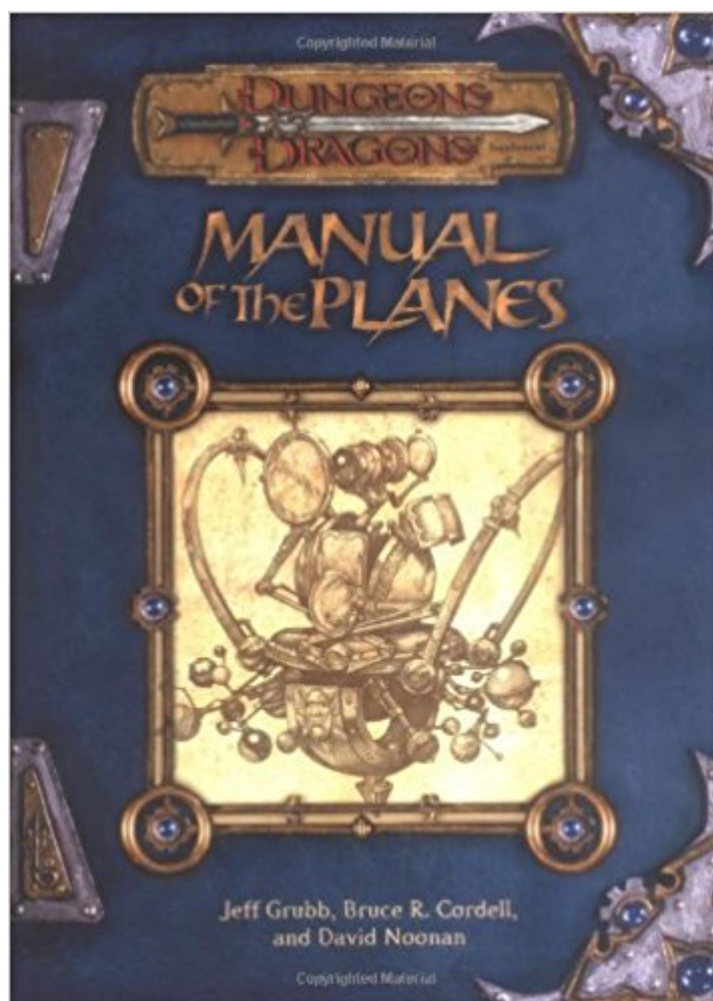


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Manual Of The Planes (Dungeon & Dragons D20 3.0 Fantasy Roleplaying)



Synopsis

Visit New DimensionsThe most powerful adventurers know that great rewards--and great perils--await them beyond the world they call home. From the depths of Hell to the heights of Mount Celestia, from the clockwork world of Mechanus to the swirling chaos of Limbo, these strange and terrifying dimensions provide new challenges to adventurers who travel there. Manual of the Planes is your guidebook on a tour of the multiverse. This supplement for the D&D game provides everything you need to know before you visit other planes of existence. Included are new prestige classes, spells, monsters, and magic items. Along with descriptions of dozens of new dimensions, Manual of the Planes includes rules for creating your own planes. To use this supplement, a Dungeon Master also needs the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual. A player needs only the Player's Handbook.

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Customer Reviews

This is the Sourcebook to get for DM's in 3.0 and 3.5. Fighting in different gravity, alternative planes for magics, planes prepared for players to play in. Any DM that wants to run a Planescape game in 3rd edition NEEDS this book. Extra monsters, new rules, and prestige classes are just great additions to an excellent book. It sits comfortably in my top three sourcebooks for 3.0/3.5. Worth every penny.

I really like the sections that talk about metaphysical traits of planes, such as different types of gravity, passage of time, etc., and it's cool that D&D has a pretty dense and diverse cosmology. Unfortunately, most of the planes are just too weird. Most planes are somehow "infinite" yet "finite,"

and some of the ways they're set up (a plane of infinite giant metal cubes, for example) are just too bizarre for me to even comprehend. Not to mention the developers are pretty uncreative with names (There's an evil town called "Ribcage"). It's like the writers went on a serious acid trip and wrote down their ideas for these planes during it. I mean, maybe that's the whole point of this book — to give you a chance to run games that feel completely foreign to earth, but for me it was too much. I do like the elemental planes a lot, however, and I like how every book can make prestige classes that match the book's focus (in this case, planes-based prestige classes).

Book was in passable condition, but this is a classic. It's what inspired Planescape and was innovative for its day. Nostalgia-city! It also had some ideas about how to run "mythic" games in Olympus, Asgard, etc. Good fun, and pure in its originality.

I bought this in conjunction with the Deities and Demigods book and both have material that complement each other. As for manual of the planes itself...Each plane is given a solid description, and while all the countless layers of the D&D Abyss can't be labeled as a whole the book gives rules about what to expect from each extra-dimensional plane. It is a guide for characters, sows adventure & storyarc seeds for DMs, and provides prestige classes & spells worth at least a little more than a passing glance. Don't expect a layout of the Fire Plane's City of Brass or the Outland's Sigil city either, but enough on specific places like that is given to let a creative DM 'wing it' from there, and ultimately that is part of the point of roleplaying.

This book is an update and a sensible one at that from the 2.0 rules. I would have liked things, the planes themselves a bit more mapped out, but we are given plenty of info on how to do that, massive but concise information about the major planes. The planar monsters are pretty decent, but the inevitables are already listed. Plenty of info on how to make demi planes and planes of your own. I would have liked a plane of steam and a para elemental steam. I'm not thrilled about the magic items or the prestige classes but then again, I don't like to use either of these in the games I run. I think this is a good book about the planes that is well written and well balanced with very little more than you need. If you need a book about the planes this is it.

Taking much of its info from the original Manual of the Planes and splicing it with lots of Planescape material, then adding a dollop of its own stuff, this is a hefty book that will have newbies to the D&D cosmology eagerly grabbing it up. The planes are well detailed, illustrated, given unique

characteristics, settings, and all with that 3rd edition twist. Lots of new monsters in the back, plus the expected assortment of some prestige classes and planes-specific spells. The only drawback one might have (and it's a minor one) is that if you are a long-term player of D&D and own all the old sourcebooks, you will already know a chunk of this material. But fret not, there is PLENTY of new ideas that sets it apart, particularly the options to create your own cosmologies. Definitely one of the better 3rd edition sourcebooks.

I was trying to run a planes hopping campaign with just the Planescape and the Planar Handbook, but those works have almost no information in them. In fact, I'm pretty sure all of the information in those books can be found in the Manual of the Planes, so really the only book you need (and you do need it) is the Manual of the Planes, because it's chock full of information about the Planes that you just can't find anywhere else.

I've only read through the Manual once, and it's going to take another read-through before I fully understand some of it, but so far I'm loving it. My cleric has already taken Divine Agent as a prestige class, to great effect. In the game that I run, I've used the suggestions in this book to make the world greater and more mysterious. Other reviewers have done a great job of describing the book's contents, so let me close by saying that this is a beautifully made book that can only enrich your roleplaying experience.

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