



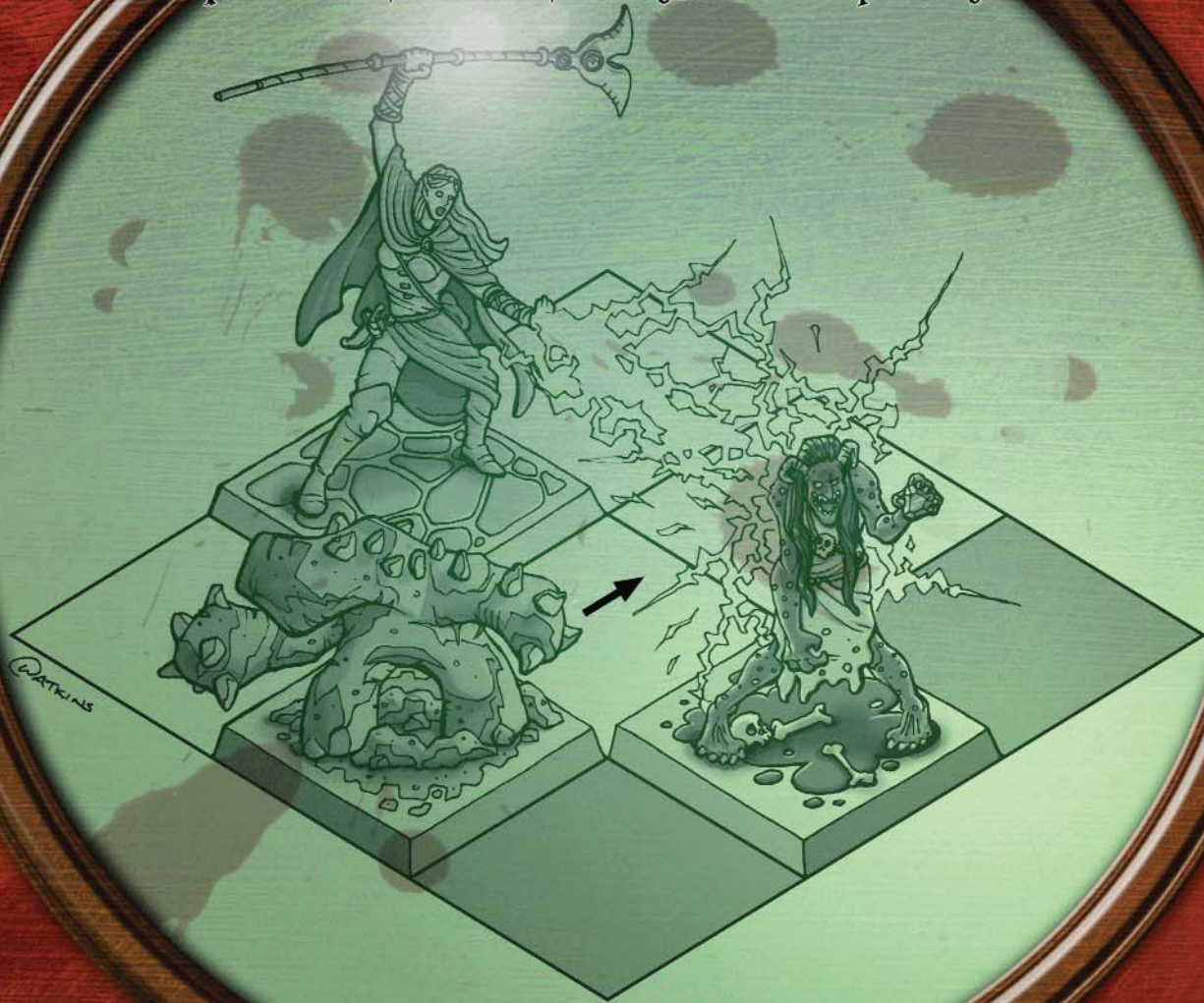
The Power Gamer's 3.5



WIZARD

Strategy Guide

For wizards, sorcerers, and other arcane spellcasters



The 100% Official
Guide to Kicking Monster Butt
and Winning the Game

Free to a
good home!!
\$19.99 For You!!

Kick Monster Butt

You're looking at the only strategy guide for the revised edition of the world's most popular role playing game.

Let's be real – the game's about combat, not charisma!

This strategy guide gives you the strategies and techniques you need to win. It's like a football coach's playbook, or a video game champion's cheat codes. Feat combos, sneaky skill uses, multiclassing secrets, and abusing the rules: that's what it's all about.

Build the Perfect Magic User

Pick the wrong spells and you'll be pushing up daisies.

Pick the right ones and you'll be racking up XP! This book is all about making the right decisions to build the perfect magic user. Whether you're a wizard, sorcerer, or other arcane spellcaster, if you're interested in combat, you'll learn how to max out your abilities.

Make the Right Decisions

What's the best option: "front end" spells with attack rolls, or "back end" spells that give the target a save?

What's your best chance of survival: max out your ability to beat spell resistance, or max out your save DCs?

Is Weapon Focus (ray) really a good choice, even for a ray specialist?

When you're through with this book, you'll know the answers.

But Don't Tell the DM

Everything in this guide comes straight from the core rulebooks.

It's 100% official material; all we do is tell you how to use it.

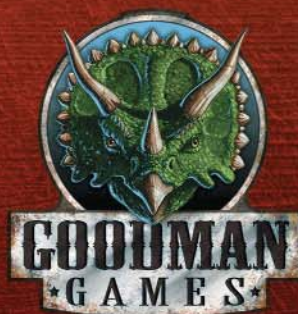
But you don't want your DM to read this book.

Just think, all these useful tips and suggestions in the hands of the guy who runs the monsters!

Shudder. Keep this one tucked away
or you'll regret it.

Requires the use of the Dungeons & Dragons,
Third Edition Core Books, published
by Wizards of the Coast, Inc.
This product utilizes updated
material from the
v.3.5 revision.

GMG4311





The Power Gamer's 3.5 WIZARD Strategy Guide

The 100% Official Guide to Kicking Monster Butt
and Winning the Game – Mage Style!

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The Power Gamer's 3.5 Wizard Strategy Guide
[GMG4311] If you like this book, be sure to
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Introduction

Welcome to the Wizard Strategy Guide

or «Using Arcane Magic to Dominate the Game»

When Joseph Goodman approached me about the development of a Wizard Strategy Guide to complement the popular Power Gamer's 3.5 Warrior Strategy Guide, I was immediately interested in tackling the topic. I far prefer mages and arcane types to simple beat sticks—if you can survive the perils of low levels and really grow into your role. The problems, of course, are surviving long enough to get to that stage in your arcane career and then making the most out of your newfound powers.

I knew this book would be an invaluable tool to players yearning to master the secrets of arcane magic. But while brainstorming the structure and content of the Wizard Strategy Guide, it soon became clear that the rules and restrictions for optimizing mages are quite different than the rules for warriors—more so than we thought at first glance.

Warriors, Stand Aside

Warriors, despite the numerous weapons and feat combinations, are far easier to develop if you apply pure mathematics and statistical probabilities. In many instances, you can base nearly any warrior optimization around the “hit it harder” principle. You know, the principle that states the harder you hit *it* (the bad guy), the better you are as a warrior. Well, things aren't quite so simple for mages, since arcane magic can not only “hit it harder” but perform a wide variety of other useful functions... such as “don't let it hit us,” or one of my personal favorites “keep it still while the warriors hit it harder.”

These are just a few of the distinctions particular to practitioners of arcane magic:

- ▶ **More Than Just a Weapon:** Spells and spell-like abilities (such as those conferred by created magical items) vary far more than weapons. To min/max a warrior, there are fewer characteristics or effects to consider when selecting your primary means of dealing damage. A weapon is defined by its base damage, size, reach, critical range and critical multiplier. Spells have far more factors impacting their effectiveness. Mages also have a variety of spell schools to choose from, save DCs to worry about, spell resistance to overcome, and numerous damage options (direct damage, damage over time, indirect damage, buffs that enhance another's damage, etc).
- ▶ **More Combat Options:** Each archetype from the warrior guide, eventually, deals with how a warrior can deal damage to an enemy via ranged or melee combat. Even with feats and maneuvering, it comes down to this fundamental interaction. Mages, due to the sheer volume of spells available, have a variety of combat options in addition to their formidable damage potential (such as summoning creatures, spells that buff or debuff targets, holding targets for others to attack).
- ▶ **Metamagic Feats:** There is no comparable game mechanic for warriors like the metamagic feats for mages. While several of them are “flavor” feats (as pointed out in this guide), many have a pronounced impact on spell effectiveness. The balance between a metamagic feat's additional casting level modifier and the impact on the spell effect are important considerations.
- ▶ **Size Really Does Matter:** Ahem — party size, that is. The larger the party, the more “damage” a mage can inflict through party optimization spells or indirect means, such as buffing (*bull's strength*), impairing (*ray of enfeeblement*) or simply locking down foes for the warriors (*hold monster*). The smaller the party is, the more pivotal a mage's role may be in damage output. As such, party size is a factor to consider when discussing spell selection.
- ▶ **Base Attack Bonus:** There is no linear benchmark of increasing mage power like there is for the warrior's Base Attack Bonus. BAB “stacks” and works the same way whether you're a single classed fighter or a multiclassed barbarian/ranger. This meant devising a new means of comparing power and utility between spell casters of various levels.