

# House of Pawns

By far the most prominent warmage House is that of the Pawns. Warmages which 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 total number of warmage tricks known. Additionally, whenever you learn a warmage trick, you can learn tricks which have the House of Bishops, House of Kings, House of Knights, or House of Rooks as a prerequisite, so long as you meet all of the tricks 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 total number of warmage cantrips you can learn, until you choose a different one with this feature.

## PAWN STORM

Beginning at 7th level, when you cast a cantrip targeting a creature, you don't provoke opportunity

attacks from that creature for the rest of the turn, whether you deal damage using the cantrip or not.

#### ADDITIONAL ARCANES 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 are not surprised, you can move up to your movement speed.

#### FUNDAMENTAL MASTERY

Starting at 18th level, your magic always finds its way to your foes most vulnerable spots. Once on each turn when you roll damage for a warlock cantrip, you can choose to replace one damage die roll with the maximum possible result.

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