes d10s, instead of d8s.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

SPRINGHEEL

Transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

You flood magic into your legs, allowing you to bound high into the air from a standstill. When you cast this spell, your jump distance increases 10 feet until the start of your next turn, and you can make a running high jump or a running long jump without a running start.

THUNDEROUS DISTORTION

Evocation cantrip

Casting Time: 1 action

Range: Self (10-foot cone)

Components: V, S

Duration: Instantaneous

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

An echo of this noise persists until the end of your next turn. If you cast this spell again before the end of your next turn, its damage becomes d8s, instead of d6s.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

PRODUCERS

ALONZO C WASHINGTON
ASHRAN FIREBRAND
BILLONEEYE
BRANDON JOHNSON
BRANDON MARTIN
BRENT SIMMONDS
CHARLES KOEPEL
CHRIS MITCHELL
CHRISTOPHER ZITO
CORBIN WATERS
CORWIN
DANIEL LAMOUREUX
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EVGENII VRACHEV
GARRETT LLOYD
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TYRELL HAYWARD
ZACKARY D SZECHENYI
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