

House of Bishops

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 or 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, and 14th level, and must be of a level for which you have spell slots.

BISHOP SPELLCASTING

WARMAGE

LEVEL

CANTRIPS

KNOWN

SPELLS

KNOWN 1ST 2ND 3RD 4TH

3rd 2 3 2 — — —

4th 2 4 3 — — —

5th 2 4 3 — — —

6th 2 4 3 — — —

7th 2 5 4 2 — —

8th 2 6 4 2 — —

9th 2 6 4 2 — —

10th 3 7 4 3 — —

11th 3 8 4 3 — —

12th 3 8 4 3 — —

13th 3 9 4 3 3 —

14th 3 10 4 3 3 —

15th 3 10 4 3 3 —

16th 3 11 4 3 3 —

17th 3 11 4 3 3 —

18th 3 11 4 3 3 —

19th 3 12 4 3 3 1

20th 3 13 4 3 3 1

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 8th or 14th level.

Warmage Edge. You can add additional damage with your warmage spells of 1st level or higher using your Warmage Edge feature, as if they were cantrips. You can't add Warmage Edge damage to the spell magic missile.

ARCANE STUDY

At 3rd level, you become proficient in two of

the following skills: Arcana, History, Medicine, Investigation, 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.

SIEGE CASTING

At 10th level, damage you deal to objects with a warmage spell is doubled. Additionally, when you cast a warmage spell which requires a spell attack roll, you can cast it at up to double its normal range. If its target is beyond its normal range, the spell attack has disadvantage.

ARCANE 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 equal 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.

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