

1: The Plane Above | D&D4 Wiki | FANDOM powered by Wikia

The Plane Above: Secrets of the Astral Sea is a 4th edition Dungeons & Dragons rules supplement published in April. On the Astral Sea, characters face off against angels, devils, githyanki, and even the gods and their exarchs while exploring dungeons, raiding astral galleons, and establishing themselves as demigods.

Cleric spells up to 5th level, Magic user spells up to 6th level. Every attack except for certain monster abilities did 1d6 damage if it hit. Characteristics have more modifiers and exceptional strength was introduced. Variable damage dice for different weapons and creatures was introduced. The number of spell levels increased. Playing a Race meant playing a class. For example a Dwarf used only the Dwarf Class. Later the Mentzer version was combined into the Rules Compendium. Some sections are poorly designed or understood like the unarmed combat rules, initiative, psionics, human dual classing, etc. While other are widely adopted, classes, races, spells, magic items, etc. Characters select a race and a class. Non-human race can multi class which involves splitting experience between multiple classes. Non-humans were generally limited to a max level often low. Some content like half-orc, demons, and assassins were removed or changed due to media pressure. Character customization was expanded by using non-weapon proficiencies as a skill system and by allowing characters to take kits that confer various benefits. Skill and Powers introduced several rule systems that allowed extensive customization of a character. A single level chart was introduced and at each level a character could take a new class or add another level of a class they already had. In addition feats were added to allow character to further customize their abilities. A true skill system was introduced and integrated into the game. The underlying d20 system worked by rolling equal to or higher than a target number and adding various bonus. This was used across the game in a standard way. Problems developed at higher levels as the number of options increased to the point where players had a tough time resolving their actions. In addition, when various supplements were combined, characters could be built that were considerably more powerful than other combinations. This version was also noted for releasing the d20 system under the Open Game License, which ignited a vigorous third party market. It has a simple set of core rules and defines all character and monster abilities as exceptions which are described in standard terms. Higher level combat has been simplified, and class has been designed to have specific roles in combat. Every class has a diverse set of combat options to use. The use of a battlegrid and miniatures is part of the core rules. Classes and monster generally have a high fantasy flavor. There are multiple ways to heal centered on a new mechanic called healing surges. Combat takes noticeably longer than any prior edition except perhaps for high level 3rd edition combat. Wizards of the Coast originally intended to create a "virtual tabletop" as well, but the project was never completed. Essentials was designed to be cross-compatible with 4th Edition, with different versions of the classes usable side-by-side. As stated in this article the d20 rolls to see if the character hits or succeeds in a task have been changed to an absolute scale where the difference between the highest level and the lowest is drastically reduced compared to previous editions. In its place, higher level characters and creature have more hit points, more options for completing tasks, and increased damage along with more ways of doing damage. An immediate consequence is that the difficulty of the to hit roll or the task is not expected to increase as the character levels.

2: Dungeons and Dragons 4th Edition | Awards | LibraryThing

The Plane Below greatly expands on the Elemental Chaos, which is one of the fundamental planes of the Dungeons & Dragons 4th Edition cosmos. To be sure, this supplement is primarily intended for Dungeon Masters and is best suited for paragon and epic tier games.

On the Astral Sea, characters face off against angels, devils, githyanki, and even the gods and their exarchs while exploring dungeons, raiding astral galleons, and establishing themselves as demigods. This game supplement builds on the overview of the Astral Sea presented in the Manual of the Planes game supplement and explores the heavenly plane in greater detail. From the cavernous layers of Nine Hells to the dark dungeons of Tytherion, adventure awaits in every astral dominion and on the vast, uncharted sea that stretches between them. This game supplement describes the Astral Sea and key locations throughout the plane. It also presents a multitude of new monsters, as well as adventure hooks, encounters, hazards, and everything Dungeon Masters need to make the Astral Sea a featured setting in their campaigns. Product History The Plane Above: It was published in April. Rather than being a featureless gray mist, the Astral Plane now looks like something straight out of Spelljammer. The piratical star of the cover is a githyanki, one of the races spotlighted within. Continuing the Manual of the Planes. A year later, The Plane Below: Secrets of the Elemental Chaos looked at the lower half of the Axis in more detail. Expanding the World Axis. Spelljammer imagined a space between the worlds that was filled with magical ships, while Planescape made the Inner and Outer Planes into playable settings. Secrets of the Astral Sea feels like the spiritual successor of those two classic settings. Secrets of the Astral Sea expands that into a page sourcebook. It begins with 26 pages describing the Astral Sea, which reveals it as a place for adventure, much like the old Crystal Spheres of Spelljammer. However, the majority of the background material in Secrets of the Astral Sea focuses on a half-dozen "divine dominions" and any number of "shattered dominions" and "motes". The divine dominions that get the most attention are Arvandor, Celestia, Chernoggar, Hestavar, the Nine Hells really, only the first layer of Avernus, and Tytherion. Together, they reveal how much the divine dominions changed from the Great Wheel to the World Axis. Celestia formerly the Seven Heavens. However, the other three divine realms are new. The list of shattered dominions includes a few other classic realms such as Carceri formerly Tarterus and Pandemonium, but many of the classic planes of the Great Wheel are gone entirely. This fight between the gods and the primordials was previously detailed in Divine Power. Just like Secrets of the Elemental Chaos, this new sourcebook provides details on many notable races in the Plane Above. One appeared in an adventure early on, as a major encounter in the South-American-themed "C1: Githyanki are the evil creation of author Charles Stross. Tales of the Outer Planes, which featured a Githyanki lair, marked their first major adventure. Marut premiered in the original Manual of the Planes as the unliving servants of the death-god Rudra. They seek to rebuild their civilization, destroyed in the Dawn War. It was followed by The Shadowfell: Please feel free to mail corrections, comments, and additions to shannon. Customers who bought this title also purchased.

The Plane Above: Secrets of the Astral Sea (), by Rob Heinsoo with Ari Marmell, Eric Scott de Bie, Robin D. Laws, Matthew Sernett, and Rodney Thompson, is the second supplement to the 4e *Manual of the Planes* (). It was published in April

Some of the optional rules included the introduction of a point-based system to allow players to pick and choose parts of classes to make their own class, and a more tactical combat system including attacks of opportunity. It is the basis of a broader role-playing system designed around sided dice, called the d20 System. Modifiers based on ability scores follow a standardized formula. Saving throws are reduced from five categories based on forms of attack to three based on type of defense. The combat system is greatly expanded, adopting into the core system most of the optional movement and combat system of the 2nd edition *Players Option: Combat and Tactics* book. Third edition combat allows for a grid system, encouraging highly tactical gameplay and facilitating the use of miniatures. New character options were introduced. The new sorcerer class was introduced. The thief is renamed rogue, a term that 2nd edition uses to classify both the thief and bard classes, and introduces prestige classes, which characters can only enter at higher character levels, and only if they meet certain character-design prerequisites or fulfill certain in-game goals. Later products included additional and supplementary rules subsystems such as "epic-level" options for characters above 20th level, as well as a heavily revised treatment of psionics. Skills and the new system of feats are introduced replacing non-weapon proficiencies, to allow players to further customize their characters. The d20 System is presented under the Open Game License, which makes it an open source system for which authors can write new games and game supplements without the need to develop a unique rules system and, more importantly, without the need for direct approval from Wizards of the Coast. This revision was intentionally a small one focusing on addressing common complaints about certain aspects of gameplay, hence the "half edition" version number. The basic rules are fundamentally the same, and many monsters and items are compatible or even unchanged between those editions. In December, the book *Wizards Presents: Races and Classes*, the first preview of 4th Edition, was released. This was followed by a second book in January named *Wizards Presents: Slashdot* reported anger from some players and retailers due to the financial investment in v3. Changes in spells and other per-encounter resourcing, giving all classes a similar number of at-will, per-encounter and per-day powers. Powers have a wide range of effects including inflicting status effects, creating zones, and forced movement, making combat very tactical for all classes but essentially requiring use of miniatures, reinforced by the use of squares to express distances. Attack rolls, skill checks and defense values all get a bonus equal to one-half level, rounded down, rather than increasing at different rates depending on class or skill point investment. Each skill is either trained providing a fixed bonus on skill checks, and sometimes allowing more exotic uses for the skills or untrained, but in either case all characters also receive a bonus to all skill rolls based on level. The system of prestige classes is replaced. Characters at 11th level choose a "paragon path", a specialty based on their class, which defines some of their new powers through 20th level. At level 21, an "epic destiny" is chosen in a similar manner. Core rules extend to level 30 rather than level 20, bringing "epic level" play back into the core rules. Mechanically, 5th edition draws heavily on prior editions, while introducing some new mechanics intended to simplify and streamline play. Actions are now more dependent on checks made with the six core abilities with skills taking a more supportive role. Skills, weapons, items, saving throws and other things that characters are trained in now all use a single proficiency bonus that increases as character level increases. Multiple defense values have been removed, returning to a single defense value of armor class and using more traditional saving throws. Saving throws are reworked to be situational checks based on the six core abilities instead of generic d20 rolls. Feats are now optional features that can be taken instead of ability score increases and are reworked to be occasional major upgrades instead of frequent minor upgrades. The power system of 4th edition was replaced with more traditional class features that are gained as characters level. Each spell-casting class uses a unique system to cast their spells, with wizards and clerics using a slightly modified version of the spell preparation system of

previous editions. Healing Surges are replaced by Hit Dice, requiring a character to roll a hit die during a short rest instead of healing a flat rate of hit points. They published the humorously numbered HackMaster 4th edition from until they lost their license. Please help improve this section by adding citations to reliable sources. Unsourced material may be challenged and removed. A particular challenge has been the word *dungeon*, which in standard English means a single prison cell or oubliette originally located under a keep. In Spanish-speaking countries, the animated series was translated in Hispanic America as *Calabozos y Dragones* and in Spain as *Dragones y Mazmorras* *calabozo* and *mazmorra* have in all Spanish-speaking countries the same meaning: This still brings great confusion amongst Spanish-speaking and Brazilian gamers about the name of the game, since all Spanish and Brazilian Portuguese translations of the game kept the original English title. In gaming jargon, however, a *dungeon* is not a single holding cell but rather a network of underground passages or subterranea to be explored, such as a cave, ruins or catacombs. Some translations conveyed this meaning well, e. Some translations used a false friend of "dungeon", even if it changed the meaning of the title, such as the French *Donjons et dragons* *Keeps and Dragons*. Additionally, some translations adopted the English word "dungeon" as a game term, leaving it untranslated in the text as well. Chainmail was needed to conduct combat Retrieved August 10, Fantasy Role Playing Games. Retrieved June 26, Wizards of the Coast. Archived from the original on October 8, Retrieved August 20, Archived from the original on October 3, Retrieved October 3, The Future of the Game". *Dragon Magazine*, , November, , p. Retrieved February 12, Retrieved July 23, Wizards of the Coast Retrieved February 10,

4: Dungeons and Dragons 4th Edition - All Books (download torrent) - TPB

For sale is the Player's Handbook expansion for 4th edition Dungeons & Dragons, Arcane Power Options for Bards, Sorcerers, Swordmages, Warlocks, and Wizards. It was produced by Wizards of the Coast in and features pages dedicated to enhancing your characters - See the 2nd photo provided for a detail from its reverse cover!

Transitive planes[edit] The transitive planes connect the other planes and generally contain little, if any, solid matter or native life. Astral Plane[edit] The Astral Plane is the plane of thought, memory, and psychic energy; it is where gods go when they die or are forgotten or, most likely, both. It is a barren place with only rare bits of solid matter. The Astral Plane is unique in that it is infinitesimal instead of infinite; there is no space or time here, though both catch up with you when you leave. The souls of the newly dead from the Prime Material Plane pass through here on their way to the afterlife or Outer Planes. The most common feature of the Astral Plane is the silver cords of travelers using an astral projection spell. A god-isle is the immense petrified remains of a dead god that float on the Astral Plane, where githyanki and others often mine them for minerals and build communities on their stony surfaces. God-isles are also the only locations on the Astral Plane that are known to possess gravity or normal time flows. Shadows of Amn takes place on the Astral Plane. It consists of two parts: Many demiplanes, such as that which houses the Ravenloft setting, can be found in the Deep Ethereal plane; most demiplanes are born here, and many fade back into nothingness here. Unlike the Astral Plane, in which solid objects can exist though are extremely rare anything and everything that goes to the Ethereal Plane becomes Ethereal. There is also something here called the Ether Cyclone that connects the Ethereal plane to the Astral Plane. In the 3rd Edition, each Material Plane is attached to its own unique Ethereal Plane; use of the Deep Ethereal connecting these Ethereal Planes together is an optional rule. A dimly lit dimension that is both conterminous to and coexistent with the Material Plane. It overlaps the Material Plane much as the Ethereal Plane does, so a planar traveler can use the Plane of Shadow to cover great distances quickly. The Plane of Shadow is also conterminous to other planes. With the right spell, a character can use the Plane of Shadow to visit other realities. It is magically morphic, and parts continually flow onto other planes. As a result, creating a precise map of the plane is next to impossible, despite the presence of landmarks. A human-sized, two-headed lizard composed of dark shadow. Equine creatures that gallop across the Plane of Shadow in great herds. Dark trees at the heart of many a dangerous forest. Mirror Planes[edit] Mirror planes were introduced in the Third Edition Manual of the Planes as an optional group of transitive planes. They are small planes that each connect to a group of mirrors that can be located in any other planes throughout the multiverse. A mirror plane takes the form of a long, winding corridor with the mirrors it attaches to hanging like windows along the walls. Mirror planes allow quick travel between the various mirrors that are linked to each, but each plane contains a mirror version of any traveler that enters it. This mirror version has an opposite alignment and will seek to slay his real self to take his place. All mirrors connect to a mirror plane, though each mirror plane usually has only five to twenty mirrors connecting to it. It is a plane where physical travel can result in time travel. In 3rd edition products, some of the detail of Temporal Prime became incorporated into the "Temporal Energy Plane" mentioned in the 3rd edition Manual of the Planes. Demiplanes[edit] Demiplanes are minor planes, most of which are artificial. They are commonly created by demigods and extremely powerful wizards and psions. Naturally-occurring demiplanes are rare; most such demiplanes are actually fragments of other planes that have somehow split off from their parent plane. Demiplanes are often constructed to resemble the Material Plane, though a few—mostly those created by non-humans—are quite alien. Genesis, a 9th level arcane spell or psionic power, and the 9th-level arcane spell Demiplane Seed are among the few printed methods for a player character to create a demiplane. Among the most notable of demiplanes is the Demiplane of Dread, the setting of Ravenloft. Neth[edit] Neth, the Plane That Lives, is a living, sentient plane of finite size that has an immense curiosity. The only access Neth has to the rest of the multiverse is through a single metallic, peach-colored pool on the Astral Plane. Those who look into the pool from the Astral Plane might notice a huge eye flash into focus on its surface, which quickly fades. Sometimes, Neth will choose to encapsulate its

visitors. Two folds of membrane will come together and ensnare and seal off the victims. Neth will then flood the compartment with either preservative or absorptive fluid. The preservative fluid will put the victim in temporal stasis, and the victim can be revived if the fluid is drained away. Characteristics[edit] Neth is a living membrane the size of a continent. It is folded upon itself and resembles an enormous paper ball with a radius of about twenty-five miles. The spaces are filled with air-saturated fluid, but visitors can still breathe in them. If the plane were spread flat, it would be about five hundred miles in diameter, and the average thickness would be approximately thirty feet. If they swim around unnoticed, they might see organ buds larger than city blocks, beings behind membranous capsules, and the humanoid antibodies of Neth mindlessly going about their business. Every part of the living demiplane has a soft, pink glow. Neth can also flush the fluid wherever it wants, carrying visitors along with it, usually to the Visage Wall to be questioned. Time is normal on Neth. Neth can move its interior membrane at will, creating or destroying fluid-filled spaces. Inhabitants[edit] The only thing native to Neth is the plane itself. Sometimes, Neth creates his children to serve as antibodies, but they are more often sent to other planes, instructed by Neth to explore and return for reabsorption, thus giving Neth more knowledge. Locations[edit] On Neth, the portal to the Astral Plane appears as a twenty-foot-wide, mouth-like cavity, which Neth can open and close at will. It contains thousands of head-shaped bumps that resemble the likenesses of those previously absorbed by Neth. Neth speaks to its visitors from about five or six of the heads simultaneously, questioning them in order to learn more of the outside universe. Far Realm[edit] The Far Realm is an alien dimension of cosmic horror. It is the home plane for many aberrations and strange monsters. The Far Realm contains an infinite number of layers, these layers range from inches thick to miles, and it is often possible to perceive multiple layers simultaneously. These layers can grow, spawn further layers, breathe and possibly die. The Far Realm is home to many powerful and unspeakable beings ripped from the nightmares of the darkest minds of the waking world, beings so unfathomable that their very existence is a perversion of reality itself. These beings are governed by lords of unimaginable power and knowledge completely alien. The Far Realm is a plane far outside the others and often not included in the standard cosmology. It is sometimes referred to simply as "Outside", because in many cosmologies it is literally outside reality as mortals understand it. In the fourth edition, an anomalous plane, the Far Realm is bizarre and maddening. Creatures native to or connected with the Far Realm have the aberrant origin. Distant stars have been driven mad by proximity to the Far Realm, resulting in the abominations known as starspawn. The Far Realm also breaks into reality at various points in the Underdark , leading to the rise of the aboleth and mind flayer empires. Natural humanoids tainted by the Far Realm are known as foulspawn. The Far Realm was originally sealed off from reality by a construction known as the Living Gate, which lay at the top of the Astral Sea. Psionics are believed to have developed as a means to fight the Far Realm, in the same way that a body develops antibodies to fight an infection. Others take an interest in mortals, communicating with them through the veil between realms and sponsoring magic-users called alienists. Gibberlings , gibbering mouther , illithids mind flayers , kaortis , uvuudaums , grell , wystes, foulspawn, and other aberrant creatures have their origins in the Far Realm. Plane of Dreams[edit] The Plane of Dreams is a plane far outside the others and often not included in the standard cosmology. As its name suggests, all true dreams take place on the Plane of Dreams. Although the three terms are often used interchangeably, there are notable distinctions. Portals are bounded by pre-existing openings usually doors and arches ; the portal is destroyed when the opening is. Portals also require portal keys to open; a key is usually a physical object, but it can also be an action or a state of being. Naturally occurring portals will often appear at random a common occurrence in the city of Sigil , "City of Doors", in the Planescape campaign setting ; some portals only exist for a brief period of time, or shift from one location to another. Conduits are also naturally occurring, but they are natural phenomena, the planar equivalent of whirlpools and tornadoes. Conduits are only known to occur in the Astral and Ethereal Planes. A type of conduit known as a color pool is a common gateway from the Astral Plane to the Outer Planes. A vortex is a link from a Prime Material world to the Inner Planes, which begin in areas of intense concentration of some element e. There also used to be living vortices which the sorcerer-monarchs of Athas have managed to maintain, like syphoning water through a hose, and use to empower their "priests," the Templars. Gates are portals that are not bounded by physical apertures;

gates are rare, and usually appear as a result of magical spells and rare planar phenomena. Lastly, planar bleeding occurs when regions of two planes coexist; such phenomena are usually short-lived, and disastrous for their environments. Planar pathways are special landscape features appearing in multiple planes or layers of a plane. Travel along a planar pathway results in travel along the planes. Pathways are crucial tactically, because they are very stable compared to portals or gates, and do not require magic spells or portal keys. One notable planar pathway in the Planescape campaign setting is the River Styx , which flows across the Lower Planes and parts of the Astral Plane. Another is the River Oceanus , which flows through the Upper Planes.

5: Dungeons and Dragons Wiki

Find great deals on eBay for Dungeons and Dragons 4th Edition Books in Books About Nonfiction. Shop with confidence. 1 x The Plane Above: Secrets of the Astral.

Cone of Cold, Paralyzation Gas Habitat: High Mountains the colder the better Diet: Almost anything; love tasting new things Preferred Treasure: Beautifully crafted jewellery or finely woven fabrics Silver dragons are the second most powerful of the metallic dragons, and are true friends to all. The silver dragon enjoys the company of humans and elves so much that it will often take the form of a human or elf and live among them for the majority of its life. It should be noted that silvers, like all dragons, believe themselves the most superior creatures in the world. However, apart from the ability to fly, which they enjoy greatly, they tend to prefer the physical forms of humanoids for everyday life. At first glance, the silver dragon appears very similar to the white dragon. The silver dragon also has a beautiful frill that begins at the top of its head and flows all the way down its neck and body to the tip of the tail. The frill is silver towards the body, fading to a purple hue at the edge. They have two long, smooth silver horns with black tips, pointing up and back from the head. They also have a pronounced sharp frill under the chin, which has the rough appearance of a goatee. They smell like rain. Silver dragons lay their eggs in a bed of snow. A newhatched silver wyrmling has scales of a bluish gray, which change to silver over time. Silver wyrmlings are intelligent, kind, extremely curious, and adorable. Unlike the gold or bronze dragon, the silver dragon does not usually go out of its way to bring justice on the world. Instead, it waits for others to ask them for help. They will attempt to right an injustice if they see one, but they have no inclination to intentionally seek evil out and destroy it. Silver dragons are more interested in protecting the humans or elves it has come to care for than in looking for evil. Like most metallic dragons, silvers do not enjoy combat, and are averse to killing. If forced to fight, however, they are as deadly as any other dragon. As the dragon approaches adulthood, its color gradually brightens until the individual scales are scarcely visible. The silver dragon is regal and statuesque, an unusual trait they offer is the love of human dining, and will use the ability of alternate form to take part in large feasts. Silver dragons employ a breath weapon of extreme cold similar to that of white dragons. They also have a second breath weapon, a cone of paralyzing gas. Society Edit Silver dragons are extremely rare and elusive, preferring to take the guise of kind and elderly humanoids or very attractive and young humanoids. They very much like to associate with elves and humans, not necessarily because they prefer their company over other races, but because they try to learn from the shorter lived humans. Dragons may live for millennia, while humans only live a few decades. This vast difference in time leads to inherent psychological differences concerning time. Dragons tend to think things through for years at a time, using their razor-sharp intellects to hone a plan to perfection, solve incalculable puzzles, or other such things. Silver dragons, however, note that humans are able to accomplish much in their short life spans because of their ambitious drive for success. When a silver dragon can combine its own long-term perspective with a quick and ambitious attitude, the benefit is undeniable. Ecology Edit Most silvers group together in "clans," a loose organization of dragons who choose to live together as a family. Clans take communal responsibility for protecting and raising their wyrmlings. A senior member of the clan may act as a leader, but no true leader actually exists. Silver dragons do not feel the need for a strict social structure, since they are most content to live as honestly as possible. However, many silver dragons leave their clans for long periods of time to live among nondragons. They tend to live for many years with the same group of humans or elves, having grown attached to them. As members of the family die, the silver dragon, grieved by the loss, often chooses to stay with the family, remaining a true and loyal friend and champion through many generations. If the dragon feels comfortable enough around these nondragons, it might even decide to reveal its true self. A typical lair will contain a main entertaining area, a storage room, a vault, a sleeping chamber, study, library, shrine, and two clinic rooms where the dragon can offer help and protection to those who need it. The lair will also have a concealed back entrance for use in emergencies. Gem dragons Gem dragons are typically of neutral alignment. Sardior is the deity of gem dragons. Amethyst dragon Breath weapon: Line of force Terrain: Inner Planes, underground Image: The most powerful of the neutral

gem dragon, amethyst dragons are honorable, regal creatures. They inhabit the mountains of the northern islands, living on the shores of isolated lakes and pools. At birth, these dragons have lavender skin with fine, translucent-purple scales. These scales darken as the creature grows older, eventually reaching a sparkling lavender color. These creatures approach life with a detached air, ignoring the conflicts of good and evil, law and chaos. At best, they see these conflicts as petty squabbles over inconsequential points of view, and not worthy of their time or consideration. These majestic dragons consider themselves to be the leaders of the gem dragons, and most of the lesser gem dragons acquiesce to this leadership - in everyday life and in the Council Aerie. While amethyst dragons consider their silver and copper cousins to be foolish and have an active dislike of red and white dragons, they do not consider any life form to be their inherent enemies. They prefer to reason out a settlement through discussion and negotiation rather than through combat, but they can and will fight if they must. Being honourable and noble, these dragons never hide or attempt to ambush foes. To them, even retreating is a dishonourable action, but they will flee if faced with certain death. Amethyst dragons eat large quantities of fish and gems. They keep vassals to attend to their needs, though they do not place as many restrictions or requirements on them as other dragon lords do. Most keep at least one hidden, underwater cave for seclusion and secrecy. Amethyst dragons approach mating in a very logical manner, seeking the optimum partner to produce the best offspring. Love and pleasure rarely, if ever, enter the equation. Crystal dragon
Breath weapon: Line of blinding light Terrain: Inner Planes, temperate and cold mountains Alignment: Always chaotic neutral Image: While solitary by nature, they welcome visitors who come to them with good intentions. Hatchlings have glossy white scales that become more and more translucent with age. By the time they reach adulthood, these scales become luminescent in moonlight. In the full light of the day they glow with a dazzling, almost unbearable brilliance. Fun-loving and mischievous, crystal dragons tend to be irresponsible rulers. For the daily running of their domains, these dragons rely on their vassals to keep things going. They establish domains in the cold, open northern reaches, building castles out of snow and ice. They leave these castles open to the sky, for they love to watch the stars on clear, cold nights. The white dragon clans consider crystal dragons to be nothing more than prey, so the two types are almost always in conflict. The crystal dragons also have little love for the tribes of giants that live beyond the Ice Sea and often come south to enslave the small, relatively weak gem dragons. Like other benevolent dragons, the crystal dragons prefer to talk rather than fight. Even without special abilities, they can be charming and engaging to an extreme. Gems and metal ores are their foods of choice. They mate with willing partners whenever they want, as desire and need move them. It has also been known for crystal dragons to adopt white dragon hatchlings. Emerald dragon
Breath weapon: Cone of deafening sound Terrain: Inner Planes, underground prefers inactive or extinct volcanoes Alignment: Always lawful neutral Image: They are a curious species, taken to keeping track of history, lore and customs. They tend to be very reclusive, suspicious that others covet their treasure hoards and territory. Hatchlings have translucent green scales, which harden and take on many shades of green as they age. A desire for privacy runs through the emerald clans, going so far as to determine where the dragon lords and their spawn establish lairs. In the southern islands, emerald dragons built their domains around the inactive volcano range that stretches across the tropical isles. Only their most trusted vassals are permitted to serve them within the main lairs. The others tend to duties throughout the rest of the domain. The primary lairs consist of traps and alarms designed to warn of visitor and other threats. Emerald dragons prefer to quietly observe intruders and rarely emerge from hiding. If parlay is called for, they send their kindred or chief vassals to handle such duties while they watch, hidden, from cover. When forced into combat, emerald dragons prefer to attack by ambush, using stealth and surprise attacks to quickly disable their enemies. If the threat prove to be too great to handle, an emerald dragon will not hesitate to retreat.

6: D&D Official Homepage | Dungeons & Dragons

This the Dungeons & Dragons role-playing game-related article describes a series of fictional locations in a primarily in-universe style. Please help rewrite it to explain the fiction more clearly and provide non-fictional perspective.

The Plane of Shadow was a demiplane here, rather than a separate plane, and most of the Outer Planes went by different names. Inner Planes The Inner Planes are made up of elemental matter and forces. They consist of the Elemental Planes and the Energy Planes. Outer Planes The Outer Planes are the planes of belief and afterlife. Far Realm The Far Realm is a plane far outside the others and often not included in the standard cosmology. Transitive planes Advertisements Astral Plane The Astral Plane is the plane of thought, memory, and psychic energy; it is where gods go when they die or are forgotten or, most likely, both. It is a barren place with only rare bits of solid matter; some creatures, such as the tyrannous githyanki, use the petrified corpses of dead gods as floating fortresses. The Astral Plane is unique in that it is infinitesimal instead of infinite; there is no space or time here, though both catch up with you when you leave. The souls of the newly dead from the Prime Material Plane pass through here on their way to the afterlife or Outer Planes. The most common feature of the Astral Plane is the silver cords of travelers using an astral projection spell. God-isles float on the Astral Plane, where githyanki and others often mine them for minerals and build communities on their stony surfaces. God-isles are also the only locations on the Astral Plane that are known to possess gravity or normal time flows. Ethereal Plane The Ethereal is often likened to an ocean, but rather than water it is a sea of boundless possibility. It consists of two parts: Many demiplanes, such as that which houses the Ravenloft setting, can be found in the Deep Ethereal plane; most demiplanes are born here, and many fade back into nothingness here. Unlike the Astral Plane, in which solid objects can exist though are extremely rare anything and everything that goes to the Ethereal Plane becomes Ethereal. There is also something here called the Ether Cyclone that connects the Ethereal plane to the Astral Plane. Shadow Plane Main article: Plane of Shadow The Plane of Shadow was a demiplane in an earlier edition of the game, but finally became a full-fledged transitive plane in the 3rd edition cosmology. It is, as one would expect, an empty plane of darkness, where shadows are cast without any source of light. The Shadow Plane connects to other planes not only through portals but also through darkness; this is especially true on the Material Plane, where a monster or mage might use the shadows as a form of transportation. It has also been speculated that the Shadow Plane connects many different cosmologies, thus making it possible for a planeswalker to travel between them. Mirror Planes Mirror planes were introduced in the Third Edition Manual of the Planes as an optional group of transitive planes. They are small planes that each connect to a group of mirrors that can be located in any other planes throughout the multiverse. A mirror plane takes the form of a long, winding corridor with the mirrors it attaches to hanging like windows along the walls. Mirror planes allow quick travel between the various mirrors that are linked to each, but each plane contains a mirror version of any traveler that enters it. This mirror version has an opposite alignment and will seek to slay his real self to take his place. All mirrors connect to a mirror plane, though each mirror plane usually has only five to twenty mirrors connecting to it. Phlogiston Introduced in the Spelljammer setting, the Phlogiston is not traditionally considered a "plane" but acts very similarly to one. It is a highly flammable gaseous medium in which crystal spheres holding various Prime Material solar systems float, traversable by Spelljammer ships. It is a plane where physical travel can result in time travel. In 3rd edition products, some of the detail of Temporal Prime became incorporated into the "Temporal Energy Plane" mentioned in the 3rd edition Manual of the Planes. Demiplanes Demiplanes are minor planes, most of which are artificial. Demiplanes are commonly created by demigods and extremely powerful wizards and psions. Naturally occurring demiplanes are rare; most such demiplanes are actually fragments of other planes that have somehow split off from their parent plane. Demiplanes are often constructed to resemble the Material Plane, though a few "mostly those created by non-humans" are quite alien. Genesis, a 9th level arcane spell or psionic power, is one of the few printed methods for a player to create a demiplane. The most notable demiplane is the Demiplane of Dread, the setting of Ravenloft. Portals, conduits and gates Portals, conduits and gates are all openings leading from one location to another; some lead

to locations in the same plane, others to different planes entirely. Although the three terms are often used interchangeably, there are notable distinctions. Portals are bounded by pre-existing openings usually doors and arches ; the portal is destroyed when the opening is. Portals also require portal keys to open; a key is usually a physical object, but it can also be an action or a state of being. Naturally occurring portals will often appear at random a common occurrence in the city of Sigil , "City of Doors", in the Planescape campaign setting ; some portals only exist for a brief period of time, or shift from one location to another. Conduits are also naturally occurring, but they are natural phenomena, the planar equivalent of whirlpools and tornadoes. Conduits are only known to occur in the Astral and Ethereal Planes. A type of conduit known as a color pool is a common gateway from the Astral Plane to the Outer Planes. A vortex is a link from a Prime Material world to the Inner Planes, which begin in areas of intense concentration of some element e. There also used to be living vortices plural of vortex which the sorcerer-monarchs of Athas have managed to maintain, like siphoning water through a hose, and use to empower their "priests," the templars. Gates are portals that are not bounded by physical apertures; gates are rare, and usually appear as a result of magical spells and rare planar phenomena. Lastly, planar bleeding occurs when regions of two planes coexist; such phenomena are usually short-lived, and disastrous for their environs. Planar pathways are special landscape features appearing in multiple planes or layers of a plane. Travel along a planar pathway results in travel along the planes. One notable planar pathway in the Planescape campaign setting is the River Styx, which flows across the Lower Planes and parts of the Astral Plane. Another is the River Oceanus, which flows through the Upper Planes. Alternative interpretations In the context of the game, there are many theories of the organisation of the planes. For instance, in some lands it is believed that there are multiple Prime Material planes, rather than one containing all the worlds or planets. In these lands the Ethereal planes are believed to surround each Prime Material plane. See also Alternative theories of the Outer planes. Coterminal versus coexistent Planes may border be coterminal or may be coexistent. In particular, the Ethereal and Shadow planes are coexistent with the Material Plane. In effect, the "boundary" between the two extends through all of space. It can "manifest" itself into the Material, and force attacks launched from the Material can hit it. The Astral Dominions, counterparts to the Outer Planes of earlier editions, are planes which float within the Astral Sea. Creatures native to or connected with the Astral Sea generally have the immortal origin. A realm of nature, beauty and magic similar to the Feywild. Home to Corellon and sometimes Sehanine. Celestia, the Radiant Throne: A great mountain that drifts in a world of silver mists. Home to Bahamut , Moradin and, sometimes, Kord. Chernoggar, the Iron Fortress: The rust-pitted iron castle, where mighty warriors fight and die endlessly. Home to Bane and Gruumsh. Hestavar, the Bright City: As the name suggests, this dominion is a luminous metropolis, used by planar merchants. Home to Erathis, Ioun and Pelor. A place of sin and tyranny, a world of continent-sized caverns. A dark wilderness where serpents and dragons lurk. Home to Zehir and Tiamat. The Elemental Chaos contains Elemental Realms, which are themselves planes, the Abyss is one such realm. Creatures native to or connected with the Elemental Chaos generally have the elemental origin. Locations within the Elemental Chaos The Abyss: Home to the Tharizdun, the Elder Elemental Eye. The City of Brass: The Efreeti capital and a major trade hub planar trade and travel. Creatures native to or connected with the Far Realm generally have the aberrant origin. The Feywild One of the two parallel planes, the Feywild is a more extreme and magical reflection of the world with some thematic links to the Positive Energy Plane of earlier editions. Creatures native to or connected with the Feywild generally have the fey origin. According to the 4th edition Manual of the Planes, this plane has some sort of unspecified connection to Arvandor, and is suspected that the Realm of Corellon can be reached by here.

7: Plane (Dungeons & Dragons) - Wikipedia

This is a list of products for and related to Dungeons & Dragons 4th edition.

It will take the same time to reach 30th level as it does now to reach 20th [7]. Every level will grant new abilities. Levels are considered "heroic", when the adventures are bound to battle orcs and giants in local encounters. Levels are "paragon" with classic fantasy threats like dragons and saving a whole kingdom. Leveling up will be geared towards every second or third game session. This means either negative scores or no ability penalties [9]. The game mechanics will be redesigned to be more scalable and work on all levels in the same way. Races Edit Humans will be made more "flavourful". Racial traits will be available and start working from the first level. Racial feats can be taken later when a character progresses in levels to enhance them. Racial substitution levels will be removed from the system in favour of such feat-powered progression [11]. Racial traits will enhance the suggested classes without enforcing any choices: One classic race, gnomes, will disappear from the core books [8] , but they will appear in Monster Manual [12]. Changeling from Eberron campaign setting may be included as well. Elves are confirmed as a playable race, though their roleplaying description changed greatly. They are now impulsive race, which roams the woods in small tribes. They are said to have fey heritage and are relatives to eladrin. They still hate the drow , though [13]. In Faerun , ar-tel-quessir moon elves , sun elves and gold elves will retain their names, but be treated as eladrin in terms of game mechanics [14]. Combat Edit HP stay. Ancient dragons are told to have over hp. Also save or die spells will be replaced with spells that take away hit points, and then certain rules will tie hp loss with conditions like "bloodied" at half hp. Massive damage will make the character suffer from penalties for the rest of the day, but will not kill [15]. A typical monster will last 3 to 5 rounds and have an appropriately small number of special signature abilities. The number of monsters will be assumed to be the same as the number of PC party members, no more one big opponent with occasional sidekicks. However, this number will represent not the actual number of monsters but their roles, and any role can be played by either a real monster or by a trap or by something else. Thus, traps will not cap at CR 10, there will be ready to use traps up to CR 30 as well [16]. Monsters will have a big choice of abilities, and the generic set of level-appropriate attack bonuses and defenses will make it possible to actually generate new monsters on the fly. Feral troll will have an ability to regenerate 20 hit points with a swift action instead of bluntly getting back 5 hp per round [17]. The list of things that will be provoking attacks of opportunity will be much shorter and free of exceptions, and they will mean more to fighters than to other classes. Some other combat rules changes will also speed up the play. Initiative rules seem to stay the same, and there will be an action called " immediate counterattack ". Full attack action will be removed [18]. Life or death saving throws will be gone for good. AC variations flat-footed, touch are gone as well. They will be combined in a system of four standard defences: AC , Reflex , Fortitude , Will. That also means that the spellcasters will have to make attack rolls for example, versus Reflex for fireball. They also can make critical hits with that [19]. Crits are on a roll of 20 and confirmation rolls are no longer needed. Damage from crits is max weapon damage, no more double damage or multiplied damage. Magic weapons give extra damage for crits.

8: DnDWiki:Dragon | Dungeons and Dragons Wiki | FANDOM powered by Wikia

The Dungeons & Dragons Compendium gives you "access to the rules text for 4th Edition races, classes, paragon paths, epic destinies, skills, feats, powers, items, rituals and more", including the entire list of creatures created for 4E.

Contrary to popular belief, the Plane of Fire is not made completely of fire, but merely predominantly so. Much of the plane contains scorched land covered in smouldering embers. The air here is a harsh storm of ash and cinder. Its seas and rivers are slow-moving lava, and sources of water are rare. By day, the black wastes solid enough to travel across on foot are as deadly as the hottest deserts on earth. The ground in many places is soft ash and debris, like walking through a thick layer of smouldering snow. The layout of this soft ground slowly moves and shifts, making mapping impossible and long-term navigation difficult without a native guide. The constant heat creates mirages everywhere. It is often thick with toxic smoke, making breathing difficult and limiting long-distance vision. Wandering fog clouds of superheated steam and sudden storms of hot ash are an ever-present risk. The Efreet, powerful fire genies, are at home in this plane of fire. The azer, dwarves of the element of fire, likewise inhabit this plane. Other creatures include salamanders, who raid azer outposts. Fire giants likewise make their home in these volcanic mountains. A few gold and brass dragons make their home here. They are a living fragment of the plane itself. Other inhabitants include mephits, steam, fire and magma, pyrohydras, thoqqua, rasts. The mercane likewise visit here regularly, often to trade in the City of Brass, though their lack of natural fire tolerance sees few taking up permanent residence. Notable locations Edit The efreet have a legendary city here known as the City of Brass, where it is said almost anything in the multiverse can be bought and sold. It rests upon a great lava sea known as the Sea of Fire. Here, the efreet sail ships of brass. The Cinder Wastes are a vast expanse of black ash. These are possible for visitors to traverse, but as deadly as the hottest desert. Walking across the wastes is like walking across hot coals. It is black obsidian and pyramidal in shape, and lies in the heart of an active volcano, upon the Plain of Burnt Dreams, a vast island rising from a lake of liquid fire called the Blazing Sea.

9: Dungeons and Dragons 4th Edition Books | eBay

In the original Advanced Dungeons & Dragons Players Handbook (First Edition), the full canonical layout of the planes was presented for the first time; this material was expanded upon in the original Manual of the Planes. The Plane of Shadow was a demiplane here, rather than a separate plane, and most of the Outer Planes went by different names.

Honorable J O. Humphrey, the President of the Association made the following introductory remarks Response by penny jordan Frank Kowalski papers An Introduction to the Profession of Counseling Up scholarship form 2015 16 O-Bon in Chimunesu Period 1. Roman Iron Age and the Migration Age A naturalist in western China The finger pointing at the moon Quick, Simple Microsoft Windows 2000 The Mentchkins make friends Report on certain documents touching the provincial history of Maryland Regreening the national parks Evs book for engineering The The The The The The The The A The The The The The Defined Benefit Answer Book CB Naval Fighters Number Forty-Five Douglas A3D Skywarrior Part One Design/Structures/Testing 2001 lincoln continental repair manual Choosing and Using Paper for Great Graphic Design Amsterdam city map Three Classic Works by Zora Neale Hurston Jesus, Jewish brother : varying motifs Marks essentials of medical biochemistry 4th edition Sony action cam as15 manual 6. Beneath the skies. Influence of social media on business Conscious and nonconscious proximal intentions Crude oil washing systems Psychological and Educational Test Scores Memoranda on the North American and eastern colonies. Peplaus theory of interpersonal relations Beanstalk learning podar books Standard Guidelines for the Design, Installation, Maintenance, and Operation of Urban Subsurface Drainage Telegraphy, culture, and policymaking Designing with the mind in mind 2014 Samsung galaxy s iii user manual Long Time Gone (J. P. Beaumont Mysteries) Why Houston became Space City The Writing Road to Reading Phonogram Cards Health and healthy work environments should include measures of education and prevention of