

DUNGEONS & DRAGONS[®]

ADVENTURER'S VAULT™ 2

Arms and Equipment for All Classes



ROLEPLAYING GAME SUPPLEMENT

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INTRODUCTION

Adventurer's Vault 2 is a successor and a companion to the *Adventurer's Vault* supplement. In it you'll find a wide selection of magic items to augment those presented in its predecessor as well as in the *Player's Handbook*[®], *Player's Handbook 2*, and other sources.

More than just a continuation, though, *Adventurer's Vault 2* puts forth a few advances in the way that magic items are presented and conceptualized.

MORE MAGIC ITEMS

Chapter 1: Magic Items gives players and DMs even more choices for gear and goodies to outfit characters and to serve as treasure. In addition to the usual categories (armor, weapons, rings, and so forth), this chapter has sections for two kinds of implements—tomes and totems—that have been added to the game since *Adventurer's Vault* was published. It also breaks new ground with lair items, which bring new meaning to the term “comforts of home”; tattoos, for those who want the ultimate in portability for their magic; and immurements, a form of consumable item that enables its owner to actually reshape the battlefield.

Sidebars throughout this chapter highlight particular items, providing flavor in the form of background stories and offering one or two ideas for how the item can be worked into an adventure plot. Magic items can be more than just possessions—they can be the stuff of which entire campaigns are built.

ITEM SETS

Chapter 2: Item Sets takes the idea of magic items as flavor devices one step further. Each of the more than 30 sections in this chapter tells the story of a group of items that have a common origin or theme. Each item is tailored for one of the three tiers of play—heroic, paragon, or epic. Although any of these items can be used individually, a character who owns and uses more than one item of a set gains an additional benefit beyond what the items themselves impart.

Alternatively, an item might be part of a group set. These collections of items are special because they provide additional benefits based on how many different members of an adventuring party wield one or more of the items in the set.

ITEM TABLES

Finally, no book of this sort would be complete without a collection of tables to summarize its contents. The tables in the appendix of *Adventurer's Vault 2* are organized by level and by types of items within each level, so that a DM looking to fill out a treasure parcel and a player making up a wish list can both easily find what they need.

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MAGIC ITEMS

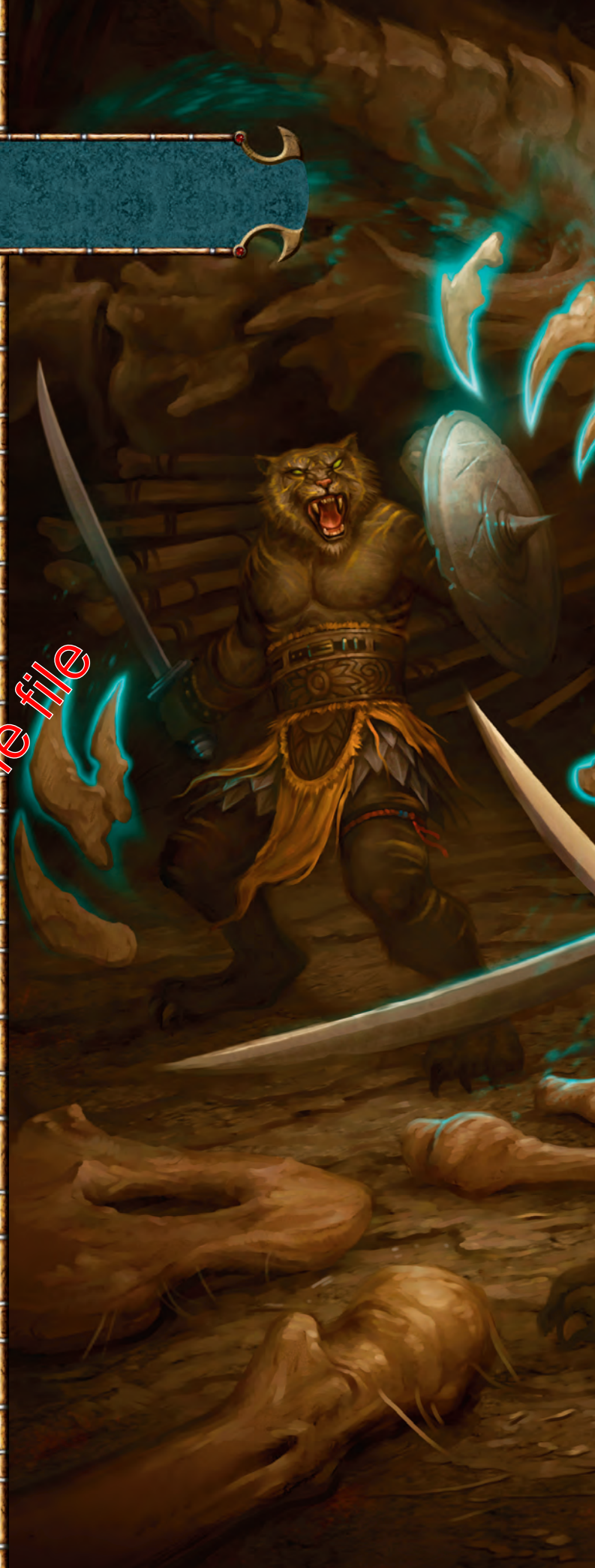
WHEREVER ONE travels throughout the world (and beyond), magic items are highly sought after for their benefits both small and large.

Adventurers seek out magical treasures to help them achieve their goals. Many of those treasures have histories that inspire rumors and spawn quests.

This chapter presents more magic items to fill out adventurers' wish lists.

- ◆ **Armor:** Strong materials and protective magic keep blades and arrows away from your flesh.
- ◆ **Weapons:** Strike fear into your enemies when you wield a weapon of power.
- ◆ **Ammunition:** Arrows, bolts, and sling stones give you a combat edge at range.
- ◆ **Implements:** Holy symbols, orbs, rods, staffs, tomes, totems, and wands channel your magic and grant special benefits.
- ◆ **Arms Slot Items:** Shields to guard you and bracers to smite your foes.
- ◆ **Feet Slot Items:** When you need to move quicker, jump farther, or dodge better, step into one of these items.
- ◆ **Hands Slot Items:** Magic gloves and gauntlets not only keep your hands warm but keep you alive.
- ◆ **Head Slot Items:** Magic to bolster the mind, body, and spirit.
- ◆ **Neck Slot Items:** Improve your defenses in style!
- ◆ **Rings:** Jewelry imbued with powerful and varied enchantments.
- ◆ **Waist Slot Items:** These items can improve your health and increase your skills—as well as hold your pants up.
- ◆ **Wondrous Items:** Strange and fantastic items with a wide range of uses.
- ◆ **Lair Items:** New wondrous items to enhance your base of operations.
- ◆ **Tattoos:** The best thing about magic of the flesh is that it's inseparable from you.
- ◆ **Consumables:** Use these one-shot items to get out of a tough situation.

Several of the item descriptions are augmented by sidebars that offer lore or background about the item, plus one or more adventure hooks involving the item and how the characters might acquire it.





Sample file

ARMOR

No attack is too devastating to be turned aside.

Armor is an integral part of any adventurer's gear. From the wizard's robes and the barbarian's hide to the bard's chainmail and the paladin's plate, armor's protection is available to every hero.

Enchantments improve the wearer's Armor Class, whether by filling plate armor's gaps with shields of force or hardening leather armor into something that can stop a ballista shot. Seasoned adventurers can depend on magic armor to protect them even from the teeth of an ancient wyrm.

At least some of the time.

Armor of Aegis Expansion Level 2+

Flecks of magical force swirl around this light armor, coalescing to deflect attacks against you and your companions.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Armor: Cloth, leather

Enhancement: AC

Power (Encounter): Immediate Interrupt. *Trigger:* A creature you have marked with your *aegis of shielding* power targets you and at least one of your allies with an attack. *Effect:* The damage of the triggering creature's attack damage is reduced by 5 + the armor's enhancement bonus.

Level 12 or 17: 10 + enhancement bonus.

Level 22 or 27: 15 + enhancement bonus.

Armor of Dark Deeds Level 14+

Swirling with shadows, this armor masks you from your enemies.

Lvl 14	+3	21,000 gp	Lvl 24	+5	525,000 gp
Lvl 19	+4	105,000 gp	Lvl 29	+6	2,625,000 gp

Armor: Leather, hide

Enhancement: AC

Property: When you attack an enemy that is granting combat advantage to you, you gain concealment until the end of your next turn.

Armor of Enduring Health Level 23+

While wearing this armor, you can draw more deeply on your inner resources.

Lvl 23	+5	425,000 gp	Lvl 28	+6	2,125,000 gp
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Armor: Hide, chain

Enhancement: AC

Property: You can use your second wind one additional time per encounter.

Armor of Shared Health Level 30

This golden chainmail glows with divine energy that heals you when you help others.

Lvl 30	+6	3,125,000 gp
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Armor: Chain

Enhancement: AC

Property: When you use a healing power that benefits an ally, you also regain hit points equal to one-half the hit points that ally regains.

Armor of Shared Valor Level 15+

When you exhort your allies to find courage, you find it yourself.

Lvl 15	+3	25,000 gp	Lvl 25	+5	625,000 gp
Lvl 20	+4	125,000 gp	Lvl 30	+6	3,125,000 gp

Armor: Leather, chain

Enhancement: AC

Property: When you use a power that grants an ally a bonus to any defense, you gain an equal bonus of the same type to the same defense. This bonus lasts until the power's effect ends or until the end of your next turn.

Armor of Sudden Recovery Level 3+

You shrug off deadly conditions easily in this supple armor.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Armor: Cloth, leather

Enhancement: AC

Property: You gain a +1 item bonus to saving throws against ongoing damage.

Power (Daily ♦ Healing): Minor Action. You can use this power when you're taking ongoing damage. The ongoing damage ends, and you gain regeneration equal to the amount of the ongoing damage until the end of the encounter.

Bastion Armor Level 7+

This blocky armor, usually crafted in the dwarven style, is a favorite of dwarven defenders.

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

Armor: Scale, plate

Enhancement: AC

Power (Encounter): Minor Action. You end a mark on you or an ally adjacent to you.

Blackflock Robe Level 12+

Wrapped in this tattered black cloth, you can briefly transform into a flock of ravens.

Lvl 12	+3	13,000 gp	Lvl 22	+5	325,000 gp
Lvl 17	+4	65,000 gp	Lvl 27	+6	1,625,000 gp

Armor: Cloth

Enhancement: AC

Power (Daily): Immediate Reaction. *Trigger:* You take damage from an attack. *Effect:* You fly 8 squares and become insubstantial until the start of your next turn.