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FREE **D&D**® V.3.5 ACCESSORY UPDATE

Manual of the Planes

3.5

Revision Update

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The Nature of the Core Rulebooks' Changes

The purpose of this booklet is not to provide a comprehensive list of everything that has changed with the 3.5 revision. The changes are too large in number and varied in scope to be able to provide an all-inclusive inventory. Instead, what we want to do is to show you a broad picture of what has changed and to provide you with support for updating our most popular product.

Do you need to make these changes?

No.

This booklet is for players and Dungeon Masters who value rules precision and need to know what's changed so that they can continue to enjoy their 3rd Edition products.

You might choose to make notations in your existing books, photocopy and cut up this booklet to add book-marklike inserts to your books, or simply use this booklet simultaneously with your books.

We provide a brief, general overview of the core books and detailed revision notes for *Deities and Demigods*, *Epic Level Handbook*, *Fiend Folio*, *Manual of the Planes*, and *Monster Manual II*.

Manual of the Planes

Many of the rules introduced in *Manual of the Planes* are now in the *Dungeon Master's Guide*, so you can refer there for discussions of planar traits, planar terrain, and descriptions of the planes of the Great Wheel.

Revisions to the D&D rules result in the following changes to *Manual of the Planes*.

LEVEL ADJUSTMENTS AND ECL

The level adjustments listed in the monster table (see pages 28-29) supplant those listed in Chapter 3 of *Manual of the Planes*.

PRESTIGE CLASSES

Make the following changes to the prestige classes in Chapter 3 of *Manual of the Planes*.

Divine Agent: The mystic union class feature grants 10 points of damage reduction bypassed by weapons aligned opposite the deity's alignment. For example, a divine agent of Kord would have damage reduction of 10/lawful or evil. Divine agents of completely neutral deities such as Obad-hai gain damage reduction of 15/magic instead.

Gatecrasher: A 7th-level gatecrasher gains damage reduction of 5/magic.

Planar Champion: A 9th-level planar champion gains damage reduction of 10/magic.

Planeshifter: The 4th-level planeshifter's morphic stability class feature functions differently because highly morphic planes such as Limbo now work as described in the *Dungeon Master's Guide*. The earth-, air-, water-, and fire-dominant areas remain stationary if a 4th-level planeshifter is within 40 feet of any part of them. Beyond this range they drift normally.

SPELLS

Make the following changes to the new spells in Chapter 3 of *Manual of the Planes*.

Analyze Portal: Change area to cone-shaped emanation.

Elemental Body: In addition to the other spell effects, you gain the relevant subtype (Earth, Air, Fire, or Water) while the spell is in effect.

Ether Blast: Change spell school to Conjuration (Creation).

Improved Portal Alarm: Change name to *portal alarm, greater*.

Interplanar Message: Change spell school to Transmutation [Language-Dependent].

Make Manifest: Change spell school to Abjuration.

Mass Manifest: Change spell school to Abjuration.

Revive Outsider: Change material component to include 5,000 gp worth of diamonds.

Safety: Change spell school to Divination.

Xorn Movement: Change spell school to Transmutation.

TEMPLATES

Make the following changes to the templates in Chapter 9 of *Manual of the Planes*. If a particular aspect of the template isn't mentioned, it functions as described in Chapter 9.

Half-Elementals: Half-elementals gain skills and feats as the base creature. They gain the relevant elemental subtype (Earth, Air, Fire, or Water), but no other special qualities. They gain the spell-like abilities listed in the relevant table. They have a level adjustment of +3.

Shadow Creature: The shadow blend supernatural ability grants total concealment. Their optional supernatural abilities include +2 luck bonus on saves, 1/day cause fear as a 5th-level caster, damage reduction 5/magic, evasion (as the rogue class feature), 1/day mirror image as a 5th-level caster, 1/day *plane shift* as 15th-level caster (to or from Plane of Shadow only), fast healing 2. They have a level adjustment of +2.

Air Element: Gain damage reduction 5/magic if 8 Hit Dice or more. Gain damage reduction 10/magic if 12 Hit Dice or more. Gain Air subtype. They have a level adjustment of +4.

Earth Element: Gain damage reduction 5/magic if 8 Hit Dice or more. Gain damage reduction 10/magic if 12 Hit Dice or more. Gain Earth subtype. They have a level adjustment of +5.

Fire Element: Gain damage reduction 5/magic if 8 Hit Dice or more. Gain damage reduction 10/magic if 12 Hit Dice or more. They have a level adjustment of +4.

Water Element: Gain damage reduction 5/magic if 8 Hit Dice or more. Gain damage reduction 10/magic if 12 Hit Dice or more. Gain Water subtype. They have a level adjustment of +4.

Cold Element: Gain damage reduction 5/magic if 8 Hit Dice or more. Gain damage reduction 10/magic if 12 Hit Dice or more. Gain Cold subtype. They have a level adjustment of +5.

Wood Element: Gain damage reduction 5/magic if 8 Hit Dice or more. Gain damage reduction 10/magic if 12 Hit Dice or more. They have a level adjustment of +5.

Axiomatic: Gain fire, electricity, cold, and sonic resistance 5. Gain fire, electricity, cold, and sonic resistance 10 if 12 Hit Dice or more. They have a level adjustment of +4.

Anarchic: Gain damage reduction 5/magic if 12 Hit Dice or more. They have a level adjustment of +5.

Pseudonatural: Gain electricity and acid resistance 5. Gain electricity and acid resistance 10 if 12 Hit Dice or more. Gain damage reduction 5/magic if 4 Hit Dice or more. Gain damage reduction 10/magic if 12 Hit Dice or more. They have a level adjustment of +4.

PETITIONERS

Petitioners tied to specific planes in the Great Wheel have the following special qualities. They otherwise follow the guidelines in Chapter 9 of *Manual of the Planes*.

Ysgard: Fire and acid immunity; electricity resistance 10, sonic resistance 10.

Limbo: Fire and cold immunity; electricity resistance 10, acid resistance 10; morphic stability (as the planeshifter's class feature) within 40 feet.

Pandemonium: Electricity and sonic immunity; cold resistance 10, acid resistance 10.

Abyss: Electricity and poison immunity; fire resistance 10, acid resistance 10; acidic vapor, no planar commitment (as described in *Manual of the Planes*).

Carceri: Cold and acid immunity; electricity resistance 10, fire resistance 10; +10 racial bonus on Bluff checks.

Hades: Cold and fire immunity; electricity resistance 10, acid resistance 10; wounding, disease, no planar commitment (as described in *Manual of the Planes*).

Gehenna: Poison and acid immunity; fire resistance 10, cold resistance 10; +10 racial bonus on Climb checks.

Nine Hells: Cold resistance 10, fire resistance 10; petitioners native to Cania have immunity to cold and no resistance to fire.

Acheron: Electricity and sonic immunity; cold resistance 10, fire resistance 10; Hearten (as described in *Manual of the Planes*).

Mechanus: Fire and cold immunity.

Arcadia: Sonic and acid immunity; cold resistance 10, electricity resistance 10; at-will *detect good* or *detect chaos* as 5th-level caster.

Celestia: As lantern archons, described in the *Monster Manual*.

Bytopia: Fire and cold immunity; electricity resistance 10; at-will *magic circle against evil* as 5th-level caster.

Elysium: Electricity and cold immunity; fire resistance 10; retain up to four character levels acquired before becoming a petitioner.

Beastlands: Electricity and poison immunity; cold resistance 10, fire resistance 10; fast healing 2.

Arborea: Electricity and poison immunity; cold resistance 10, fire resistance 10; damage reduction 5/magic. Bacchae additionally have acid resistance 10 and the entice supernatural ability (as described in *Manual of the Planes*).

Outlands: Electricity immunity; polymorph and petrification immunity; acid resistance 10; damage reduction 5/magic.

Manual of the Planes Monsters

Monster	Type (Subtype)	Space/Reach	Damage Reduction	Skills
Astral Dreadnought	Outsider	20 ft./15 ft.	—	Hide +7, Move Silently +19, Search +18, Spot +23, Survival +23.
Bariaur	Outsider	5 ft./5 ft.	—	Jump +3, Listen +4, Spot +4, Survival +2.
Eladrin, Firre	Outsider	5 ft./5 ft.	10/cold iron or evil	Bluff +15, Concentration +12, Diplomacy +19, Disguise +15, Hide +8, Intimidate +17, Knowledge (the planes) +14, Listen +8, Perform (singing) +18, Search +8, Sense Motive +14, Spot +9, Spellcraft +14.
Demon, Uridezu	Outsider	5 ft./5 ft.	5/cold iron or good	Balance +15, Hide +13, Jump +12, Listen +12, Move Silently +13, Search +4, Spot +12, Tumble +15.
Demon, Armanite	Outsider	10 ft./5 ft.	5/cold iron or good	Bluff +9, Hide +4, Intimidate +9, Jump +17, Listen +9, Spot +9, Survival +9.
Demon, Goristro	Outsider	15 ft./15 ft.	10/good	Balance +9, Intimidate +20, Jump +32, Listen +21, Sense Motive +11, Spot +21
Devil, Spinagon	Outsider	5 ft./5 ft.	5/silver or good	Bluff +7, Diplomacy +11, Hide +7, Intimidate +3, Listen +7, Move Silently +7, Sense Motive +7, Spot +7
Devil, Narzugon	Outsider	5 ft./5 ft.	10/good	Bluff +12, Diplomacy +13, Handle Animal +9, Gather Information +17, Intimidate +19, Knowledge (the planes) +9, Ride +17, Search +14, Sense Motive +14, Spot +14, Survival +14
Energon, Xag-Ya	Elemental (new)	5 ft./5 ft.	—	Hide +7, Spot +4
Energon, Xeg-Yi	Elemental (new)	5 ft./5 ft.	—	Hide +7, Spot +4
Ephemera, Dusk Beast	Outsider	5 ft./10 ft.	—	Balance +7, Climb +13, Hide +17, Jump +13, Listen +13, Move Silently +13, Spot +13, Survival +8.
Ephemera, Ecalypse	Outsider	10 ft./5 ft.	—	Balance +16, Hide +12, Jump +22, Listen +13, Sense Motive +13, Spot +13, Survival +13
Ephemera, Umbral Banyan	Plant	15 ft./15 ft.	10/slashing or bludgeoning	Listen +10, Spot +10.
Genie, Dao	Outsider	10 ft./10 ft.	—	Appraise +11 (+13 in Craft specialties), Bluff +7, Craft (gemcutting) +11, Craft (any) +11, Diplomacy +6, Intimidate +15, Knowledge (the planes) +6, Sense Motive +13, Spellcraft +11, Spot +13o
Genie, Marid	Outsider	10 ft./10 ft.	—	Bluff +16, Craft (any) +10, Craft (any) +10, Diplomacy +6, Escape Artist +17, Intimidate +18, Knowledge (arcana) +17, Knowledge (the planes) +17, Listen +16, Move Silently +17, Sense Motive +16, Spot +16, Spellcraft +19
Mercane	Outsider	10 ft./10 ft.	—	Appraise +19, Bluff +12, Diplomacy +18, Gather Information +12, Intimidate +9, Knowledge (arcana) +15, Knowledge (nobility and royalty) +15, Knowledge (the planes) +15, Listen +8, Profession (book-keeper) +8, Search +15, Sense Motive +13, Sleight of Hand +14, Spellcraft +17, Spot +8
Ice Paraelemental, Small	Elemental	5 ft./5 ft.	—	Listen +2, Spot +3l
Ice Paraelemental, Medium	Elemental	5 ft./5 ft.	—	Listen +3, Spot +4
Ice Paraelemental, Large	Elemental	10 ft./10 ft.	5/—	Listen +5, Spot +6
Ice Paraelemental, Huge	Elemental	15 ft./15 ft.	5/—	Listen +9, Spot +10
Ice Paraelemental, Greater	Elemental	15 ft./15 ft.	10/—	Listen +12, Spot +12
Ice Paraelemental, Elder	Elemental	15 ft./15 ft.	10/—	Listen +13, Spot +14
Magma Paraelemental, Small	Elemental	5 ft./5 ft.	—	Listen +2, Spot +3
Magma Paraelemental, Medium	Elemental	5 ft./5 ft.	—	Listen +3, Spot +4
Magma Paraelemental, Large	Elemental	10 ft./10 ft.	5/—	Listen +5, Spot +6
Magma Paraelemental, Huge	Elemental	15 ft./15 ft.	5/—	Listen +9, Spot +10
Magma Paraelemental, Greater	Elemental	15 ft./15 ft.	10/—	Listen +12, Spot +12
Magma Paraelemental, Elder	Elemental	15 ft./15 ft.	10/—	Listen +13, Spot +14
Ooze Paraelemental, Small	Elemental	5 ft./5 ft.	—	Listen +2, Spot +3
Ooze Paraelemental, Medium	Elemental	5 ft./5 ft.	—	Listen +3, Spot +4
Ooze Paraelemental, Large	Elemental	10 ft./10 ft.	5/—	Listen +5, Spot +6
Ooze Paraelemental, Huge	Elemental	15 ft./15 ft.	5/—	Listen +9, Spot +10
Ooze Paraelemental, Greater	Elemental	15 ft./15 ft.	10/—	Listen +12, Spot +12
Ooze Paraelemental, Elder	Elemental	15 ft./15 ft.	10/—	Listen +13, Spot +14
Smoke Paraelemental, Small	Elemental	5 ft./5 ft.	—	Listen +2, Spot +3
Smoke Paraelemental, Medium	Elemental	5 ft./5 ft.	—	Listen +3, Spot +4
Smoke Paraelemental, Large	Elemental	10 ft./10 ft.	5/—	Listen +5, Spot +6
Smoke Paraelemental, Huge	Elemental	15 ft./15 ft.	5/—	Listen +9, Spot +10
Smoke Paraelemental, Greater	Elemental	15 ft./15 ft.	10/—	Listen +12, Spot +12
Smoke Paraelemental, Elder	Elemental	15 ft./15 ft.	10/—	Listen +13, Spot +14
Yugoloth, Canoloth	Outsider	5 ft./5 ft.	5/good	Hide +8, Listen +11, Move Silently +8, Spot +11, Survival +11
Yugoloth, Mezzoloth	Outsider	5 ft./5 ft.	10/good	Hide +11, Intimidate +13, Knowledge (the planes) +9, Listen +11, Move Silently +11, Spot +11
Yugoloth, Nycaloth	Outsider	10 ft./10 ft.	10/good	Bluff +17, Concentration +17, Diplomacy +7, Hide +12, Intimidate +5, Knowledge (arcana) +8, Knowledge (the planes) +8, Listen +14, Move Silently +16, Search +8, Sense Motive +14, Spellcraft +10, Spot +14
Yugoloth, Ultraloth	Outsider	5 ft./5 ft.	15/good	Bluff +20, Concentration +17, Diplomacy +24, Intimidate +22, Knowledge (arcana) +19, Knowledge (the planes) +19, Listen +10, Move Silently +19, Search +19, Sense Motive +18, Spellcraft +21, Spot +10
Tiamat	Dragon	30 ft./20 ft. (30 ft. with bite)	15/epic good	Bluff +61, Concentration +64, Diplomacy +69, Gather Information +61, Intimidate +65, Knowledge (arcana) +61, Knowledge (history) +61, Knowledge (religion) +61, Knowledge (the planes) +61, Listen +61, Search +61, Sense Motive +59, Spellcraft +65, Spot +61, Survival +59.
Bahamut	Dragon	30 ft./20 ft. (30 ft. with bite)	15/epic evil	Bluff +68, Concentration +70, Diplomacy +80, Disguise +68, Escape Artist +56, Gather Information +68, Intimidate +74, Knowledge (arcana) +68, Knowledge (history) +68, Knowledge (nature) +68, Knowledge (the planes) +68, Knowledge (religion) +68, Listen +71, Search +68, Sense Motive +69, Spellcraft +74, Spot +71, Survival +69

Manual of the Planes Monsters

Feats	Notes	Monster20 ft./15 ft. —
Add Improved Sunder, Improved Bull Rush; add Track as racial bonus feat.	Attacking silver cord doesn't draw attacks of opportunity; swallow whole begin round after improved grab	Astral Dreadnoughts
—	This is a bariaur War1; Init +1, AC 16 (touch 11, flat-footed 15), Atk +3 melee (1d6+2, scimitar), or +2 ranged Charge 2d6+3; SR 12; Fort +2, (1d8+2, mighty comp. Longbow); Ref +1, Will -1 (+1 against spells and spell-like); Str 15, Dex 12, Con 11, Int 10, Wis 9, Cha 6; bariaurs gain +4 racial bonus on jump checks; level adjustment +2	Bariaur
—	Eladrin subtype; gaze DC 18; natural weapons and weapons have the chaotic and good alignments for overcoming damage reduction.	Eladrin, Firre
Add Dodge	Tanar'ri subtype; level adjustment +6	Demon, Uridezu
Add Track as racial bonus feat	Tanar'ri subtype; level adjustment +8	Demon, Armanite
Add Awesome Blow	Tanar'ri subtype	Demon, Goristro
Add Precise Shot	Baatezu subtype; level adjustment +6	Devil, Spinagon
Add Spirited Charge; add Track as racial bonus feat	Base speed 30 ft.; Baatezu subtype; level adjustment +7	Devil, Narzugon
—	Atk +6 incorporeal melee touch (1d6 and positive, energy lash) or +6 ranged touch (1d8, positive energy ray); Elemental traits; Fort +2, Ref +7, Will +1.	Energon, Xag-Ya
—	Atk +6 incorporeal melee touch (1d6 and negative, energy lash) or +6 ranged touch (1d8, negative ray); elemental traits; Fort +2, Ref +7, Will +1.	Energon, Xeg-Yi
—	—	Ephemera, Dusk Beast
—	Shadow blend grants total concealment	Ephemera, Ecalypse
Add Alertness, Blind-Fight, Improved Unarmed Strike, Improved Grapple, Lightning Reflexes, Power Attack	DR replaces half damage from piercing; Ref +6	Ephemera, Umbral Banyan
—	Earth subtype	Genie, Dao
Add Improved Bull Rush	—	Genie, Marid
Add Improved Feint	Level adjustment +7	Mercane
Combat Reflexes is racial bonus feat	—	Ice Paraelemental, Small
Combat Reflexes is racial bonus feat; add Dodge	—	Ice Paraelemental, Medium
Combat Reflexes is racial bonus feat; add Mobility	—	Ice Paraelemental, Large
Combat Reflexes is racial bonus feat; add Blind-Fight, Improved Critical (icicle), Spring Attack	—	Ice Paraelemental, Huge
Combat Reflexes is racial bonus feat; add Ability Focus (chill metal), Blind-Fight, Improved Critical (icicle), Spring Attack	Chill metal DC 22	Ice Paraelemental, Greater
Combat Reflexes is racial bonus feat; add Ability Focus (chill metal), Blind-Fight, Improved Critical (icicle), Power Attack, Spring Attack	Chill metal DC 22	Ice Paraelemental, Elder
—	—	Magma Paraelemental, Small
Add Cleave	—	Magma Paraelemental, Medium
Add Great Cleave	—	Magma Paraelemental, Large
Add Improved Critical (slam), Improved Sunder	—	Magma Paraelemental, Huge
Add Ability Focus (burn), Improved Overrun, Improved Sunder	Burn DC 21	Magma Paraelemental, Greater
Add Ability Focus (burn), Combat Reflexes, Improved Overrun, Improved Sunder	Burn DC 23	Magma Paraelemental, Elder
—	—	Ooze Paraelemental, Small
Add Improved Sunder	—	Ooze Paraelemental, Medium
Add Cleave	—	Ooze Paraelemental, Large
Add Improved Critical (slam), Blind-Fight	—	Ooze Paraelemental, Huge
Add Ability Focus (acid), Combat Reflexes, Dodge	Acid DC 27	Ooze Paraelemental, Greater
Add Ability Focus (acid), Combat Reflexes, Dodge, Mobility	Acid DC 30	Ooze Paraelemental, Elder
Dodge and Weapon Finesse are racial bonus feats	—	Smoke Paraelemental, Small
Dodge and Weapon Finesse are racial bonus feats; add Mobility	—	Smoke Paraelemental, Medium
Dodge and Weapon Finesse are racial bonus feats; add Blind-Fight, Combat Reflexes, Flyby Attack, Improved Critical (claws)	—	Smoke Paraelemental, Large
Dodge and Weapon Finesse are racial bonus feats; add Blind-Fight, Combat Reflexes, Improved Critical (claws), Power Attack, Cleave	—	Smoke Paraelemental, Huge
Dodge and Weapon Finesse are racial bonus feats; add Ability Focus (smoke claw), Blind-Fight, Combat Reflexes, Improved Critical (claws), Power Attack	Smoke claw DC 28	Smoke Paraelemental, Greater
Dodge and Weapon Finesse are racial bonus feats; add Ability Focus (smoke claw), Blind-Fight, Cleave, Combat Reflexes, Improved Critical (claws), Power Attack	Smoke claw DC 31	Smoke Paraelemental, Elder
Add Track as a racial bonus feat	Yugoloth traits (immune to poison, acid; cold, fire, electricity resistance 10; 100 ft. telepathy); level adjustment +8	Yugoloth, Canoloth
—	Atk +12/7 melee (1d8+3, trident) and +6 melee (1d4+1, 2 claws) or +12 ranged (1d8+3, trident); yugoloth traits (immune to poison, acid; cold, fire, electricity resistance 10; 100 ft. telepathy); level adjustment +12	Yugoloth, Mezzoloth
Add Power Attack	Atk +15/+10 melee (2d8+5, large greataxe) and +10 melee (1d6+2, 2 claws); yugoloth traits (immune to poison, acid; cold, fire, electricity resistance 10; 100 ft. telepathy)	Yugoloth, Nycaloth
Delete Spell Focus (enchantment); add Ability Focus (hypnotic gaze), Improved Initiative	Init +5; delete symbol spell-like ability; gaze DC 22; yugoloth traits (immune to poison, acid; cold, fire, electricity resistance 10; 100 ft. telepathy)	Yugoloth, Ultroloth
Add Awesome Blow, Greater Spell Penetration, Improved Bull Rush, Improved Overrun, Spell Penetration	—	Tiamat
Add Awesome Blow, Greater Spell Penetration, Improved Bull Rush, Improved Feint, Spell Penetration	—	Bahamut