

# Warrior Mages Prestige Class

By Brian Hutchison

In the beginning, the Warriormages were the elite guard of the Bloodmoon Mages. They were hand picked from the warriors of the realm. The Mages found warriors with potential, and trained them in the arts of blending magic with fighting. They fought in battalions along side the Mages and normal fighters in the Great War against the Chaotic Dark Lord.

Over the centuries, they have developed into orders that still fight Chaos. I Warriormage Citadel can generally be found in any major city. They are often employed by local leaders or organizations. They are no longer, just the elite guard of the Mages. Candidates interested in become Warriormages must journey to the Home Citadel and apply for admittance into the order.

Upon joining the order the Warriormage give up the use of normal armor and shields, in exchange they learn how to create magical armor and enchant their weapons.

## Requirements

Alignment: Non Chaotic

Base Attack Bonus: +5

Concentration 2 ranks

Knowledge Arcane 4 ranks

Spellcraft 2 ranks

Must be able to cast 1st level Arcane Spells

**Feat:** Weapon Focus, Combat Casting

**Class Skills:** Alchemy, Climb, Concentration, Craft, Jump, Knowledge ( All), Profession, Ride, Scry, Spellcraft, Swim

**BAB:** Same as Cleric

**Saves:** Same as Wizard

**Skill points** at each level 4 + Int Modifier.

**Hit Dice:** d8

## Class Features

All of the following are class features of the Warrior-mage prestige class.

**Weapon and Armor Proficiency:** Warrior-mages are proficient with all simple and martial weapons. The Warrior-mages special abilities do not function if they are wearing armor or shields of any kind. They do function normal with items such as rings of protection. Although they can use any weapons, Warrior-mages choose one primary weapon.

Instead of using spell components, they use their weapon as their spell focus. When casting spells, they must be holding this focus weapon. They can change their focus weapon, but only once in a 30 day time period and they perform this in an elaborate 24 hour personal ceremony in which they can do nothing else. The only exception to this is if something happens to destroy their focus weapon. They lose the ability to cast any spells until they choose and create another. Warrior-mages will never willingly discard the weapon they have chosen as their current focus. Warrior-mages do have to study their spells much like normal Wizards, if they loose their spell books, they are unable to cast until they replace it.

## Level Ability gained

- 1 Enchant Weapon +1
- 2 Uncanny Dodge(dex bonus to AC)
- 3 Enchant Weapon +2
- 4 Mage Armor +6 AC, +1 saves vs magic
- 5 One Metamagic Feat
- 6 Enchant Weapon +3
- 7 Mage Armor +8 AC
- 8 Enchant Weapon +4, +2 saves vs magic
- 9 One Metamagic Feat
- 10 Mage Armor +10 AC

## Class specific Abilities

### Enchant Weapon

Through rigorous training in magic and weapons, the Warriormage is able to wield his focus weapon as if it were a +1 magic weapon. This + does not transfer to anyone else who might get a hold of the weapon and does not work for any other weapons the warriormage may have. As they raise in levels, this ability gets more powerful. At level 3 it is +2, at level 6 +3, at level 8 +4

### Saves vs Magic.

As the warriormage gets better and blending magic and weapons, he gets better and avoiding the effects of spells cast at him. This + is only effective if the Warriormage knows the spell is coming and has knowledge of the spell. Example, Ron the Warriormage has seen a fireball before, so he recognizes the spell being cast and gets a plus.

### Mage Armor

As the Mage Armor spell in the Players handbook but at level 4, the plus is 6 to AC . This also gains in power as the warriormage does. At level 7 it becomes +8 and at level 10 it becomes +10. Unlike normal spells, this ability can be used once per day per Warriormage level but only last half the duration of the version on the PHB.

### Uncanny Dodge

Uncanny Dodge as in the DMG  
Spells per Level

Level of Character	1 <sup>st</sup> level Spells	2 <sup>nd</sup> level Spells	3 <sup>rd</sup> level Spells	4 <sup>th</sup> level Spells
1 <sup>st</sup>	1	0	0	0
2 <sup>nd</sup>	1	0	0	0
3 <sup>rd</sup>	1	1	0	0
4 <sup>th</sup>	1	1	0	0
5 <sup>th</sup>	2	1	1	0
6 <sup>th</sup>	2	1	1	0
7 <sup>th</sup>	2	2	1	1
8 <sup>th</sup>	2	2	2	1
9 <sup>th</sup>	3	2	2	2
10 <sup>th</sup>	3	2	2	2

**Spells Allowed for Warrior-mages**

1st level

Jump, Magic Missile, Mount, Shield, Shocking Grasp, True Strike

2nd level

Blur, Endurance, Melfs Acid Arrow, Protection from Arrows, Resist Elements

3rd level

Displacement, Flame Arrow, Fly, Haste, Keen Edge, Lightning bolt, Protection from Elements

4th level

Fireshield, Stoneskin, Shout