

DM Starting Item

STORM KING'S THUNDER

Your character starts play with one special item t the list below. It might be an heirloom from a a family member, a gift from a friend, something you found or stole from someone else, or any other story reason you're like to use. Choose one of the following and mark your choice below.

- □ 300 extra gold pieces (gp)
- □ Breastplate (armor, non-magical)
- □ Splint Armor (armor, non-magical)
- Boots of the Winterlands (uncommon)
- Cap of Water Breathing (uncommon)

The item is not tradable and does not count toward your characters magic item count. It is given to you as a thank you for being a Dungeon Master for the D&D Adventurers League *Storm King's Thunder* storyline season.



