



Dungeons & Dragons: Player's Handbook 2- Roleplaying Game Core Rules

Jeremy Crawford, Mike Mearls, James Wyatt

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New classes, races, and other options for your **D&D(R)** game.

This book builds on the array of classes and races presented in the first *Player's Handbook*(R), adding both old favorites and new, never-before-seen options to the game.

The book adds a new power source for 4th Edition **D&D**; classes using the new primal power source include the barbarian and the druid.

Player's Handbook 2 expands the range of options available to **D&D** players with new classes, races, powers, and other material.

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