Warmage features

Spellcasting

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

CANTRIPS

You learn three 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.

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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 travelling 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, select one of the following fighting styles:

BLASTER

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

DEFLECTOR

When you have 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, potentially causing the attack to miss.

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, your ranged cantrips ignore half cover.

STRIKER

When you hit with a cantrip requiring a melee attack and exceed the target’s AC by 5 or more or score a critical hit, you can add your proficiency modifier 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. Starting at 5th level, and as you gain levels in this class, you also add additional dice of cantrip damage, as shown on the Cantrip Bonus Dice column of the Warmage table, to the damage roll. For example, when you are at 5th level, you can enhance the damage of the fire bolt cantrip to deal fire damage equal to 3d10 + your

Intelligence modifier on a hit.

Warmage Tricks

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 2 tricks at 2nd level, and an additional trick as shown on the Tricks Known column of the Warmage table.

Additionally, when you gain a level in this class, you can replace a trick that you know with another trick for which you meet the prerequisites.

Warmage House

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.
The College of Warmages divides its students into distinct Houses, teaching different skills, abilities, and techniques. Upon reaching 3rd level, you can select a House, which offers you features at 3rd level, and additional features at 7th, 10th, 15th, and 18th level.

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
Warmage Coalition Arcanist - Combines the technology of blasters with the skill of cantrips

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. 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 ability on a spell that has scored a critical hit.
Once you use this ability, you can’t use it again until you finish a short or long rest. Starting at 11th level, you can use this ability twice between rests.

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 magical effects that deal damage.

Strategic Deflection

Starting at 14th level, as a reaction when a creature casts a spell that targets you or includes you in its area of effect and 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 30 feet, whichever is closer, to make a saving throw against the spell, using your spell save DC. The new target 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 ability, 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 which deals 4 dice of damage to a target, it instead deals 5 dice of damage. If you cast a cantrip which makes 4 attacks, it instead makes 5 attacks.

Revision #5
Created 10 January 2023 20:05:45 by Andrej
Updated 5 November 2025 04:57:43 by Andrej