Starting Equipment

All characters start out with basic adventuring and survival equipment for wilderness and underground exploration.

- Backpack
- Bedroll
- Dry Rations, 1 week O O O O O O O
- Flint & Steel
- Rope, 50'
- Tinderbox
- Torches, 6 (last 1 hour) O O O O O O
- Water Skin, gallon

Optional Equipment (PM's discretion)

- Healing Potion (restores d6-1 hp to the drinker, roll twice and take the best result, min of 1 hp) O O O O O
- Holy Water (CS r d6-1 vs. undead, may hit multiple targets, PM discretion) O O O O O
- Iron Spikes, 12 O O O O O O O O O O O O
- Lantern, last 5 hours O O O O O
- Oil flask (CS r d6-2, may hit multiple targets, PM discretion), replenishes lantern O O O O O

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