



# Manual of the Planes

*Jeff Grubb , Bruce R. Cordell , David Noonan*

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Visit New Dimensions

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."

## Manual of the Planes Details

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# From Reader Review Manual of the Planes for online ebook

## Timothy Boyd says

Sometimes payers think have done and seen it all. Well I just let them roam around in the planes between the worlds for a while till them miss home! Great resource book for the game. Recommended

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## Aldean says

My longest-lived roleplaying group included a DM with a deep affection for the old Plaenscape setting, so he hauled the old books along with this new tome and we had a plane-hopping good time. I am completely unfamiliar with the older version, but this 3rd Edition volume was a tremendous resource for both the DM and the players, and I wouldn't want to leave my home plane without it.

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## Francisco Becerra says

One of the best 3rd ed. Books, yet it fails to live up to be the "legacy" of Planescape. Nevertheless, a must to update the Multiverse.

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## Russell Hayes says

Great review of the planes, but 3.0 and needs more pictures

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## Michael Prier says

Who doesn't want to travel to other planes and fight monsters, especially the elementals.

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## Will Boncher says

Planeswalking is so cool. My goal is to eventually DM or play through all of them.

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## Jennifer says

I really like this one, mostly for the suggestion of other realms to explore. It always leaves me thinking of bizarre and wonderful places, and all the possibilities they hold.

