

[Free pdf] Complete Mage: A Player's Guide to All Things Arcane (Dungeons Dragons d20 3.5 Fantasy Roleplaying)

## Complete Mage: A Player's Guide to All Things Arcane (Dungeons Dragons d20 3.5 Fantasy Roleplaying)

*Ari Marmell, Skip Williams*

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**Ari Marmell, Skip Williams : Complete Mage: A Player's Guide to All Things Arcane (Dungeons Dragons d20 3.5 Fantasy Roleplaying)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Complete Mage: A Player's Guide to All Things Arcane (Dungeons Dragons d20 3.5 Fantasy Roleplaying):

5 of 5 people found the following review helpful. Has some great stuff but could've used better editingBy TheoThis book has some great and really useful stuff that will enrich your campaign. But at the same time, it's not without its flaws and could definitely have used some better, more pro-active editing. I'll have more to say on both fronts in a moment, but first you really need to know that:1. This is a game supplement for 3rd/3.5 edition Dungeons Dragons. If you're looking for something compatible with the most recent edition of the game, look elsewhere.2. Beyond just

requiring you to have the core rulebooks, much of this volume assumes that you have access to the Complete Arcane, which was released two years earlier. So if you don't already own (or otherwise have access to) the Complete Arcane, you should definitely get a hold of that volume first. Okay. That said, what's so great about this volume: The Complete Mage? Well, number one on my list would be that it includes three great new prestige classes that are specifically geared towards the warlock class, which was first introduced in the Complete Arcane. My favorites would probably be the eldritch theurge, a kind of warlock/arcane spellcaster hybrid; and the eldritch disciple, a warlock/divine spellcaster hybrid. I do have one minor quibble here though: "theurge" does not entirely make sense as a name for the warlock/arcane spellcaster, since "theurgy" actually means divine magic. But that truly is a minor quibble, so it's hardly a deal breaker. Without wanting this review to degenerate into a list of features, it's also worth noting that there's heaps of other great, playable stuff in this tome. It includes a lot of new and extremely creative feats, as well as prestige classes for a wide range of arcane magic users. Finally, as you might expect, it also includes a hearty serving of new spells and invocations for spellcasters and warlocks respectively. And (to the best of my knowledge) all of this is actually new stuff too; or at least, it was at the time this book was published. Unlike the Complete Arcane, this book doesn't include repackaged material from older supplements like Tome and Blood. So long story short, if you're keen on 3.5 ed. DD and you like arcane magic, this is definitely a book you're going to want to own. But... it's not perfect. As I said in the beginning, it could've used some better editing. There were, for example, a few spell descriptions I had to read through several times before I finally worked out what the writers were trying to tell me. I'd also add that some of the new spells and warlock invocations introduced did seem a bit underpowered. Underpowering the PC's will ruin a game just as surely as overpowering them. The only real difference is that at least overpowered PC's get to have a bit of fun while they're ruining things. The worst example of this tendency towards underpowering the spells and invocations might well be a Dark Eldritch Essence called "Blinding Blast". For those unfamiliar, Dark powers are supposed to represent a warlock's most potent abilities. Eldritch Essences are abilities that "add on" to a warlock's already moderately potent eldritch blast ability. So to keep the totality balanced, they do have to be dialed back a bit. Yet even so, representing the absolute apex of warlock power, a Dark Eldritch Essence should still pack a bit of a wallop. But all this one does is force the victim to make a Will save or be stunned for one round. Yep, that's it: save or be stunned for A WHOLE ROUND. Gee, I bet you're really hoping that you don't run into that one in a dark dungeon, huh? There's underpowered and then there's just plain ridiculous. So... Yes, this book could definitely have used some better editing. But for all its flaws, it also contains a lot of really good, playable stuff. The bottom line? I'd definitely rate this one as a buy.

0 of 0 people found the following review helpful. Three Stars  
By Earth Dragon  
As with the other 2nd string "Complete" books, this one just falls a little short.  
0 of 0 people found the following review helpful.  
complete mage  
By Donkasgood  
to throw ar rules heavy DMs if you can wrangle them into letting you use it, also elaborates further on the polymorph school that was expanded on in the players handbook 2, good investment for caster players  
11 new different prestiges choices  
125 new spells  
71 new feats  
7 new rings  
14 new rods  
8 new staffs  
15 new wonderous its

Complete Mage  
A Players Guide to All Things Arcane  
Skip Williams Penny Williams Ari Marmell Kolja Raven Liquette  
Arcane Power at Your Fingertips  
Every 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 folk specifically, 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 DD 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 you'll 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 classes from the barbarian to the rogue a little taste of what it's like to be an arcanist without sacrificing their core identities. For use with these Dungeons Dragons core books  
Players Handbook  
Dungeon Masters Guide  
Monster Manual