

COMPLETE WARMAGE



MAGE HAND PRESS

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CHAPTER 1:

WARMAGE

A man, clad in brilliant platinum ceremonial armor rides alongside a unit of soldiers, marching in perfect precision. As he shouts marching commands, his men respond almost preternaturally, anticipating his orders. In rapid succession, each of the men reaches a hand skyward and releases a bright pulse of flame, instants later exploding overhead with a thunderous kaboom. The armored rider takes a few notes, nods his head, and the men begin their display again.

A female elf and twenty trainees stand in something reminiscent of an archery range, though constructed entirely from metal. At her signal, they let loose a barrage of energetic bolts downrange at a cluster of statues. Some miss their mark entirely, while others land only a glancing blow. Shaking her head with disapproval, the elf commands the students to gather behind her. Heat and energy wells in her outstretched palm, then flies downrange, exploding into a brilliant fireball, reducing the statues to rubble. Smirking, she turns and snaps her fingers, and the students quickly retrieve brooms, dustpans, and more statues.

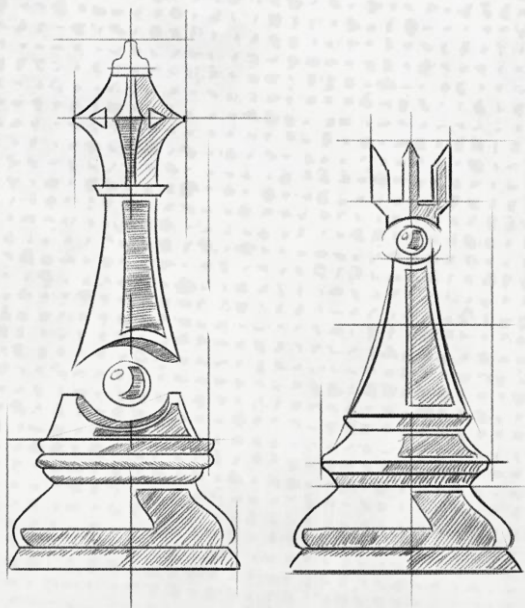
A thousand armored troops stand at attention in perfect rank and file. To the fore of the group is a raised dais, upon which a half orc kneels before a fire-haired dwarf matron. She taps one of his shoulders, then the other, with an intricate golden rod. Then he stands, and the matron places the rod in his hand and a shield emblazoned with the visage of a horse in his other. The half orc bows and turns to his comrades, instantly cracking the facade: the boom of a thousand voices rises up in cheer, welcoming their new brother into the fold.

MARTIAL SPELLCASTERS

Popular as both wartime mercenaries and as peacekeepers, warmages are a unique breed of spellcaster, one that specializes in and perfects the use of the lowest level spells, cantrips. Warmage philosophy teaches that, with discipline, magic can be used at its lowest level as easily as a common warrior wields a bow, a sword, or an axe. When used in this way, magic is not a mysterious, unknowable force, but a trainable weapon, and can be taught to almost anyone with aptitude. The College of Warmages, as a result, has managed to field an army of highly effective (though comparatively simple) spellcasters.

THE WARMAGE				
Level	Proficiency Bonus	Features	Cantrips Known	Tricks Known
1st	+2	Spellcasting, Arcane Initiation, Arcane Fighting Style	3	—
2nd	+2	Warmage Edge, Warmage Trick	3	2
3rd	+2	Warmage House	4	2
4th	+2	Ability Score Improvement	4	2
5th	+3	—	5	4
6th	+3	Warmage Tactics	5	4
7th	+3	Warmage House feature	6	4
8th	+3	Ability Score Improvement	6	4
9th	+4	—	7	6
10th	+4	Warmage House feature	7	6
11th	+4	Commander's Steed	8	6
12th	+4	Ability Score Improvement	8	6
13th	+5	—	9	8
14th	+5	Warmage's Eye	9	8
15th	+5	Warmage House feature	10	8
16th	+5	Ability Score Improvement	10	8
17th	+6	—	11	10
18th	+6	Warmage House feature	11	10
19th	+6	Ability Score Improvement	12	10
20th	+6	Master Warmage	12	10

The College of Warmages is viewed with scrutiny (if not outright hostility) by the rest of the world due to their practices and teachings. For those without magical aptitude, the College's overpowering force is a perpetual threat. The College is a host unto itself, and its army, though certainly still honorable, is nonetheless wholly mercenary. A nation that enlists warmage aide in one war might find warmages allied with their enemies in the next.



Wizards and sorcerers, on the other hand, see warmages as rudimentary and trite, largely because warmages do not understand the nuances of magic. Warmages are not interested in studying magic, nor do they wish to plumb the mysteries that confound spellcasters everywhere; they seek only to destroy. For this reason, warmages are even a threat to other spellcasters. Their single-minded utilization of magic has honed their magic's destructive potential, and their great numbers threaten rarer spellcasters in an outright battle.

GLORY AND DUTY

While rules, traditions, and the chain of command are rule and law in the College, graduates are afforded ample freedom for travel and adventure. Graduates only need fulfill two requirements: first, the College may recall the warmage to serve once a year, and second, the warmage is never to discredit or dishonor the College. Those who do will find themselves before an inquiry board in short order, and punishments range from lashings and imprisonment, to expulsion from the College and even execution.

CREATING A WARMAGE

The choice to become a warmage is neither easy, nor is it ever accidental. Each and every warmage has both magical aptitude and formal military training, and has made a conscious decision to devote a portion of his or her life to the College. That being said, since the College accepts nearly any candidate that meets the training prerequisites, warmages might come from a myriad of backgrounds and beginnings.

Rather central to a warmage's character is his Arcane Initiation. Where did you learn of magic? Is it innate, something you were just born with? Did you grow up in a convent or monastery? Were you apprenticed to a proper

wizard or alchemist? As well, why did you choose to reject the path to become a proper spellcaster?

Though it is a natural choice to select a militaristic background, nearly any can fit into the mold of the college. Were you perhaps a thief or con man who mistakenly stole from a member of the House of Rooks? Were you perhaps a town guard or militia man who came into contact with a Knight, Pawn, or Queen, and was awed by their prowess?

Lastly, determine which House your warmage wants to belong to. A warmage is initiated into his or her house within the first week of being in the College, but they do not fully graduate until they gain their House subclass at third level. Being a member of a warmage house is much more for a warmage than just selecting a specialty; it is a part of their identity. They will have brothers and sisters the world over who know them by the medal they wear, the symbol they display; there are handshakes, code words, common slang shared between all members of a house, and dozens of other traditions large and small.

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 Hours of Knights or Pawns. Then choose the cantrips *chill touch*, *fire bolt*, and *mage hand*, and the scholar Arcane Initiation.

CLASS FEATURES

As a warmage, you gain 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, one musical instrument

Saving Throws: Constitution, Intelligence

Skills: Choose two from Animal Handling, Arcana,

Athletics, Acrobatics, History, Investigation, Medicine, Perception, and Survival.

EQUIPMENT

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

- Leather armor, a dagger, and any simple weapon
- (a) a light crossbow and 20 bolts or (b) a shortbow and 20 arrows
- An explorer's pack an (a) a traveler's pack or (b) one kit you're proficient in

SPELLCASTING

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

CANTRIPS

At 1st level, you learn 3 cantrips 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 study and memorization. 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

The College of Warmages takes in students from all walks of life, but only trains those that have some aptitude in magic. At 1st level, choose where you first encountered the spark of magic from the following:

Scholar. You learned your spells and skills through study and practice, likely in a school or under the tutelage of a master. You have a spellbook which begins inscribed

with two 1st-level spells of your choice that have the ritual tag from any class's spell list. With your spellbook in hand, you can cast the chosen spells as rituals.

On your adventures, you can add other ritual spells to your spellbook. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warmage level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

Additionally, you learn the cantrips *prestidigitation* and *dancing lights*, which don't count against the total number of cantrips you know.

Sage. You learned magic in a monastery, church, or nunnery, or perhaps as part of a circle of druids. You learn the cantrips *guidance*, *light*, and *sacred flame*, which don't count against the total number of cantrips you know, as well as one 1st level cleric or druid spell which you can cast without using a spell slot. You must take a short or long rest before you can cast this spell again.

Savant. You inherited your powers either by birthright or through magical happenstance. In either case, you are less trained than others, but your magic flows out of you with surprising ease. You learn two additional cantrips of your choice from the sorcerer spell list, which don't count against the total number of cantrips you know, and when you roll a critical hit on a spell attack roll, you deal an extra die of damage.

ARCANE FIGHTING STYLE

The College of Warmages teaches 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. When you cast a warmage cantrip, you can increase its damage die by one step, to a maximum of d12. A cantrip that initially deals 1d12 damage instead deals an additional 1d4 damage per damage die. (Die progression is as follows: d4 → d6 → d8 → d10 → d12.)

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 AC, potentially causing the attack to miss.

Resistive. While you are wearing light or medium armor or are under the effect of the *mage armor* spell, you gain a +1 bonus to AC.

Sniper. When making a ranged spell attack, you gain a +2 bonus to the attack roll.

Striker. When you roll a 1 or 2 on a damage die for a warmage cantrip you cast which requires a melee attack, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

WARMAGE EDGE

Starting at 2nd level, whenever you deal damage with a warmage spell, you can add your Intelligence modifier to that damage.

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 2 tricks at 2nd level, and 2 additional tricks at 5th, 9th, 13th and 17th level.

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

The College of Warmages divides its students into distinct Houses, teaching different skills, abilities, and techniques. Upon reaching 3rd level, you can select your House from the following: Pawn, Knight, Bishop, Rook, or King. You gain your first house ability at 3rd level, and an additional one 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. You can't increase an ability score above 20 using this feature.

WARMAGE TACTICS

Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature can use your Intelligence modifier and saving throw proficiency bonus on the roll, instead of its own bonus to the roll.

At 18th level, the range of this effect increases to 30 feet.

COMMANDER'S MOUNT

Starting at 11th level, you are granted access to the warmages' mystical stable. You learn the spell *find steed*, and can cast it without using a spell slot.

WARMAGE'S EYE

At 14th level, you can cast the spell *detect magic* at will, without expending a spell slot.

MASTER WARMAGE

At 20th level, you reach the pinnacle of your warmage skills. Whenever you cast a warmage cantrip, you can use your bonus action to immediately cast another one.

WARMAGE HOUSES

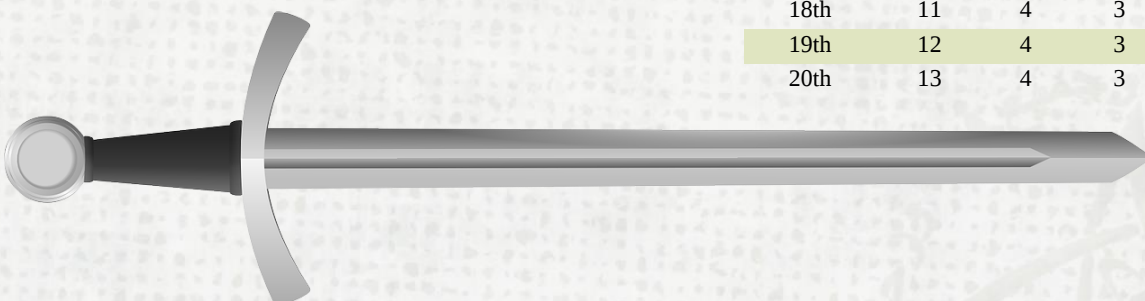
Within the College, different warmages are divided into separate Houses, each of which emphasizes a different approach to combat.

HOUSE OF BISHOPS

The House of Bishops focuses solely on spellcasting, expanding the warmage principles to more intricate magic.

BISHOP SPELLCASTING

Warmage Level	Spells Known	– Spell Slots per Spell Level –			
		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	8	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



SPELLCASTING

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.

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.

ARCANE STUDY

At 3rd level, you can select any two skills from Arcana, History, Medicine, Investigation, and Religion. You gain proficiency in that skill if you did not have it before, or double your proficiency bonus if you already have proficiency in it.

MYSTICAL GUARDIAN

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, blink dog, or wolf.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.

SIEGE CASTING

At 10th level, once per turn, when you deal damage to a creature or object with a warmage spell, you deal an additional 1d8 force damage. Additionally, when you cast a warmage spell on your turn that has a range longer than 5 feet, you can use a bonus action to triple that spell's range.

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. Select a 1st level wizard spell you know. You can cast this spell at its lowest level without expending a spell slot.

HOUSE OF KINGS

The House of Kings trains the lieutenants and generals of the Warmage army, specializing in tactics and strategy.

BONUS PROFICIENCIES

At 3rd level, you gain proficiency in medium armor, shields, and lances.

ARCANE MASTERY

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called mastery dice.

Maneuvers. You learn three maneuvers of your choice, chosen from the Kings Maneuvers list. If a maneuver deals additional damage, that damage is your choice of acid, cold, fire, or lightning damage.

You learn two additional maneuvers of your choice at 7th, 10th, 15th, and level. Each time you learn new maneuvers, you can also replace a maneuver you know with a different one.

Mastery Dice. You have four mastery dice, which are d8s. A mastery die is expended when you use it. You regain all of your expended mastery dice when you finish a short or long rest.

You gain another mastery die at 7th level and one more at 15th level.

Saving Throws. When a maneuver calls for a saving throw to resist the maneuver's effects, use your spell save DC.

TRUSTED ADVISOR

At 3rd level, you can use your Intelligence modifier in place of your Charisma modifier when you make Deception, Intimidation, and Persuasion checks.

LEAD FROM THE FRONT

Starting at 7th level, neither you nor any ally within 100 feet that can see you is affected by rough terrain.

IMPROVED ARCANE MASTERY

At 10th level, your mastery dice turn into d10s. At 18th level, they turn into d12s.

RELENTLESS

Starting at 15th level, when you roll initiative and have no mastery dice remaining, you regain 1 mastery die.

KINGS MANEUVERS

The maneuvers are presented in alphabetical order.

Arcane Riposte. When a creature misses you with a melee attack, you can use your reaction and expend one mastery die to cast a cantrip targeting that creature.

Check. When you hit a creature with a spell attack, you can spend one mastery die to force that creature to move away from you. You add the mastery die to the attack's damage roll, and the target must make a Charisma 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.

Checkmate. As a bonus action on your turn, you can direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one mastery die. That creature can immediately use its reaction to make one weapon attack or cast a cantrip requiring an attack roll, adding the mastery die to the attack's damage roll.

Decoy. When you hit with a weapon or spell attack, you can expend one mastery die and use a bonus action to teleport yourself (and your mount, if applicable) up to half your movement speed away from the creature you hit.

Distracting Blast. When you hit a creature with a spell attack, you can expend one mastery die to distract the creature, giving your allies an opening. You add the mastery die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

Feinting Blast. You can expend one mastery die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature. If that attack hits, add the mastery die to the attack's damage roll.

Impeccable Tactics. On your turn, you can use a bonus action and expend one mastery die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the mastery die roll + your Intelligence modifier.

King's Order. When you hit a creature with a spell attack, you can expend one mastery die to maneuver one of your comrades into a more advantageous position. You add the mastery die to the attack's damage roll, and you 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.

Opening Move. When you take the Attack action on your turn, you can spend a mastery die to double your movement speed until the start of your next turn.

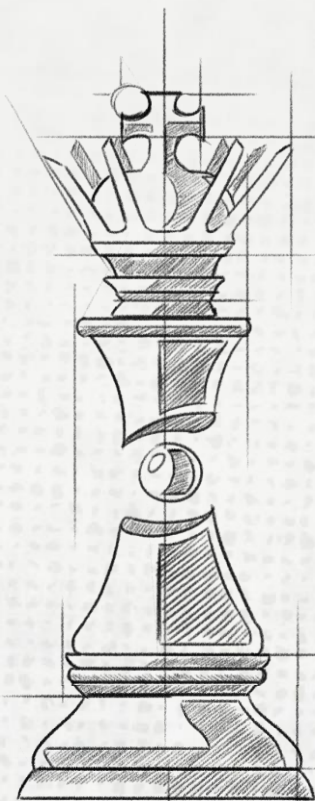
Parry. When another creature damages you with a melee weapon or spell attack, you can use your reaction and expend one mastery die to reduce the damage by the number you roll on your mastery die + your Intelligence modifier.

Precision Attack. When you make a spell attack roll against a creature, you can expend one mastery die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

Queen's Gambit. When another creature damages you with a melee or ranged attack, you can use your reaction and expend one mastery die to cast a cantrip targeting that creature.

Stalemate. When you hit a creature with a melee weapon or spell attack, you can expend a mastery die to attempt to grapple it with bands of arcane energy. Add the mastery die to your grapple check: if you are successful, both you and your target are restrained until you end the grapple or the creature breaks free.

Stonewall Attack. When you hit a creature with a spell attack, you can expend one mastery die to hold that creature in place. The target must succeed on a Strength saving throw or be restrained until the start of your next turn.



HOUSE OF KNIGHTS

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

BONUS PROFICIENCIES

At 3rd level, you gain proficiency with medium armor, shields, and martial weapons.

KNIGHT'S ARMORY

At 3rd level, you gain access to the armory of the House of Knights, an interdimensional space where the weapon stocks of the college are held. You can use your bonus action to summon a simple or martial weapon of your choice from the armory to your empty hand. Any weapon summoned from the armory counts as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage. Weapons requiring ammunition are summoned with a quiver or case and 50 pieces of appropriate ammunition.

A weapon summoned from the armory disappears if it is more than 5 feet away from you for 1 minute, and ammunition vanishes immediately after it is used. It also disappears if you summon a new weapon, if you use an action to dismiss your weapon, or if you die.

You can store a personal magic weapon in the armory, accessible only to you, by performing a special ritual during a short or long rest while you hold the weapon. You can then dismiss the weapon to the armory and summon it back at any time thereafter. The weapon is removed from storage if you die, perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it.

KNIGHT'S FLURRY

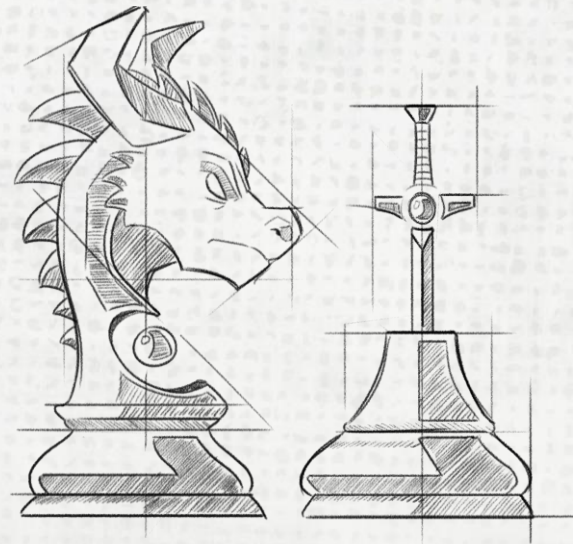
Starting at 7th level, when you use your action to cast a cantrip, you can make one attack with your Armory weapon as a bonus action.

FIGHTING STYLE

At 10th level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die



and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

KNIGHT'S MANEUVER

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

MASTER STRIKE

At 18th level, you learn to constantly flood your weapons with arcane energy. When you finish a short or long rest, choose either cold, fire, or lightning damage. Attacks you make with melee weapons deal an additional 1d6 damage of the chosen type. On your turn, when you use your action to cast a warmage cantrip, you can use a bonus action to change your bonus damage type to the same damage type as that cantrip.

HOUSE OF PAWNS

The House of Pawns trains the front line troops and forms the defensive bulwark of the college's army.

BONUS PROFICIENCIES

At 3rd level, you gain proficiency in medium armor, heavy armor, and shields.

FORTRESS DEFENSE

Starting at 3rd level, you can use an action on your turn to summon a defensive wall of force. Select a space within 15 feet of you. Starting from that point, a number of translucent panels of force equal to your Intelligence modifier appear, which connect to form one continuous wall. Each panel is 5 feet wide, 4 feet tall, 1/4-inch-thick, and is tall enough to provide half cover for any creature behind it. Creatures cannot move through the wall, though

they can jump over it. The wall persists for 1 minute or until you dismiss it. Once you use this ability you must take a short or long rest before you can do so again.

Your wall improves as you gain levels, as shown below:

- At 7th level, creatures taking cover behind your wall are immune to effects which would move them involuntarily
- At 10th level, your wall is large enough to provide 3/4 cover
- At 15th level, you can use this ability an additional time between rests
- At 18th level, the range and number of panels doubles (30 feet and twice your Intelligence modifier)

DEFENSIVE CASTING

Beginning at 7th level, you can perform the somatic components of a spell even when you have weapons or a shield in one or both hands, and when a creature provokes an opportunity attack from you, you can use your reaction to cast a cantrip which targets only that creature.

FIGHTING STYLE

At 10th level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Defensive. While you are wearing armor, you gain a +1 bonus to your AC.

Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

EN PASSANT

Starting at 15th level, when you take the Attack action or use your action to cast a cantrip that requires a melee attack, you can use a bonus action to shove the target of your cantrip or attack. If you move at least 10 feet in a straight line immediately before making this attack, you gain advantage on the shove ability check.

IMPENETRABLE FORTRESS DEFENSE

At 18th level, you learn to summon stronger and more impressive walls. You learn the spells *wall of fire*, *wall of force*, *wall of ice*, and *wall of stone*, and can cast each once without using a spell slot. Once you cast one of these spells, you must take a long rest before you can cast it again.

HOUSE OF ROOKS

The House of Rooks trains the spies, assassins, and secret operatives required to effectively run an army.

BONUS PROFICIENCIES

At 3rd level, you gain proficiency in hand crossbows, rapiers, shortbows, shortswords, whips, thieves' tools, and the Stealth skill.

ROOK STRIKE

Beginning at 3rd level, once per turn, you can deal an extra 1d4 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse weapon, a ranged weapon, or a warmage cantrip.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Rook Strike table. At 10th level, you can choose to deal cold, fire, or lightning damage, and at 15th level, you can choose to deal force damage with a rook strike.

ROOK STRIKE

Warmage Level	Bonus Damage
3rd	1d4
7th	2d4
10th	3d4
15th	4d4
18th	5d4

ROOK'S FLIGHT

At 7th level, you can take the Dash or Hide action as a bonus action.

ROOK'S CAW

At 10th level, you gain the *message* cantrip, if you did not have it before. When casting the spell, you can target a creature you know but cannot see, regardless of range, provided the creature is on the same plane as you and you have a personal item of theirs (such as a sigil, a token, or a letter.)

ROOK'S WINGS

At 15th level, you gain the ability to fly at your normal movement speed. You must begin and end your movement on solid ground, otherwise you fall.

ROOK'S FLASH

At 18th level, you can vanish from your enemy's eyes, appearing behind them and striking where they are most vulnerable. As an action, you can teleport next to a creature who is within 100 feet and make a single melee weapon attack or use a cantrip requiring a melee or ranged spell attack. You gain advantage on the attack roll.

Once you use this ability, you must take a short or long rest before you can do so again.

WARMAGE TRICKS

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 BLESSING

Prerequisite: House of Bishops

Select one of the following damage types: acid, cold, fire, lightning, poison, radiant, or necrotic. You can replace the damage type of your melee attacks and any Warmage cantrip you cast with the chosen damage type. You can learn this trick multiple times, selecting a new damage type each time.

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. On a failed save, it 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 subsequent saving throws against it for 24 hours.

CHARGED BLADE

Prerequisite: shillelagh cantrip

When you cast *shillelagh*, you can now target any weapon with the spell. If the weapon's damage die was already 1d8 or greater, its damage die or dice stay the same and the weapon deals an additional 1d4 damage on a hit for the duration of the spell.

CLOAK OF FEATHERS

Prerequisite: House of Rooks

While not wearing armor or using a shield, your AC equals 10 + your Dexterity modifier + your Intelligence modifier.

COMMANDER'S CALL

Prerequisite: House of Kings

You can cast the spell *command* without using a spell slot. You can use this ability a number of times equal to your Intelligence modifier. You regain all expended uses when you take a long rest.

EXTENDED RANGE

When you cast a warmage cantrip requiring a ranged spell attack, that cantrip's range is doubled.

FIELD MEDIC

Prerequisite: House of Bishops

You learn the cantrip *spare the dying* and the spell *cure wounds*.

Additionally, when you cast *spare the dying* on a creature who has 0 hit points, the target heals 1 hit point and for 1 minute gains temporary hit points equal to your level.

FLEXIBLE RANGE

When you cast a warmage cantrip requiring a ranged spell attack in melee, you don't have disadvantage on the attack roll. Additionally, when you cast a warmage cantrip requiring a melee spell attack, you can instead make it as a ranged spell attack with a range of 30 feet.

KNIGHT'S WARD

Prerequisite: House of Knights

You can use your bonus action to gain resistance to your choice of nonmagical bludgeoning, piercing, or slashing damage until the beginning of your next turn.

MYSTICAL ARMOR

You can cast the spell *mage armor* without using a spell slot.

MYSTICAL ATHLETE

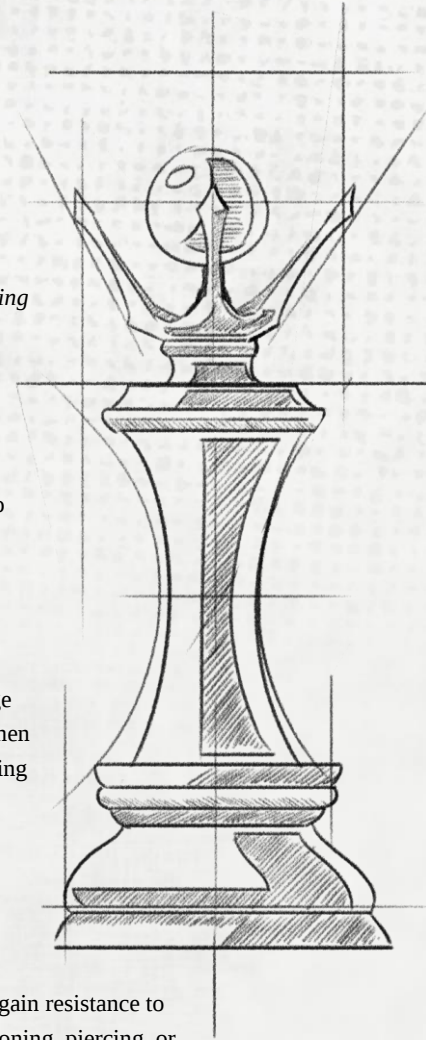
Prerequisite: quickstep and springheel cantrips

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 30 feet instead of 10 feet. When you cast either of the *quickstep* or *springheel* cantrips, you can use an action to cast the other.

PAWN STORM

Prerequisite: House of Pawns

Your movement speed increases by 10 feet. Additionally, during the first round of combat, your movement speed is doubled.



PHANTOM HOOKSHOT

Prerequisite: phantom grapnel cantrip

You can cast *phantom grapnel* as a bonus action. If you do so, its range is reduced to 60 feet. Additionally, creatures and objects hit by your phantom grapnel take 1d6 force damage.

BLASTING CANTRIP

Prerequisite: 5th level, force dart or mystical blade cantrip

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.

BOOMING CANTRIP

Prerequisite: 5th level, thundering blade cantrip

Once per turn, when you deal thunder damage to a creature with a warmage cantrip, you can force that creature to succeed on a Strength saving throw or be knocked prone.

CAUSTIC CANTRIP

Prerequisite: 5th level, acid splash cantrip

When you deal acid damage to a creature with a warmage cantrip, that creature must make a Dexterity saving throw or take half the damage dealt again at the start of its next turn. A creature can only be affected by this ability once per turn.

ELECTRIFIED CANTRIP

Prerequisite: 5th level, shocking grasp or storming blade cantrip

When you deal lightning damage to a creature with a warmage cantrip, you can force that creature to succeed on a Constitution saving throw or be stunned until the start of your next turn. You can use this ability a number of times equal to your Intelligence modifier. You regain all expended uses when you take a long rest.

ENTROPIC CANTRIP

Prerequisite: 5th level, chill touch cantrip

When you deal necrotic damage to a creature with a warmage cantrip, it must make a Constitution saving throw or gain one level of exhaustion. After being affected by this trick, a creature is immune to it until it takes a long rest.

EXPLOSIVE CANTRIP

Prerequisite: 5th level, fire bolt or molten blade cantrip

When you deal fire damage to a creature with a warmage cantrip, each creature except yourself and the target within 5 feet of the target must make a Dexterity saving throw or take half the damage dealt. A creature in the area of more than one explosive

burst is affected only once. A creature can only be affected by this ability once per turn.

FRIGID CANTRIP

Prerequisite: 5th level, glacial blade or ray of frost cantrip

When you deal cold damage to a creature with a warmage cantrip, that creature must make a Constitution saving throw: on a failed save, it can't make more than one melee or ranged attack until the start of your next turn. A creature can only be affected by this ability once per turn.

IMPROVED MARTIAL TRAINING

Prerequisite: 5th level, House of Knights or House of Kings or House of Pawns

You can attack twice, instead of once, whenever you take the Attack action on your turn.

MYSTICAL WEAPONMASTER

Prerequisite: 5th level, magic daggers and mystical blade cantrips

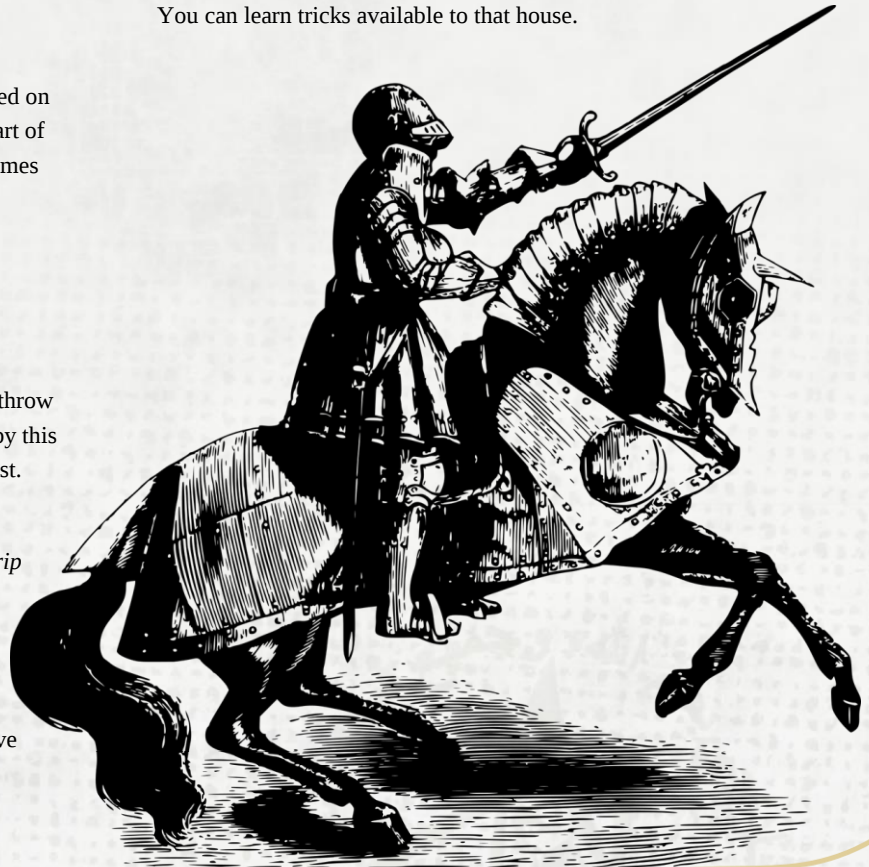
When you use your action to throw a weapon summoned by the *magic daggers* cantrip, you can use your bonus action to throw one additional dagger.

Additionally, the range for the *mystical blade* cantrip increases to 10 feet.

PROMOTION

Prerequisite: 5th level, House of Pawns

Select another Warmage House when you learn this trick. You can learn tricks available to that house.



ROOK'S PERCH

Prerequisite: 5th level, House of Rooks

Your base movement speed increases by 10 feet, and you gain a climb speed equal to your normal movement speed.

SELECT FIRE

Prerequisite: 5th level

When you cast a warmage cantrip that requires a spell attack roll, you can select multiple targets 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.

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.

SKILLED HAND

Prerequisite: 5th level, mage hand cantrip

When you cast the *mage hand* cantrip, you can use it to wield a weapon. The hand can hold any weapon you are proficient with that isn't heavy. You must have as many hands free as it would normally take to wield the hand's weapon, otherwise the weapon falls to the ground. Until you direct it to move or attack, the weapon hovers and whirls in place.

When you take the Attack action on your turn, you can forgo one of more of your own attacks to allow the hand to attack a target within its reach instead. You use your Intelligence modifier, rather than Strength or Dexterity, for the attack and damage rolls of the weapon. If you forgo all of your attacks, you can use your bonus action to make an additional attack with the hand.

On your turn, you can move the hand up to 30 feet without using an action, up to the maximum range of your *mage hand* cantrip.

VENOMOUS CANTRIP

Prerequisite: 5th level, poison spray cantrip

When you deal poison damage to a creature with a warmage cantrip, you can force that creature to make a Constitution saving throw or gain the poisoned condition until the start of your next turn. You can use this ability a number of times equal to your Intelligence modifier. You regain all expended uses when you take a long rest.

BISHOP'S MANEUVER

Prerequisite: 10th level, House of Bishops

You can take the Disengage action as a bonus action, and when you take the Disengage action, your movement speed is doubled.

CASTLE

Prerequisite: 10th level, House of Rooks

As an action, you magically swap places with a willing Small or Medium creature who is within 100 feet of you, each of you vanishing in a burst of feathers before appearing in the other's previous spot.

FLURRY OF DAGGERS

Prerequisite: 10th level, magic daggers cantrip

When you use an action to throw weapons summoned by your *magic daggers* cantrip, you can throw an additional dagger.

KNIGHT'S SHIELD

Prerequisite: 10th level, House of Knights, force buckler cantrip

When you cast *force buckler*, it adds +3 to your AC instead of +2.

PAWN'S SACRIFICE

Prerequisite: 10th level, House of Pawns

When a friendly creature within 30 feet of you is hit by a melee or ranged attack, you can spend your reaction to move next to that creature and become the target of the attack instead, potentially causing the attack to miss. Once you use this trick, you must take a short or long rest before you can do so again.

QUEEN'S CHARGE

Prerequisite: 10th level, House of Kings

As an action, you can move up to three times your movement speed towards a creature you can see, and you can make a single attack or cast a warmage cantrip requiring a melee attack against it. You can perform this action while mounted.

UNERRING STRIKE

Prerequisite: 10th level, true strike cantrip

When you cast *true strike*, 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*.

CHAPTER 2: WARMAGES IN THE WORLD

This chapter provides some information about how warmages might exist as a faction in your campaign world.

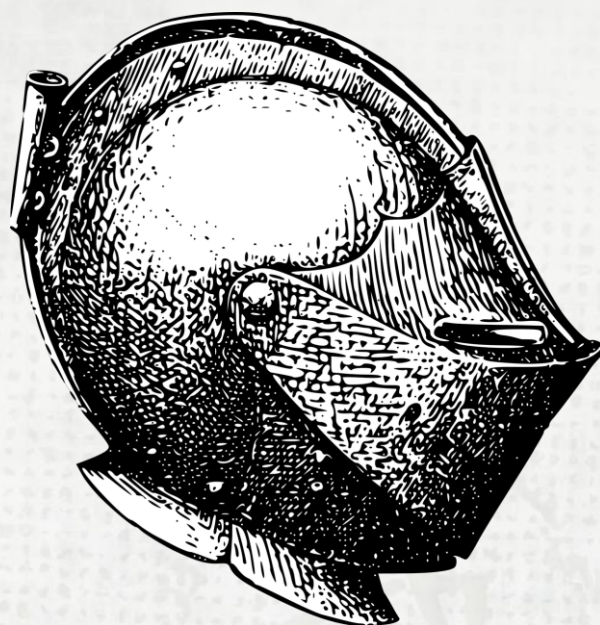
MT. CAMBERLY

Though nearly all formal magical traditions spread through the world boast some institute of higher learning, there is none so singularly unique and well known as Mount Camberly, home of the College of Warmages. Built atop a wide plateau, Mount Camberly originally served as a more traditional military barracks and training ground, and a well-respected one at that: for no less than ten generations, Camberly consistently produced the finest and most skilled soldiers that the world had ever seen. No mere fighters or sellswords, the officers of Camberly came to embody the ideals of honorable combat, perfected tactics, and skilled warfare. In opposition to other schools of warfare of the day, Camberly was unique in that neither sex, class, race, or nation of origin were considered barriers for entry; only an applicant's skill was considered, and entry to the school could neither be bought nor granted through nepotism. Though this methodology, Camberly drew from the best and brightest to man its standing force, and with their unwaveringly open arms fostered a soldier loyalty that was and is unmatched.

Not content to merely be the greatest in the world in traditional combat and warfare, the generals of Camberly always looked towards new advancements and revolutions in weaponry, tactics, and logistics. To this end, they split their forces into a number of schools, each dedicated to a different field of martial study: the Pawns, who mastered the art of mass defense and field construction; the Bishops, alchemists and field medics who advanced the study of both combat medicine and siege weapons; the Knights, absolute masters of melee combat; the Rooks, who trained in stealth, guerrilla warfare, and assassination; and the Kings, who studied and perfected mass combat tactics. Each, over many years, dedicated themselves wholly to their trade, and advanced combat in ways heretofore unseen by other, less focused armies.

The College did not actually become a center for magical warfare until it had been in operation for nearly 500 years. There had been those with magical aptitude and training who had joined the ranks and even excelled, of course, but the majority of the school's training was dedicated to mundane warfare. This changed drastically once Evelyn Fas'tiel, First of the Warmages, ascended to the rank of Master General, the highest position in Camberly's army. Evelyn, an elven Knight, was well known for her skills at mixing her traditional elven magic with the Knight's exemplary swordplay, but less well known were her skills as a teacher. While climbing the ranks of the Knights, she secretly and selectively picked a number of top students and began instructing them in simple but effective magic, forming what would become the first Warmage unit. Through the course of her instruction and with rigorous focus on the simplest of spells, she molded her unit into a fighting force like none had ever seen, and her success earned her control of the most prestigious academy of warfare in the world.

Over the next 200 years, the now-renamed College of Warmages shifted its focus and developed in ways its founders never anticipated: though still open to all with the talent and willpower to succeed, magical aptitude became a primary focal point for student selection. Since that time, the schools (now redubbed "Houses") began to innovate on the college's basic magical teachings and discovered ways of manipulating magic as though it were nothing more than a sword, a bow, or a spear.



WARMAGE TRAINING AND TRADITION

Those that follow the path of the Warmage all begin in the same place: Mount Camberly. Every prospective and successful warmage begins there, if for no other reason than the fact that it is where the College's military archives are stored. Upon their introduction and induction into the college, most head off to more recently established institutions governed almost entirely by the General of the house which runs it, with the sole exception being the Kings; every bit of their training is conducted at Camberly. As such, each warmage is well acquainted with the history and the lands surrounding their particular school, and may even display dialects or customs common in the area.

Though the College is forward thinking, a pure meritocracy, and dedicated to the ideal that any man may be a soldier, it is neither a strictly a peacekeeping organization nor a law enforcement agency: it is mercenary. Nations the world over send their best to receive training from Camberly's instructors, and the college welcomes all. This policy has not been free of conflict, of course: most powerful countries have, at one point or another, tried to leverage their political and martial power over the school, but up to now all have failed.

Despite the College's mercenary status, it is still ultimately an organization concerned with both justice and the rule of law. Those warmages that eventually leave Camberly and strike out on their own are often found in the ranks of city guards, monster hunters, and adventuring paladins and knights. Even though life in the school is regimented in the extreme, graduates are given free rein to follow their own passions, so long as those do not disgrace the College.

With the exception of the Rooks, the majority of warmages encountered outside of the walls of the college do little to hide their station. If nothing else, warmages are proud, boasting large, bright standards and displaying medals and insignia on nearly every piece of equipment they own. Of paramount importance to a given warmage is his scepter: a finely wrought steel rod, inlaid with silver, capped with a headpiece sculpted in the shape of the warmage's house symbol. While designed to be entirely functional as a mace, most carry it only as a means to display station or display it in their homes as a trophy; it is always carried while a warmage is in dress uniform, however.

Black and White, Crown and Horse

For all military organizations, heraldry is of prime importance, and none demonstrate that more than the warmages. Because all warmages are divided into houses, each house has its own symbols, primarily based on chess pieces of the same name. They are distinguished further by their standard colors, taken from the most often used colors for chess pieces. This color denotes the source of their Arcane Initiation: Black for Scholars, White for Sages, and Red for Savants. Warmages take great pride in both displaying their house symbols and their colors, and often take names or titles based on them, such as the Ruby Knight, the Midnight Bishop, the White Crow.



PROMINENT WARMAGES

The following are a number of important warmages that might appear as NPCs, allies, or enemies in your campaign.

- Evelyn Fas'tiel, Female Elf, Master General of the College of Warmages
- Remley Rustbeard, Male Dwarf, General of the House of Knights
- Krona Flamehand, Female Half-Orc, General of the House of Pawns
- Dorian Fletcher, Male Human, General of the House of Rooks
- Shauna Lombardi, Female Tiefling, General of the House of Kings
- Maester Drago, Silver Male Dragonborn, General of the House of Bishops

CHAPTER 3: MAGIC ITEMS

Magic items are gleaned from the hoards of conquered monsters or discovered in long-lost vaults. Such items grant capabilities a character could rarely have otherwise, or they complement their owner's capabilities in wondrous ways.

BISHOP GAUNTLETS

Wondrous item, rare (+1), very rare (+2) or legendary (+3) (requires attunement by a spellcaster)

This finely wrought pair of mithral gauntlets each have a large gemstone set into the palm, and are etched on the back with the House of Bishops' crest. While attuned to the gauntlets, they act as a spellcasting focus, and you gain a +1 bonus to spell attack rolls, and your spell save DC increases by 1.

Additionally, when you attune to the gauntlets, you also attune to a specific element. Choose acid, cold, fire, lightning, necrotic, or radiant damage. You can change the damage of any spell you cast using these gauntlets to the chosen type.

PAWNSGUARD

Armor (shield), rare (requires attunement)

This shield is so large as to be unwieldy, but enchanted to be feather light. While attuned to this shield, you have a +1 bonus to AC, in addition to the AC bonus normally provided by the shield. Each ally within 5 feet of you not carrying a shield also gains this bonus to AC.

ROOKSBEAK

Weapon (daggers), rare (requires attunement)

This pair of matching daggers appear to be a single weapon, but separate vertically when unsheathed. These daggers have 3 charges and regain 1d3 expended charges at dawn. When you throw one of the daggers at a creature you can see and hit, you can spend a charge to teleport to a space adjacent to the target and make a single melee weapon attack against the creature with advantage.

You gain a +1 bonus to attack and damage rolls made with these magic weapons.

RUBY KNIGHT SWORD

Weapon (longsword), very rare (requires attunement)

This longsword appears to have a blade carved out of a translucent red crystal. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

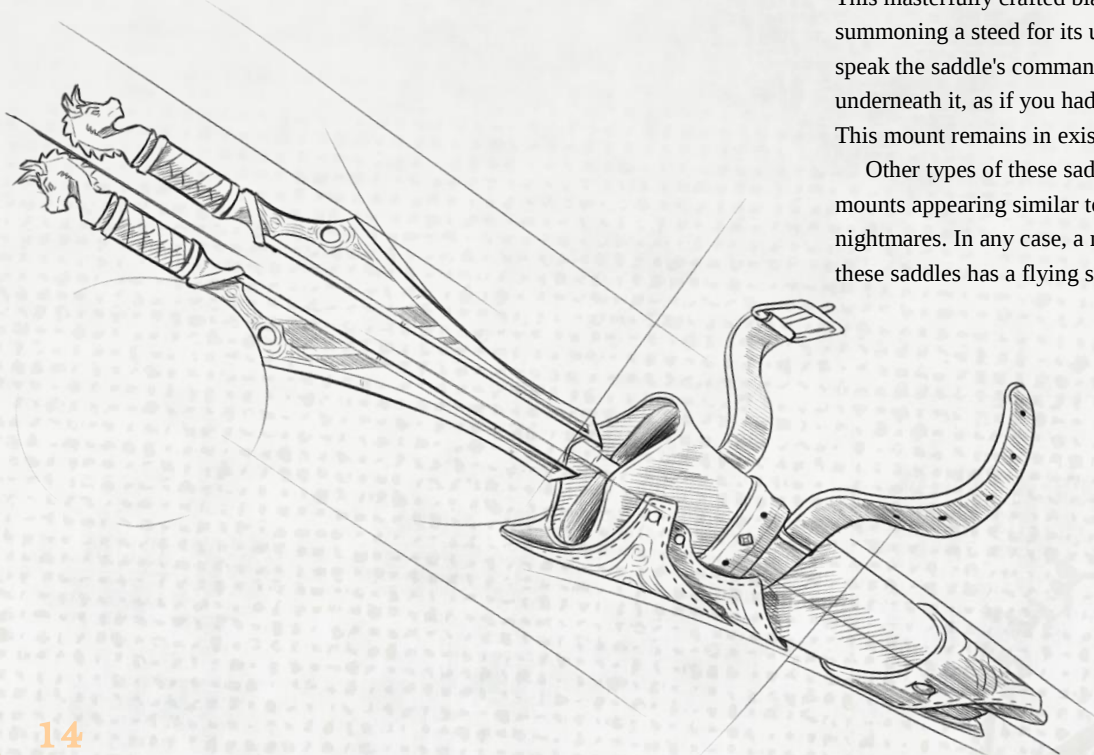
When you are attuned to this sword and draw it while unarmored and not carrying a shield, this sword automatically casts the spells *mage armor* and *force buckler*, targeting you. The armor appears as a sparkling ruby breastplate, helm, and long cape, and the shield appears as a large ruby shield.

WAR MASTER'S SADDLE

Wonderous item, rare (normal) or very rare (flying)

This masterfully crafted black and gold saddle is capable of summoning a steed for its user. You can use your action to speak the saddle's command word, and summon a mount underneath it, as if you had cast the *phantom steed* spell. This mount remains in existence until you dismiss it.

Other types of these saddles exist, which summon mounts appearing similar to pegasi, hippogriffs, or nightmares. In any case, a mount summoned with one of these saddles has a flying speed equal to its walking speed.



CHAPTER 3: CANTRIPS

CANTRIP LISTS

The following details the complete warmage cantrip list and which new cantrips are added to the spell lists of other classes.

WARMAGE CANTRIPS

*Acidic Blade
Acid Splash
Chill Touch
*Glacial Blade
Fire Bolt
*Force Buckler
*Force Dart
Light
Mage Hand
*Magic Daggers
Mending
*Molten Blade
*Mystical Blade
Phantom Grapnel
Poison Spray
*Quickstep
Ray of Frost
Shillelagh
Shocking Grasp
*Springheel
*Storming Blade
*Thundering Blade
True Strike

BARD CANTRIPS

*Acidic Blade
*Force Buckler
*Force Dart
*Glacial Blade
*Magic Daggers
*Molten Blade
*Quickstep
*Springheel
*Storming Blade
*Thundering Blade

DRUID CANTRIPS

*Quickstep
*Springheel

SORCERER CANTRIPS

*Acidic Blade
*Force Buckler
*Force Dart
*Glacial Blade
*Magic Daggers
*Molten Blade
*Mystical Blade
*Phantom Grapnel
*Quickstep
*Springheel
*Storming Blade
*Thundering Blade

WARLOCK CANTRIPS

*Acidic Blade
*Force Buckler
*Force Dart
*Glacial Blade
*Magic Daggers
*Molten Blade
*Mystical Blade
*Phantom Grapnel
*Quickstep
*Springheel
*Storming Blade
*Thundering Blade

WIZARD CANTRIPS

*Acidic Blade
*Force Buckler
*Force Dart
*Glacial Blade
*Magic Daggers
*Molten Blade
*Mystical Blade
*Phantom Grapnel
*Quickstep
*Springheel
*Storming Blade
*Thundering Blade

NEW CANTRIPS

The following cantrips are presented alphabetically.

ACIDIC BLADE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

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 deals damage as normal, except that the entire attack deals acid damage instead of its normal type. The creature must also make a Dexterity saving throw or take 1d8 acid damage at the start of its next turn.

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

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 minute

You summon a translucent, yet visible, field of force which appears about you like a shield. For the duration of the spell, as long as you have one hand free and you are not wielding a shield, you gain +2 to your AC. The spell ends immediately if neither of your hands are free.

FORCE DART

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

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.

* New cantrips described below

Wizard Cantrips

Warmages are masters of cantrips, big and small. If your campaign includes wizard cantrips that are not already on the warmage spell list, you can add it to the warmage list with GM approval.

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

GLACIAL BLADE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

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 entire attack deals cold damage instead of its normal type. Additionally, the target must make a Constitution saving throw or be covered in brittle frost. If the target is then hit again by an attack before the beginning of your next turn, the target takes an additional 1d8 cold damage.

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

MAGIC DAGGERS

Conjuration cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

With a flourish, you summon a number of throwing weapons equal to twice your spellcasting modifier. These weapons can be of any type: daggers, handaxes, sling bullets, darts, etc. For the duration of the spell, the summoned weapons float within easy reach, allowing you to grab and throw them with ease. As an action, you can throw one weapon as a ranged spell attack with a range of 60 feet; on a hit, the weapon deals 1d6 magical piercing, slashing, or bludgeoning damage as appropriate to the weapon thrown. After one hit, the weapon vanishes.

At higher levels, you can make more attacks with your weapons. At 5th level, you can make two attacks, at 11th level, three attacks, and at 17th level, four attacks.

MOLTEN BLADE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

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 entire attack deals fire damage instead of its normal type. Additionally, flame fills the space around the target. Until the start of your next turn, any creature that enters the space or ends its turn there takes 1d8 fire damage.

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

MYSTICAL BLADE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a blade-less sword hilt worth at least 5 gp)

Duration: 1 round

You conjure a blade of magical force, channeled through a focusing handle, and lash out at your foes. Make a melee spell attack; on a hit, you deal 1d8 force damage. The blade remains in existence for a short time; until the beginning of your next turn, you can make a single strike with your mystical blade as an opportunity attack.

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

PHANTOM GRAPNEL

Evocation cantrip

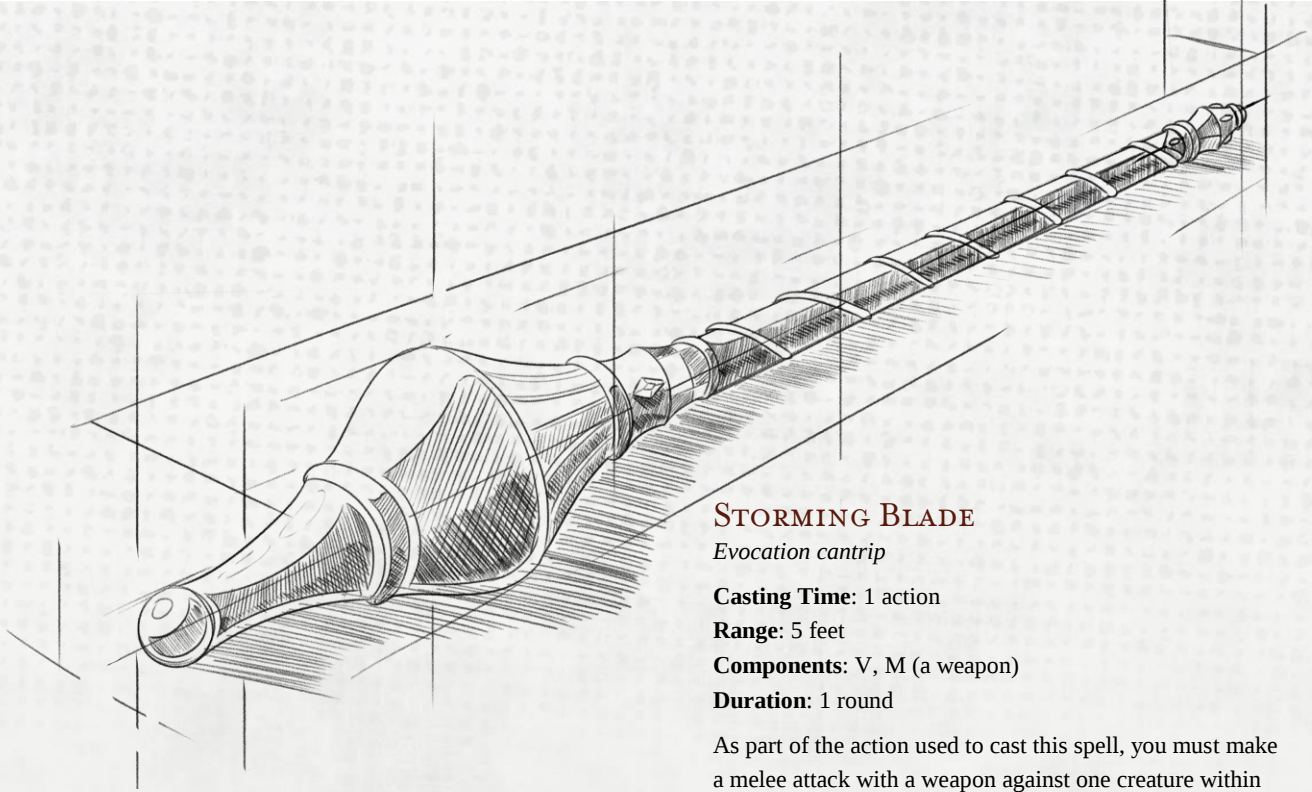
Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You conjure a chain and hook made of magical force, which you propel at a creature, object, or unoccupied space you can see within range. When you target a space, your grapnel pulls you to that spot in a straight line. You provoke opportunity attacks for this movement as normal.



When you target a creature or object, make a ranged spell attack. On a hit, you pull the creature or object up to 20 feet towards you. A creature can make a Strength saving throw to resist this movement. If the target is two or more size categories larger than you (a Huge creature to a Medium creature, for example), you are pulled to the target instead.

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 base movement speed increases by 10 feet for the duration.

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 for the duration, and you can make a running high jump or a running long jump without a running start.

STORMING BLADE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

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 entire attack deals lightning damage instead of its normal type. Additionally, you can cause your lightning to jump to a creature within 5 feet of your target, dealing lightning damage equal to your spellcasting modifier.

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

THUNDERING BLADE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

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 entire attack deals thunder damage instead of its normal type. Additionally, a clap of thunder rings out from your strike, forcing all creatures except yourself and the target within 5 feet of the target to succeed on a Dexterity saving throw or take 1d8 thunder damage.

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

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