Heroes need to be prepared for anything, which means having the right weapons and gear on hand at all times. The well-stocked pages of this book hold an impressive inventory of merchandise to get you into and out of all manner of trouble, including:

A caravanload of equipment, trade goods, alchemical items, poisons, mounts, and vehicles.

Over 230 magic weapons and armors, such as the flamebroid axe, lance of the unending charge, and vampire hunter armor.

Over 125 magic items, including new artifacts, such as elixir armor, rings of the hive mind, the ghost rod, and the bag of endless caltrops.

Rules for vehicle combat on land, sea, and air.

Within these pages, players and Dungeon Masters will find what they need to outfit their characters for nearly every contingency.
To use this accessory, a Dungeon Master also needs the Player’s Handbook and the Dungeon Master’s Guide. A player needs only the Player’s Handbook.

My Personal Review:
There are things in this book you'll never find anywhere else and especially not in one place, this book is to be highly valued for that. Within are rules for crafting poison, rules for drinking yourself under the table (as well as the Fortitude saves for a brewery full of drinks), rules for a variety of vehicles that range from hang gliders to war galleys to siege towers, catapults and chariots, and how to handle collisions on ships or attacks against the sail to slow it down. This book even has rules for a variety of mounts from Blink Dogs to a Grey Render. Within these pages there are items both mundane and magical that have not seen a comparison in other books...

I've found this book to add a lot of flavour to my adventures, both as a player and as a DM. Saffron is considered to be the most expensive spice in the world by weight, my DM didn't understand at first why my CN Halfling Rouge wanted to break into and rob a spice shop in the dead of the night, until I showed her the GP value per ounce. As easy to carry as gems and much less security guarding it.

More importantly though, this book can offer a GM the flavor for a setting or an NPC that players will remember. The unique supplies and materials for armor types offer a fresh addition to what can become stale appearances, and if you really want to throw something at your PCs... have the final showdown against the villain who nearly decimated their kingdom (Using a pair of Insatiable Locusts) take place while he is riding inside a gelatinous cube and his thugs are raining arrowy death on the heroes from above. That will catch them completely off guard and be a victory (or defeat) that they talk about for some time to come.

In conclusion, I consider this book a Must Have along with Complete Adventurer. Read it, enjoy it, be inspired by it. Perhaps you too can have your Dwarven Fighter ride his own Rust Monster into battle. (Stone Weapons are recommended...)

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