



Adventurer's Vault

*Logan Bonner , Eytan Bernstein , Chris Sims , Greg Bilsland (Lead Editor) , Scott Fitzgerald Gray (Editor) ,
M. Alexander Jurkat (Editor) , Gwendolyn F.M. Kestrel (Editor)*

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Hundreds of new weapons, tools, and magic items for your **D&D** character.

This supplement for the **Dungeons & Dragons** game presents hundreds of magic items, weapons, tools, and other useful items for your **D&D** character. Whether you're a player looking for a new piece of equipment or a Dungeon Master stocking a dragon's hoard, this book has exactly what you need.

The book features a mix of classic items updated to the 4th Edition rules and brand-new items never before seen in **D&D**.

Adventurer's Vault Details

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From Reader Review Adventurer's Vault for online ebook

Randy Lander says

I'm always a bit wary of "power creep" in role-playing games, especially Dungeons & Dragons, but a few flips through this showed off some neat rules (alchemy) and nifty items (parrying daggers) that would fit into my game, so I bit the bullet and picked it up.

It is probably a little early to be introducing a treasure trove of new magic into a game only a few months old, especially when old standards like the barbarian, bard and druid haven't even been introduced, but like the 3.5 Magic Item Compendium, there's a lot of fun items.

Also like the 3.5 Magic Item Compendium, you need to be pretty dedicated to find them. The "magic item by level" table in the back is nice, but an abbreviated one-line "This is what this does" with each item on this table would have been even better. And the masterwork armor rules are needlessly complicated, non-intuitive and, when explained by a quick Google search of gaming forums, kinda stupid. Non-magical masterwork equipment was a neat innovation in 3.5, and it seems a shame that in 4th edition, masterwork is just code for "side effect of magic armor." Most of the rules in 4th edition have been aimed at simplifying the game, but this (and rituals) seem to be overcomplicated, an uncomfortable kludge between 3.5's complex (but rich) magic system and 4th edition's simple (but simple) combat magic.

At any rate, despite the still imperfect magic item crafting rules, this is a nifty book full of magic treasures, new weapons, rules for alchemy and (weirdly) rules for mounts and vehicle combat. It's about as necessary as Manual of the Planes, which is to say you can find a use for it but it's nowhere near as helpful as Martial Power or books of that kind. If you run an item-heavy game, or if you and your players want to, it's worth a look.

Or if you just think the parrying dagger is kind of cool and think there might be other stuff in there that you'll find later, that's pretty much what happened with me.

Daniel says

Correctly titled "Adventurer's Vault"
