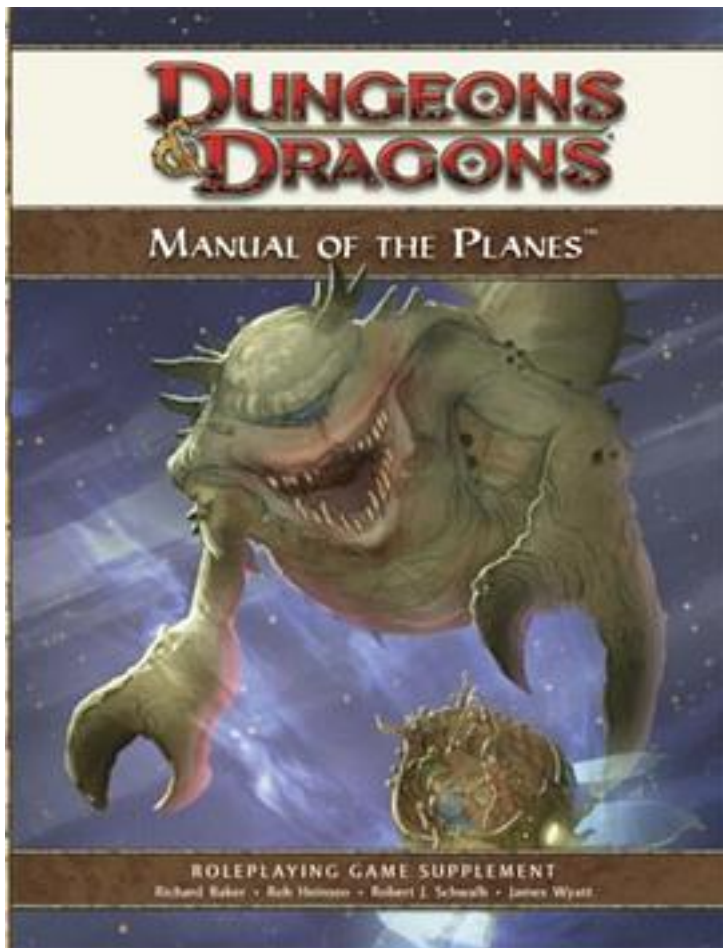


Manual of the Planes



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The 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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After the typical introduction found in almost all guides of D&D 3rd. Edition, Manual of the Planes presents, in its first chapter, an overview of planes in general: what they are, what their nature is, and what is its function on gameplay. Info about how to shift between planes is also available on this chapter.

The second chapter presents hints on how to design your own cosmology of planes, based on the D&D official cosmology known as "The Great Wheel". Generating a personalized cosmology involves several options - for example, consider how magic works if basic planes that feed magic (such as the Ethereal or Astral planes) are disposed of.

The next chapters in the Manual are dedicated to detail the Great Wheel and the 27 planes that constitutes it.

作者介绍:

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评论

从小店店君出生伊始, 实体本一直不离不弃在它怀里.

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