



Dungeons & Dragons Player's Handbook: Arcane, Divine, and Martial Heroes (Roleplaying Game Core Rules)

Rob Heinsoo, Andy Collins, James Wyatt

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The first of three core rulebooks for the 4th Edition *Dungeons & Dragons® Roleplaying Game*.

The *Dungeons & Dragons Roleplaying Game* has defined the medieval fantasy genre and the tabletop RPG industry for more than 30 years. In the **D&D** game, players create characters that band together to explore dungeons, slay monsters, and find treasure. The 4th Edition **D&D** rules offer the best possible play experience by presenting exciting character options, an elegant and robust rules system, and handy storytelling tools for the Dungeon Master.

The *Player's Handbook* presents the official *Dungeons & Dragons Roleplaying Game* rules as well as everything a player needs to create **D&D** characters worthy of song and legend: new character races, base classes, paragon paths, epic destinies, powers, more magic items, weapons, armor, and much more.



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