

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.

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 movement 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 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 beginning of your next turn. After a creature has failed a saving throw against this ability, it has advantage on all Constitution saving throws against it for 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 100 feet of you. You both teleport, switching 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. Additionally, you have advantage on ability

checks you make to interact with nobility, and other creatures can always discern when you're telling the truth.

CLOAK OF FEATHERS

Prerequisite: House of Rooks

While not wearing armor, under the effects of mage armor, or using 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 without using a spell slot. Your steed is more resilient than most, and has a number of additional hit points 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 beginning of your next turn, roll a d4 and subtract it from the target's Armor Class for this 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 additional 1d8 force damage.

DRAINING CANTRIP

Whenever you deal necrotic or poison damage to a hostile creature using 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, each creature within 5 feet of the target, except yourself

and the target, must succeed a Dexterity saving throw against your spell save DC or take half the fire damage dealt.

EXTENDED RANGE

The range of your warmage cantrips is doubled.

FIELD MEDIC

Prerequisite: House of Bishops

You learn the cantrip *spare the dying*, which does not count against your maximum number of cantrips known. Additionally, when you cast *spare the dying* on a creature which has 0 hit points, the target regains 1 hit point and gains temporary hit points equal to your level, which last for 1 minute. Once a creature regains hit points due to this ability, 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, the range of any cantrip you cast that requires a melee spell attack 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 using a spell slot.

Once you use this ability, 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. 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 does not deal damage, even one that is not on the warlock spell list. To do so, you must succeed on a DC 15 Intelligence (Arcana) check, otherwise the spell fizzles and does nothing. A cantrip cast using this trick counts as a warlock cantrip and uses your Intelligence modifier as the spellcasting modifier.

ICY CANTRIP

Once on each of your turns, when you deal cold damage to a creature with a warlock 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, it must roll a d4 and subtract it from the 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 does not end early if you are hit by an attack.

LEADING EDGE TACTICS

Prerequisites: House of Lancers

You always have a plan when engaging the enemy. As such, attacks during the first round of combat have disadvantage against you.

LIEUTENANT'S DEMAND

Prerequisites: 10th level, House of Kings

You can cast the spell command at will without using 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 each of 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 two feet of movement. The hand continues to push the target until the spell ends or you use your bonus action to use a different effect using the hand.

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

Seize. The hand grabs a creature of Tiny size and attempts to grapple it. The creature must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check 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 escape on its turn, the spell ends, or you use your bonus action to use a different effect using 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 HP, 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 spell mage armor on yourself at will, without expending a spell slot.

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 for the force weapon or magic

daggers cantrips, you can reroll the die and must use the new roll.

MYSTICAL VISION

You can cast the spell detect magic 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.

Additionally, creatures pulled by phantom grapnel are pulled an additional 10 feet.

RAPID FORTIFICATION

Prerequisite: mending cantrip

You can cast the mending cantrip as a bonus action, or you can cast it as an action for one of the following effects:

- You can restore a single object, such as a door, cart, wall, 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 an exceptionally complex object (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 weapon, which becomes your signature focus until you use this ability again. This weapon becomes magical, and can be used as an arcane focus. 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 as it.
- You can add your Intelligence modifier, instead of your Strength or Dexterity modifier, to attack rolls using your signature focus.
- Your signature focus gains a number of charges equal to your Intelligence modifier. When you damage a creature with it or a cantrip cast through it, you can expend one charge to deal an additional 1d8 force damage to that creature. Your focus regains all spent charges after 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, 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 using a warmage cantrip, you can sap part of the energy into a charge which clings to your body until the beginning 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 each round while maintaining concentration on true strike.