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Battlemage:

The Power of Evocation.

An original sourcebook

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Introduction

IN THE DAWN OF THE FIRST CENTURY, WHEN THE WORLD WAS RIPE WITH CONQUEST AND GLORY, WAS BORN A MAN WHO WOULD BE A SORCERER. THIS SORCERER WOULD BE GIVEN THE NAME RAGNAROC BY THE ELDER OF THE VILLAGE WHO SAW IN HIM GREAT POWER AND POTENTIAL. RAGNAROC SOON WENT OUT INTO THE WORLD TO SEEK KNOWLEDGE AND POWER FROM MANY SAGES AND MAGIC USERS ONLY TO FIND THAT TRUE POWER ELUDED HIM, SO HE WENT TO SEEK THE SECRETS OF THE PHEONIX AND WAS NOT DISAPPOINTED.

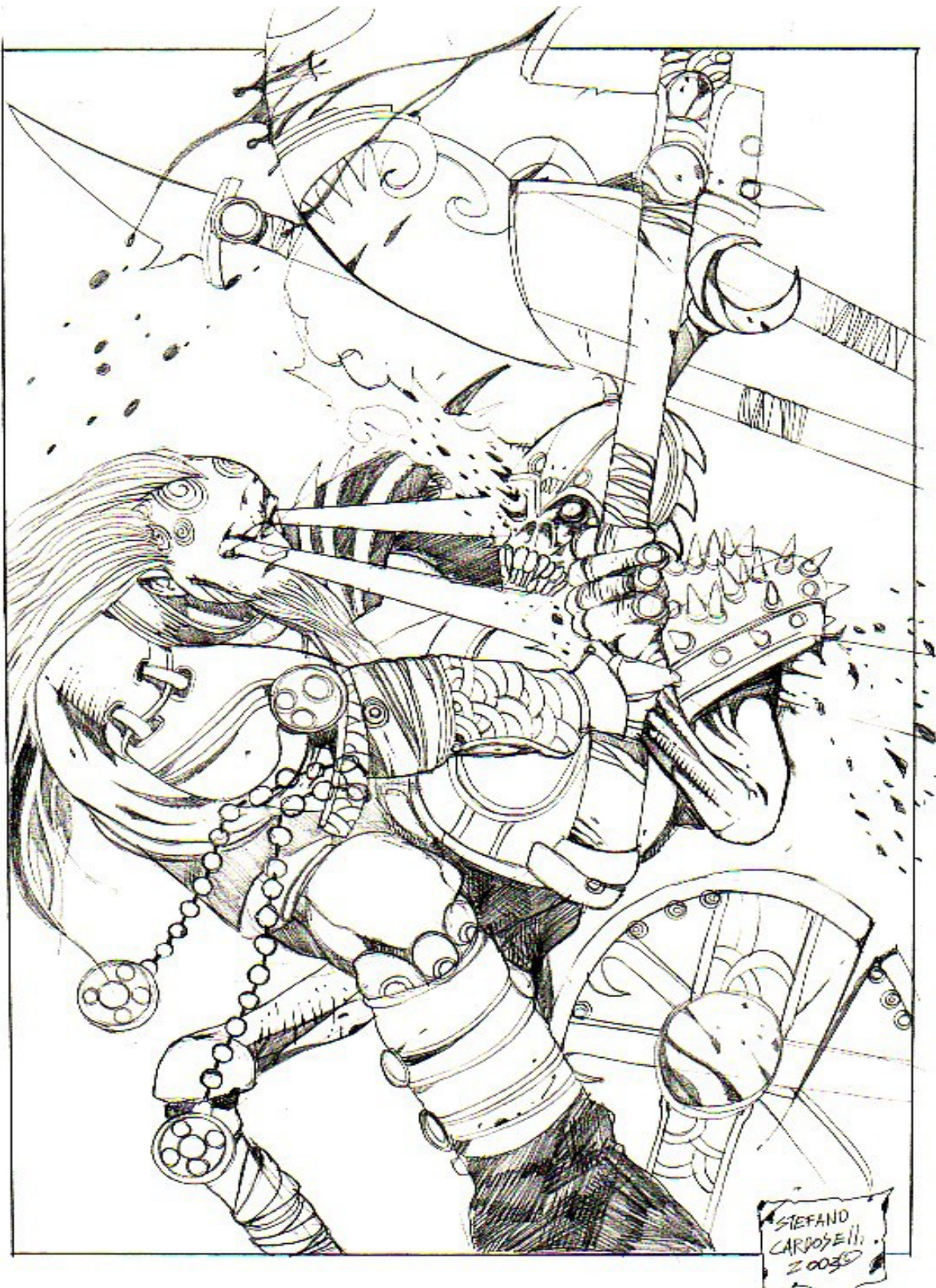
Excerpt taken from the Evocanomicon

Within this e-book you are going to discover new spells all of which are from the evocation school of magic. With these spells are also new magic items that can be utilized in your campaign. The prestige class Battlemage is present as it is the main reason this book exists. The information here in is meant to be used as you, the gamemaster, sees fit. You may mix and match or even modify what is presented here for your game purposes, but the main issue is to have fun using this book.



AS THE MULTITUDES SCREAMED FORTH ONTO THE BATTLE FIELD, A FIRE GREW WITHIN, WITH RAISED HANDS AND VOICE HE THREW HELLFIRE AND LIGHTNING, AND SENT THEM TO OBLIVION.

Excerpt from the Evocanomicon.



**EVEN THE UNDEAD THAT WALKETH THE EARTH
STRUCK NO FEAR IN HIM AND HE ROSE AGAINST
THEM AND SENT THEM BACK TO THE DARK VOID
FROM WHICH THEY CAME. -Excerpt from the Evocanomicon.**

Spell Descriptions

0 LEVEL SPELLS

Fire starter

Fire starter allows the caster to create a small flame about 1/4 of an inch high to instantly ignite at the desired location.

Smoke screen

Smoke screen allows the caster to create a screen of black smoke at the desired location

Frostbite

Frostbite allows the caster to inflict frostbite damage to creature touched.

Dust Devil

Dust Devil lets the caster to create a small whirlwind of dust around the targeted creature.

1st level

HEAT

Creates a 10 ft diameter sphere of warm air around affected subject.

COLD

Creates a 10ft diameter sphere of cold air around affected subject.

Kinetic Entrapment

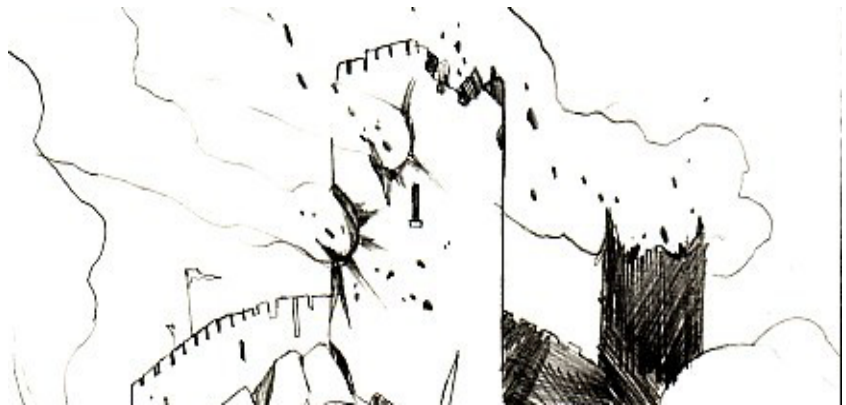
Kinetic Bind allows the caster to form an invisible kinetic force around the desired person/creature holding them in place.

Magical burn

A red magical aura forms around the intended target and sears them with extreme heat.

Arcane Dagger

a glowing blue throwing dagger composed of magical energy forms in the casters hand ready to throw.



2nd level spells

Sunder

A power word which is uttered in order to break an object.

Shock

Shock allows the spellcaster to electrically shock a creature or object at range.

Kinetic punch

The spellcaster lets loose with a burst of kinetic energy at the intended target.

Ray of searing light

A bright ray of red light emits from the eyes of the spellcaster hitting the targeted creature

Battleaxe of Icy Power

This Battleaxe was created by an old northern Battlemage named Ithgar the Cold. The axe looks like a northern battleaxe with runes etched into the blade, but it always seems to have a light layer of frost covering it. The axe does an extra 1d3 cold damage on top of the normal battleaxe damage and makes the wielder immune to cold while holding it.

The axe has 2 spells that can be cast 4 times a day each. These spells are: Whirlwind of Frost and Freeze (see evocation spellbook).

All spells are cast as if by a 7th level sorcerer.

Damage

1d8+ str. +1d3 cold damage.

Roleplaying tips

The Battleaxe is always cold to the touch. Fire based creatures always take double damage, and if they touch the battleaxe in any way they take 1d3 damage. When it is swung in battle it lets off a slight freezing mist much like the mist created from breathing in freezing temperatures.

Arrows of Evocation

This is a quiver of longbow arrows containing only 5 magical arrows of different color. These arrows not only inflict the regular damage of a longbow arrow but also trigger a spell within them on impact. The quiver will magically replenish the expended arrows once per day.

The orange arrow in the quiver is an arrow of *Fireball* that triggers a fireball explosion on impact.

The white arrow is an arrow of **Freeze** that will trigger the spell on impact.

The silver arrow is an arrow of *Shocking Grasp* that will trigger this spell on impact.

The blue arrow is an arrow of **Kinetic Entrapment** that will trigger on impact.

The grey arrow is an arrow of **Magical Burn** that will trigger on impact.

All triggered spells are treated as if they were cast by a 7th level sorcerer.

Damage

1d8 + spell effect/damage.

Roleplaying tips

The quiver looks ordinary except for the colorful arrows within it.

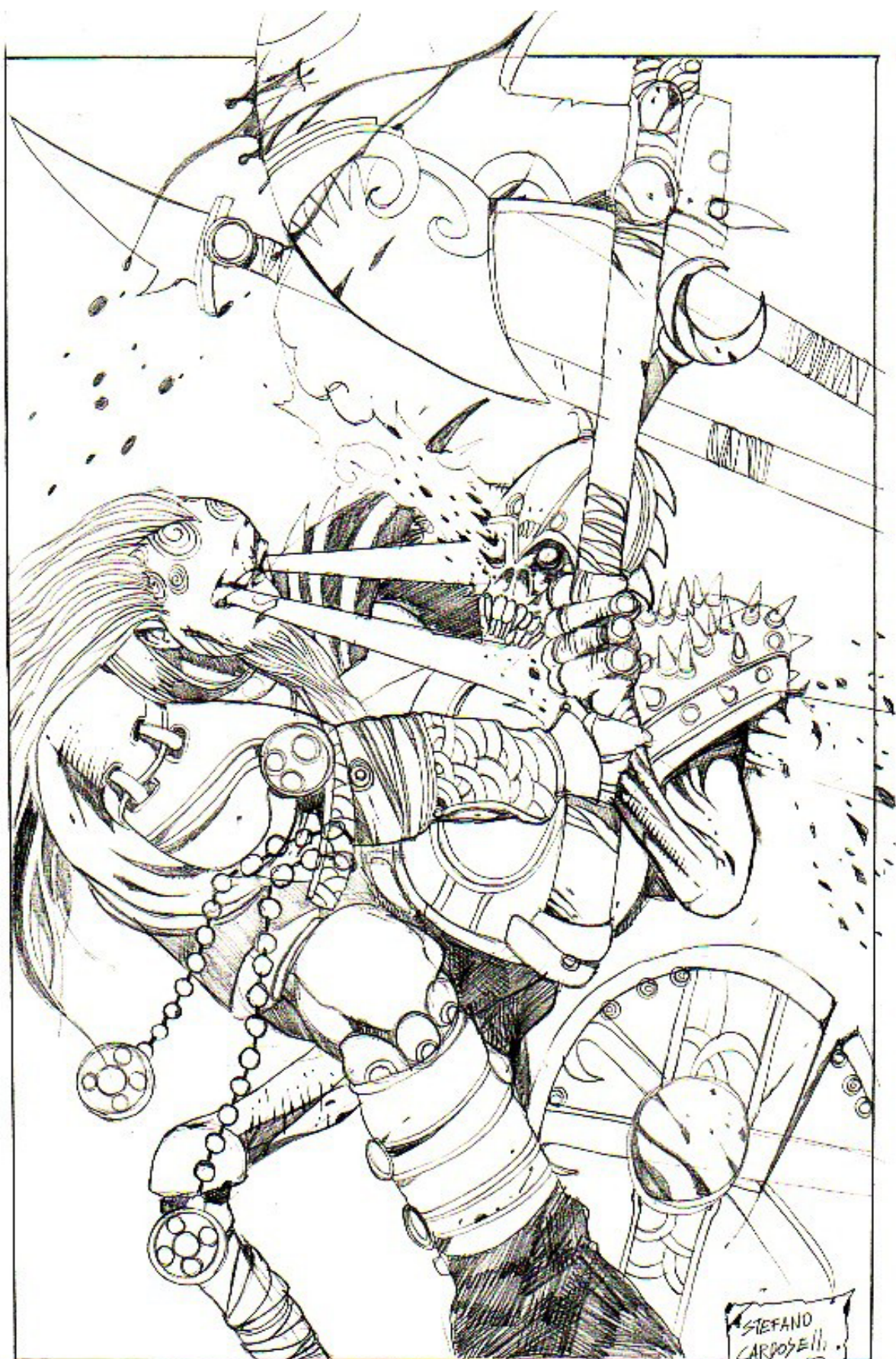
Artwork





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