



Magic of Incarnum (Dungeons & Dragons d20 3.5 Fantasy Roleplaying)

By James Wyatt, Frank Brunner, Stephen Schubert



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A new source of power for the Dungeons & Dragons® roleplaying game!

This supplement introduces a magical substance called incarnum into the **D&D** game. With this book, the players characters can meld incarnum—the power of souls living, dead, and unborn—into magical items and even their own bodies, granting them special attacks, defenses, and other abilities (much as magic items and spells do). Incarnum can be shaped and reshaped into new forms, giving characters tremendous versatility in the dungeon and on any battlefield.

This book also features new classes, prestige classes, feats, and other options for characters wishing to explore the secrets of incarnum, as well as rules and advice for including incarnum in a **D&D** campaign.



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Editorial Review

About the Author

James Wyatt won an Origins award for *City of the Spider Queen*[™]. He also wrote *Oriental Adventures*[™] and co-authored numerous roleplaying game products, including the **Eberron**[™] Campaign Setting, *Sharn: City of Towers*[™], *Draconomicon*[™]: *The Book of Dragons*, and *Book of Exalted Deeds*[™]. He lives in Washington State.

Frank Brunner has been working in the game industry for four years and has written several articles for *Dragon*[®] Magazine and adventures for *Dungeon*[®] Magazine.

Stephen Schubert, has written for *Dragon*[®] Magazine, *Star Wars*[®] Gamer, and the Wizards of the Coast website. He also cowrote *Heroes of Battle*[™]. He now works as a developer for roleplaying games and miniatures at Wizards of the Coast, Inc.

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