



## DM STARTING ITEM

*Curse of Strahd*

Your character starts play with one special item from the list below. It might be an heirloom from 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)
- Goggles of Night (uncommon)
- Figure of Wondrous Power - Silver Raven (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 *Curse of Strahd* storyline season.





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