Gear Up!

D&D characters often need special equipment to help them achieve their goals, whether it's a disguise kit or a wizard's wand. What equipment will your character need for your adventure?

PART 1 Think about your character's skills and the challenges you might face on your island. The chart below lists various items that could be useful in combat or while exploring, but each item comes with a cost. You have 300 gold pieces (gp) to gear up for your adventure. Choose carefully, and use your math skills to purchase everything you imagine you might need. Place a checkmark next to the items you decide to buy.

Battle Gear	Cost	Protective Gear	Cost	Adventuring Gear	Cost
Sword	5 gp	Leather Armor	10 gp	Candle	0.5 gp
Hammer	2 gp	Shield	10 gp	Disguise Kit	25 gp
Spear	5 gp	Chain Shirt	50 gp	Lantern	5 gp
Crossbow	25 gp	Metal Breastplate	100 gp	Lock	10 gp
Hand Axe	15 gp	Metal Helmet	100 gp	Healer's Kit	5 gp
Trident	10 gp	Vanishing Dust	150 gp	Rope	1 gp
Dart	5 gp	Invisible Barrier	150 gp	Thieves' Tools	25 gp

Total gold pieces spent: _____

PART 2 Now re-examine your choices by using the space below to explain how you think each item you purchased will help your character. If you have second thoughts, you can still make changes to your adventure gear.

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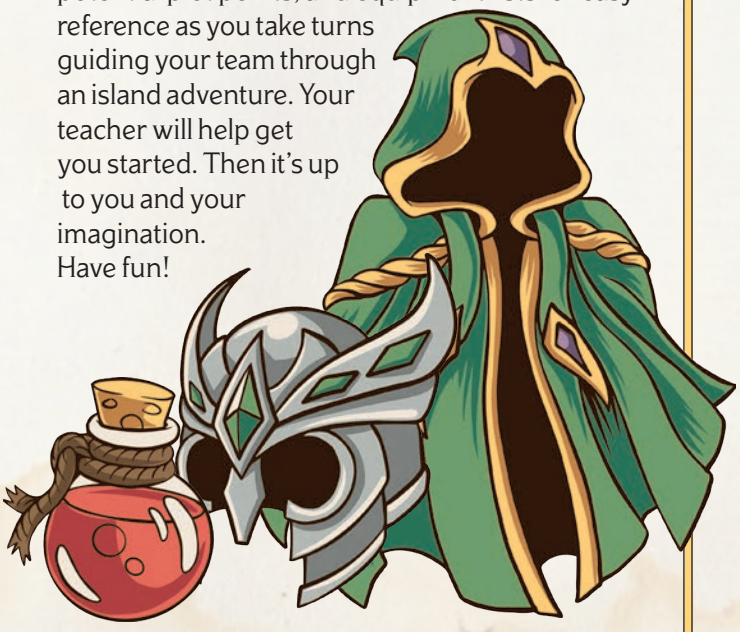
PART 3 Now, let the storytelling begin! With your team, gather your character profiles, setting maps and backstories, potential plot points, and equipment lists for easy reference as you take turns guiding your team through an island adventure. Your teacher will help get you started. Then it's up to you and your imagination. Have fun!



FAMILIES, check out Dungeons & Dragons for a game night adventure. Learn more at playdnd.com.

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