

# Complete Mage: A Players Guide to All Things Arcane (Dungeons & Dragons d20 3.5 Fantasy Roleplaying)



Complete MageA Players Guide to All Things ArcaneSkip Williams Penny Williams Ari Marmell Kolja Raven LiquetteArcane Power at Your FingertipsEvery sentient creature is born with some potential to work magic. However, true mastery of arcane magic requires skill, practice, and power beyond the reach of common folkspecifically, the power to harness raw magic and shape it into a desired effect. You are among those gifted few who have learned to channel arcane magic, shaping it to serve your creative or destructive whims.This D&D supplement is intended for players and Dungeon Masters. In addition to providing the definitive treatise on arcane magic, it expands the character options available to users of arcane magic, including bards, sorcerers, wizards, assassins, warlocks, and wu jen. Herein youll find never-before-seen prestige classes, spells and invocations, magic items, alchemical items, heritage feats, and reserve feats (a new type of feat that grants special abilities to those who remain charged with magical power). Alternative class features give other character classesfrom the barbarian to the roguea little taste of what its like to be an arcanist without sacrificing their core identities.For use with these Dungeons & Dragons core booksPlayers Handbook Dungeon Masters Guide Monster Manual

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