ABONWYFZJAPOAH37X5WNOABSULT Battlemage: The Power of Evocation. An original sourcebook Christopher Beyette original artwork by: Stefano Cardoselli X X For more information on other Poor gamer Press material or for supplemental material for this sourcebook, please visit the website at: http://poorgamerpress.tripod.com/ K K Requires the use of the Dungeons & Dragons(R), Third Edition Core Books, published by ر 3 Wizards of the Coast, Inc. POOR GAMER PRESS Battlemage: the power of Evocation is copyright 2003 Poor Gamer Press. Battlemage: The power of Evocation is published under the open game and d20 licenses. Any material herein written in *Italics* or **bold italics** is presented as Open Game content. All other material is considered product identity. \mathcal{Z} Dungeons & Dragons(R) and Wizards of the Coast(R) are registered trademarks of Wizards Z Z of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission. 'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc., a subsidiary of

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r Introduction

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

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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 HELLFIREAND LIGHTNING AND SENT THEM TO OBLIVION,

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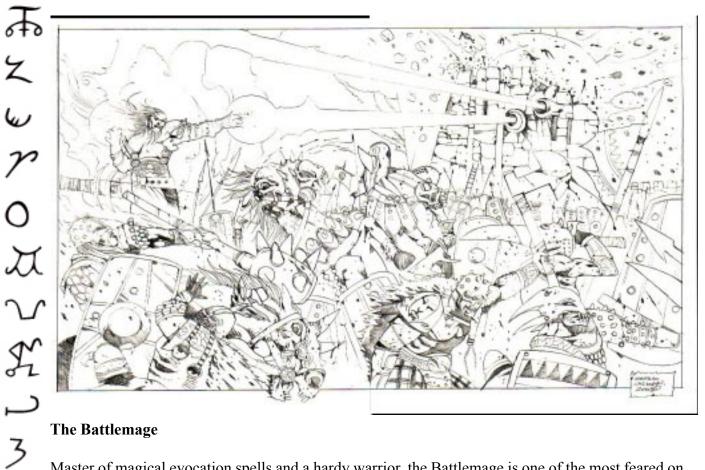
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Excerpt from the Evocanomicon.

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Prestege Class BattleMage



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The Battlemage

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Master of magical evocation spells and a hardy warrior, the Battlemage is one of the most feared on the field of battle. Battlemages gain renown for their deeds on and off the waves of war and strike fear in the hearts of their enemies when spoken of. The mere sight of a Battlemage could turn the tides of battle as whole brigades may turn and run. Armed with magic and a fierce weapon, the Battlemage can bring a whole army to its knees.

Battlemages are most commonly sorcerers who have mastered the arts of evocation and melee. They are not one dimensional, though, as they do learn spells from other spheres to enhance their battle prowess. The majority of spells they know, however, are from the evocation sphere. The more intimate knowledge gained by battlemages increases the casters' abilities to control and manipulate evocation magical energies. These abilities allow battlemages to become so in-tuned with evocation energies that they can use their bodies to channel them in different ways. The end result is casters who can make their spells more deadly as well as tap into reservoirs of magic to create spell-like abilities from their own physical being.

It is not uncommon for Rangers and Paladins to take on this prestige class later in their careers.

NPC Battlemages are usually Generals or high ranking officers in armies or leaders of groups. Sometimes a small battlegroup of Battlemages will band together to defeat entire armies or very large threats.

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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, Except from the Evocanomicon.

Spell Descriptions

0 LEVEL SPELLS

Fire starter

small flame about 1/4 of an inch high to smoke at the desired location instantly ignite at the desired location.

Frostbite

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

1st level

HEAT

Creates a 10 ft diameter sphere of warm 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.

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 utterd in order to break an object.

Kinetic punch

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

Smoke screen

Fire starter allows the caster to create a Smoke screen allows the caster to create a screen of black

Dust Devil

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

COLD

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

Magical burn

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



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

Ray of searing light

A bright ray of red light emits from the eyes of the spell caster 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 sorceror.

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 sorceror.

Damage

1d8 + spell effect/damage.

Roleplaying tips

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







