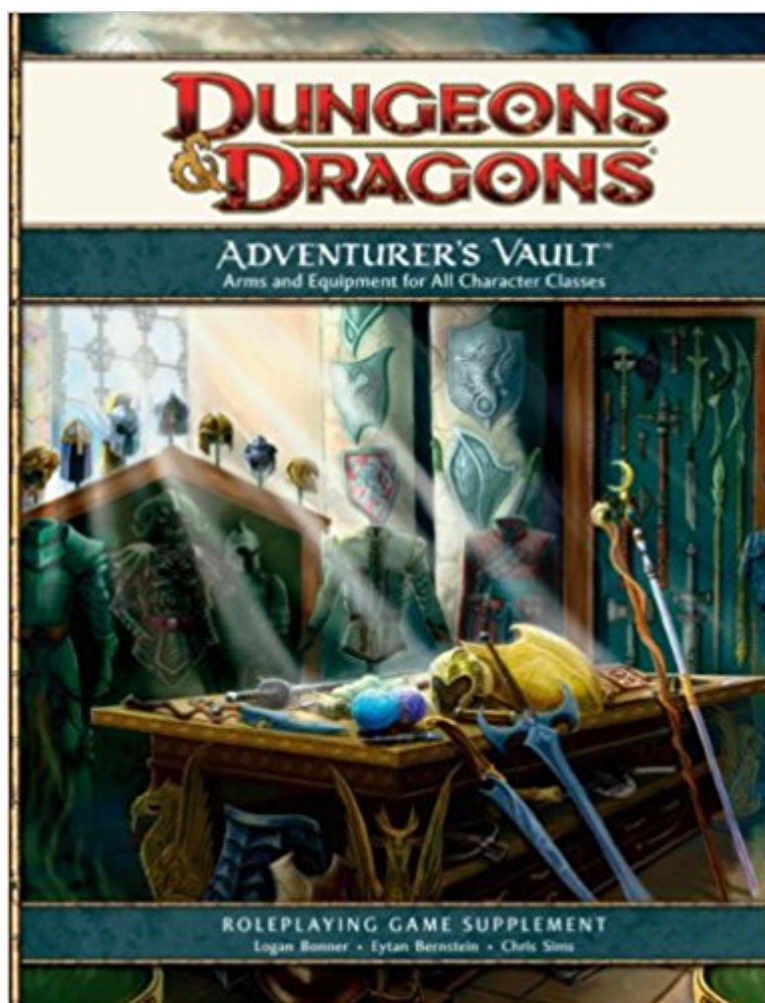


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Adventurer's Vault: A 4th Edition D&D Supplement



Synopsis

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.

Book Information

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Customer Reviews

When I first saw the selection of items in the PHB I was appalled at the lack of options for the players, I got the adventurers vault to be able to add more variety and choice to the equipment available in the game. For this purpose, the Adventurer's Vault is perfect. There are hundreds of new items contained within the pages, and as such, it adds to the choices available for players and GM alike. That said, there are a lot of strange design decisions that my group cannot figure out why they were made. Some items are virtually unstoppable, while others (with the same cost rating) are difficult to imagine a reason to use. Once again, Wizards places a lot of emphasis on specific story element scenarios (like water breathing, lizard killing, etc.) which brings to mind the years of "I found another useless item!" issue. Sure players can sell items they find, but any more, when I look at the way 4th edition is balanced, I can't say that they support the idea of selling and buying whatever items you want. The balance is geared toward a specific number of USEFUL items for each character per level (or each group per level), making some of the choices in this book very puzzling.

Could I, as a DM, really equate the same balance of power to allowing a player to breathe underwater, as allowing that same player to deal an extra 10 damage per round? These issues are still not addressed, and now that everything is so carefully mathematical, it makes using a lot of this book difficult. In the end, if you are looking for more choices, you should get the book. If you are looking for GOOD choices, it's really a toss-up (though it does save the time and effort of custom items).

With its short (and often entertaining) description of item, followed by stats and powers (if they are present), this book is filled with a wide variety of items that give players and NPCs an epic feel. As a DM for 4.0, this addition to my library is a way to balance characters as well as add flavor to the story. Have a melee villain that needs more powers? Flip open this book and give him/her an axe that can roll against Fortitude instead of AC. Want an NPC that has traveled to the Feywild and gained a power from it? Add a ring that allows them to teleport as a daily. Or if you want to pit your players against large armies, but the darn minions keep downing your party? Give them any number of minor magical items to even out the fight. I have loved using this book in all scenarios, but the only quarrel I have with the book is that it catalogues no artifacts. Although artifacts are rare in nature, it seems that this book out of any would have at least a handful of artifacts. Other than artifacts, this book is full of charts and descriptions that make it easy to find all the items in the book. Solid 4/5 Stars.

Another excellently helpful release for 4e D&D. Let's face it, you can get by with the items and equipment listed in the player handbook, but if you really want depth and variety, this book is a must-have. Not only does it more than double the number of items in each of the existing categories (hands, feet, weapons, armor, etc.), but it also adds entirely new types of items such as battle standards, animal figurines (summons, anyone?), and the like. It also gives a broader list of mounts, and even some armor and equipment for the mounts themselves. Lastly, it details the alchemy skill, which works similar to ritual casting, but whose results are vastly different (creating items, not effects). This book, while not an absolute necessity, can definitely make the difference between a broad, expansive choice of items, and having to give your players the same item every few levels with a slightly higher modifier.

This book is a good source for additional equipment and magical items for players. It is focused on Heroic tier gaming and includes a variety of items that players can use to spice up their game. It is

Player focused though, so if your a DM looking to add things from your end or look at things for Paragon/Epic Level play, you will want to look at Adventure Vault 2.

A fine addition for DMs who wish to add more to their campaigns. As with all of 4th edition's books, items and topics are printed in neat and concise fashion with plenty of illustration and tidy layouts

This supplement contains a large number of new, useful enchantments, allowing a DM to surprise his players with fresh, flavorful items level after level. It also provides rules for mounts and vehicles (including airships), new base weapons, and new Artifacts. If the items in the Player's Handbook are no longer enough for your group, then this book is what you need.

This book is great! It provides an extensive (and much needed) expansion to the magic items that were presented in the players handbook. In addition, the sections on mounts and alchemy are great new additions to the content. Obviously the sections on armor and weapons are larger than the others, however, there are lots of choices for every class in the game. Well worth the price. I highly recommend this book for players and dungeonmasters alike!

This is a good product, though the problem with 'treasure list' books is that often, they are full of things that will never get used, especially in a 'wish list' scenario. Worth having for completeness sake, and there ARE good things in here, but you can live without it.

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