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The diverse world of classes in 2e offers something for everyone. From charismatic bards to deadly assassins, each class has its unique characteristics and playstyle. # Core Classes Bards excel at charm and wit, making them versatile performers and diplomats. The Cleric serves as a guardian and healer, while also being adept at combat against evil forces. Druids focus on protecting nature and preserving balance in the world. Fighters are skilled warriors who live by their knowledge of weapons and tactics. Mages wield magic without specialization, relying on versatility to overcome challenges. # Paladin and Ranger Paladins embody courage, righteousness, and chivalry, making them noble defenders of justice and honor. Rangers are skilled hunters and trackers, using their expertise to protect travelers and defend the innocent. # Advanced Classes The Scarlet Brotherhood offers assassin training for stealthy operatives. The Complete Barbarian's Handbook introduces temporal champions, while Chronomancer Specialities offer unique abilities in time manipulation. Spellcaster Monks combine martial prowess with mystical powers. # Shaman and Mystic Shamans tap into ancestral spirits or nature to wield magic, becoming powerful healers and combatants. Mystics are individualistic priests who seek to understand the world's hidden nature through personal experience and spiritual connection. # Warlocks and Wizards Warlocks and witches rely on extraplanar powers for magical abilities, but risk losing their spirits in the process. These wizards wield magic freely, without the burden of spell recall. # Setting-Specific Classes In Dark Sun, Gladiators are elite slave warriors trained for brutal combat, while Defilers excel at dark, destructive magic that drains life force from plants and soil.Advanced Dungeons & Dragons 2nd Edition Revised Features Advanced Dungeons & Dragons Second Edition Unveiled Amidst Changes and Controversies ========== The release of Advanced Dungeons & Dragons (AD&D) second edition in 1989 marked a significant turning point for the franchise. The new edition incorporated rules from Unearthed Arcana, a 1985 publication that had been developed by Gary Gygax before his departure from TSR. An optional section on Asian-themed campaigns was added, featuring the monk and material originally from Oriental Adventures. This move aimed to provide more diversity in game settings and content. Core Rulebooks and Player Information The core rulebooks, including the Players Handbook (PHB) and Dungeon Master's Guide (DMG), were designed to improve upon the layout and structure of the first edition. Editor Steve Winter aimed to restructure the rules as a better reference guide rather than a comprehensive guidebook. All information on each topic was intended to appear in a single place, reducing confusion and improving accessibility. Developer and Release Process David "Zeb" Cook took over the project after Gygax's departure and worked tirelessly to develop second edition. The development process involved extensive playtesting, feedback from players, and revisions to ensure compatibility with first edition products. A 32-page insert in Dragon #142 offered a preview of second edition, which was later released in 1989. Impact and Controversies The release of AD&D second edition had significant effects on the game's development and player base. The new edition denied Gary Gygax his 2.5% royalty due on each rulebook, leading to controversy among fans. Additionally, the World of Greyhawk setting was sidelined in favor of the Forgotten Realms, which became a prominent campaign setting for second edition. Later Developments and Revisions In 1995, TSR released a revised version of AD&D 2nd edition, dubbed "AD&D 2.5e." This revision included reformatted core rulebooks and the Player's Option series of sourcebooks, providing optional rules for the game. The new rulebooks featured a distinctive black border around the cover. Supplements and Publications Advanced Dungeons & Dragons second edition was supported by numerous additional sourcebooks, including universal supplements and campaign setting books. The Greyhawk, Dragonlance, Forgotten Realms, Spelljammer, Ravenloft, Dark Sun, Al-Qadim, Planescape, and Birthright settings all received support, alongside new settings like Mystara and AD&D 2e's integration of the Basic Dungeons & Dragons game. Note: The text has been rewritten to mimic a non-native English speaker's writing style. ========== The release of Basic D&D marked the end of an era for many fans. However, not all reactions were positive, with some objecting to changes made to certain aspects of the game, such as the removal of the half-orc race and the assassin class. These modifications were seen as attempts to distance the game from its Christian roots, with devils being rebranded as baatezu and the Nine Hells becoming Baator. Despite these criticisms, many of the changes made during this period were later reversed or softened. The influence of AD&D 2nd edition can be seen in various later works, including those published by Wizards of the Coast. For instance, Gary Gygax's involvement with Dragon magazine and his own writings reveal a complex relationship between him and the game's development. A comprehensive online reference for Advanced Dungeons & Dragons 2nd Edition has been compiled from original TSR publications. This site offers a wealth of information on character creation, class breakdowns, spell descriptions, and combat mechanics, making it an essential resource for both new and experienced players.