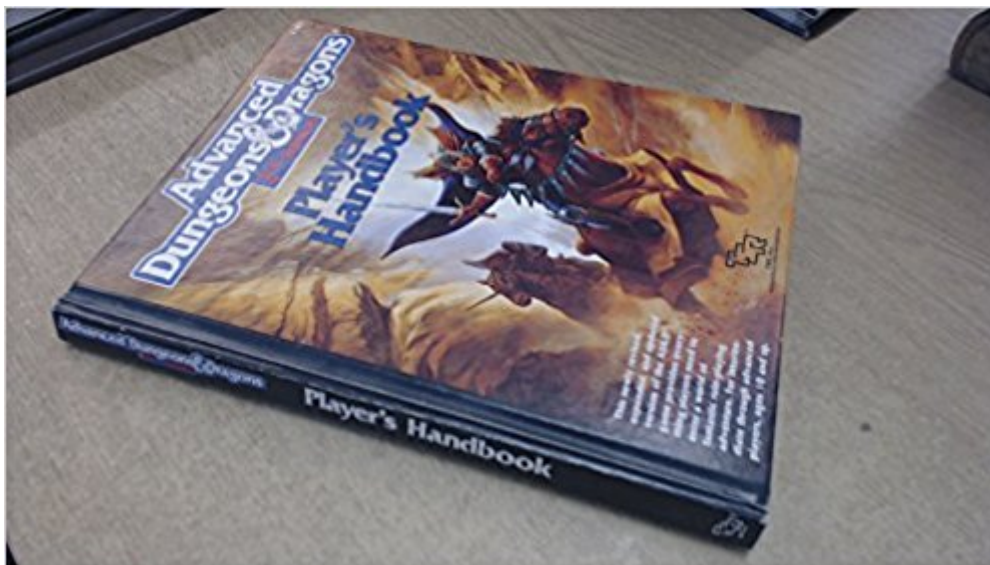


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# Advanced Dungeons & Dragons Player's Handbook, 2nd Edition



## Synopsis

This is the indispensable encyclopedia of fantasy role-playing and also the perfect companion to the referee's 2nd Edition Dungeon Master's Guide. Everything players need is here: how to determine a character's Strength, Wisdom, Charisma, and other abilities; the differences among the various fantasy races, from elves and halflings to dwarves, gnomes, and others; complete rules for character improvement; the most advantageous mapping and combat procedures; and much more, all in this easy-to-use, revised version of the classic role-playing rulebook. With this 2nd Edition, the best-selling role-playing game in history gets even better!

## Book Information

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## Customer Reviews

This is the indispensable encyclopedia of fantasy role-playing and also the perfect companion to the referee's 2nd Edition Dungeon Master's Guide. Everything players need is here: how to determine a character's Strength, Wisdom, Charisma, and other abilities; the differences among the various fantasy races, from elves and halflings to dwarves, gnomes, and others; complete rules for character improvement; the most advantageous mapping and combat procedures; and much more, all in this easy-to-use, revised version of the classic role-playing rulebook. With this 2nd Edition, the best-selling role-playing game in history gets even better!

I love slaughtering innocent goblins and orcs!

Goes to show that what was good back in the day is still good today. The capstone of fantasy role-playing has never been more enjoyable and cleverly composed, and this book brings together all the dreams of individuals who reflect on the past and relish in old superstitions that arose from past periods where ignorance flourished and filled our ancestors' minds with visions of unseen demons and creatures lurking in the murk and mire of things yet to be discovered.

AD&D has to be my favorite edition of Dungeons and Dragons to play. It expounds on the original in only good ways, while remaining light enough that it isn't daunting to get involved with like 3rd edition was for me.

The organization and text thoroughness are what drove me to purchase this book for a friend. I do not personally have this revision of the Player's Handbook. However, I had to review some basic information with my group of players about alignments and found this book invaluable due to a simple picture of the alignment wheel. My players are all novices and can easily navigate and find the materials they are after due to the simplicity of this well written product. Plus...its 2nd edition!

Where, oh where, to start? Advanced Dungeons & Dragons is a RPG in a league all it's own. When I first started playing RPGs I started with D&D 3rd edition and it was okay. I always felt that the rules in it were too much like a video game and put too many limits on my characters. Second edition is completely different. When AD&D was created it was during a time when you still needed to be creative to play a RPG. The rules are perfect for creating vast and wonderful characters. The game also keeps in mind that your DM is basically the boss. He decides what happens and where the party goes, it doesn't say you should put up with a jerk but you shouldn't be one either. This book is the Player's Handbook. It contains all the information and rules you need to create a character from the basic classes and races. It also explains the rules for combat, healing, equipment, magic spells, and everything else you need to play the game. It works best if you have the Dungeon Master's Handbook and Monstrous Manual with it. Though I love second edition I know that it's not for everyone. If you like playing things like Dungeons & Dragons but you like it feeling like Final Fantasy, where your character is set and you don't have to be creative, than you might as well stick to one of the newer editions. Second edition was made so you could be creative and interact with people. If you can't/don't wanna be creative and only want to go into dungeons and level up than play 4th edition. AD&D is for the creative elite in a way but I extremely suggest you give it a try and see how wonderful your campaigns can be in it. The freedom and realistic was the rules works will

be sure to please.

I got this for my boyfriend and his happy slightly nerdy friends. They all babble about how much they like the book and they use it every Thursday when they play D and D. Pretty sure they would recommend this it's cheap and hardcover and has tables and charts they didn't have with the 1st edition. I could even understand more of what they were talking about after reading this :) best \$12 I spent on him.

Was ok an usable but had rips on the cover.

Good quality, no issues with it being used. Binding was still together. Great times going back to the old school D&D days.

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