

### **Crimson Warrior Prestige Class**

There are some that say that it is impossible for the same person to be a formidable combatant and a worthy spellcaster. These people are ignorant fools, for they have never been in combat with a Crimson Warrior. These fierce beings ally with few outside of their class and are foes to many. Although their origins are shady, the crimson warriors wander around in the thousands. You can never be too sure when one is around, or exactly who is a crimson warrior. Crimson warriors are noted for their unparalleled combat ability, combined with mysterious powers.

**Classes:** Fighters and monks who are looking to combine might and magic are the most common to enter this prestige class. Paladins and clerics sometimes feel they must join this elite group of combatants in order to better serve their god. Some barbarians also have been known to go into this class, although it is not common. Bards, rogues, druids, sorcerers, and wizards all tend to shun this class because commonly they lack the strength needed to fight effectively. However, it is not unheard of, that some determined spellcasters could become very formidable crimson warriors. All of the major races tend to have respect for this group of magical warriors, however the halflings and gnomes tend to shy away from ever becoming one.

**Hit Die:** 1d10

### **Requirements**

To qualify to become a crimson warrior, one must fulfill all of the following criteria.

1. Base Attack Bonus: +5
2. Skills: Bluff- 4 ranks, Concentration- 4 ranks, Jump- 4 ranks
3. Feats: Dodge, Mobility, Quick Draw, Expertise OR Silent Spell
4. Proficient with any sword (including two-bladed sword)
5. Will Save Modifier- +5 or greater

### **Class Skills**

The Crimson Warrior's class skills are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), and Swim (Str).

Skill Points per Level: 4 + Int. modifier

## Game Rule Information

Strength helps the crimson warrior deal more damage to his opponents.

Charisma gives the crimson warrior a more intimidating demeanor.

Dexterity gives the crimson warrior a boost in Armor Class.

## The Crimson Warrior

<i>Level</i>	<i>B.A.B.</i>	<i>Fort</i>	<i>Ref</i>	<i>Will</i>	<i>Special</i>
1	+ 1	+ 2	+ 0	+ 2	Crimson Armor and Sword
2	+ 2	+ 3	+ 0	+ 3	Clear Mind, Spring Attack
3	+ 3	+ 3	+ 1	+ 3	Shadow Ball (+Str modifier)
4	+ 4	+ 4	+ 1	+ 4	Extrasensory Perception
5	+ 5	+ 4	+ 1	+ 4	Clouded Mind
6	+ 6	+ 5	+ 2	+ 5	Shadow Ball (2 x range)
7	+ 7	+ 5	+ 2	+ 5	Sadistic
8	+ 8	+ 6	+ 2	+ 6	Telepathy
9	+ 9	+ 6	+ 3	+ 6	Shadow Ball (Extra damage)
10	+ 10	+ 7	+ 3	+ 7	Deathwatch

## Class Features

**Weapon and Armor Proficiency:** The crimson warrior is proficient with all simple and martial weapons. He is also proficient with his specialized armor (described below), and with shields. Note that armor check penalties for armor heavier than leather (or studded leather masterwork) apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Swim checks also suffer a –1 penalty for every 5 pounds of armor and equipment carried.

**Crimson Armor and Sword:** At his initiation ceremony, the eldest crimson warrior presents the new initiate with his personal sword and his specialized armor. The crimson colored armor is specially crafted to fit the owner's body. The armor, once donned, spiritually bonds with its owner. The crimson warrior can control his armor as well. The crimson warrior has the ability to mentally command the armor to transform itself into a traveler's outfit. The crimson sword is where the crimson warrior draws his magical energy. Without his personal sword, the crimson warrior may not use any of his magical abilities.

**Clear Mind:** Crimson warriors are accustomed to all mind influencing magics. A crimson warrior may pay two charges to get a +2 bonus to any Will saving throw. This ability can be used once per Will save.

**Spring Attack:** The crimson warrior gets the Spring Attack feat for free at 2<sup>nd</sup> level.

**Shadow Ball:** At third level, the crimson warrior has learned to cast a new spell: the shadow ball (described below). But crimson warriors can learn to improve the effects of the shadow ball over time. The crimson warrior can cast shadow ball for 5 charges. For 1 extra charge, he can add his Strength modifier to all damage rolls for shadow ball (except cold damage). At sixth level, the crimson warrior may choose to pay 1 extra charge to double the range of a traveling shadow ball. At ninth level, the crimson warrior may pay an extra 3 charges to have the shadow ball deal 1d6 extra damage. The crimson warrior may choose to pay any combination of extra charges to use various abilities in conjunction with one another. However, you may only use each special enhancement once per shadow ball you cast. Shadow ball is not affected by the crimson armor's spell failure check.

**Extrasensory Perception:** Crimson warriors are commonly noted for their ability to foresee events moments before they happen. A crimson warrior may use one charge to see 10 seconds into the future. The crimson warrior may not use this ability during combat. A crimson warrior may use up to six charges at once while using this ability. Extrasensory perception may not be used to foresee random things (ex. attack/damage rolls, or what card will be drawn from a *Deck of Many Things*).

**Clouded Mind:** Crimson warriors are formidable for their ability to make themselves visible to only those whom they want to be seen by. Starting at 5<sup>th</sup> level, the crimson warrior gains the extraordinary ability to cloud men's minds. This costs 3 charges and last for three rounds. The crimson warrior may not use one charge to cloud a mind for one round, or two charges for two rounds. The crimson warrior chooses three targets that have their minds clouded when he uses this ability. Becoming invisible to those subjects is instantaneous and doesn't provoke attacks of opportunity. The crimson warrior may behave as if the spell, *improved invisibility* was cast on him.

**Sadistic:** At 7<sup>th</sup> level, the crimson warrior gets the Cleave feat for free.

**Telepathy:** At 8<sup>th</sup> level, the crimson warrior has developed a means of communication by using his mind. Telepathy costs two charges for a one-minute conversation between the crimson warrior and the subject chosen. Telepathy must be used in two charge increments.

**Deathwatch:** At 10<sup>th</sup> level, the crimson warrior gains a great asset to his combat prowess. Whenever he slays an opponent with the crimson sword, the crimson warrior may pay 4 charges to get his choice of one of the following bonuses: +2 to attack rolls, or +2 to damage rolls. Deathwatch may only be used once per encounter. The bonuses gained from Deathwatch stack with any other bonuses, such as those from the Weapon Focus/Specialization feats.

*Crimson Armor*- Medium Armor, Armor Bonus: +5, Check Penalty: -2, Spell

Failure: 20%.

When the armor is in the form of a traveler's outfit, the crimson warrior loses the armor bonus that was granted by the crimson armor. While the armor looks like a traveler's outfit, no other suit of armor may be worn over it. The crimson armor does not rust or weather. It is impossible to remove either the armor or any portion of the traveler's outfit from the crimson warrior unless he is dead. As long as the armor is a traveler's outfit, the crimson warrior does not suffer any penalties for sleeping with armor on. Crimson armor (in armor form) grants the wearer a +2 bonus on Intimidate checks.

*Crimson Sword*- Exotic Melee Weapon, Damage: 1d8, Critical: 19-20/x2,

Weight: 5 lbs, Size: Medium, Type: Slashing, Market Price: None

The crimson sword comes with 30 magical charges to be used at the crimson warrior's discretion. Every day at sunrise, the charges are fully replenished. The crimson warrior may not willingly let anyone fight with his sword. If he does, he may not gain any more levels as a crimson warrior, and loses all of his magical abilities. If the sword is lost, stolen, or broken, it is impossible for the crimson warrior to use any of his magical abilities. To replace his sword, the crimson warrior must appeal to a crimson warrior organization, and pay 2,000 XP points plus 100 gold. Crimson swords do not rust or weather.

*Shadow Ball Spell Ability*- See the link below for details.

[http://www.dndadventure.com/html/spells/sp\\_shadow\\_ball.html](http://www.dndadventure.com/html/spells/sp_shadow_ball.html)