

B/X EQUIPMENT

Roll on each table as instructed.

Note: dH=Hit Dice size. For instance, a Magic-User rolling 2dH would roll 2d4.

WEAPONS

Roll 2dH twice for beginning weapons; re-roll duplicates if desired.

2. Hand axe (can be thrown)
3. Club, cudgel, or truncheon
4. Sling (ranged)
5. Dagger (can be thrown)
6. Quarterstaff
7. Crossbow (ranged)
8. Short sword
9. Long sword
10. Short bow (ranged)
11. Mace
12. Battle axe
13. Spear (bulky, can be thrown)
14. Long bow (bulky, ranged)
15. Halberd or other pole arm (bulky)
16. Two-handed sword (bulky)

ARMOR

Roll 1dH for beginning armor.

1. No armor
2. Shield
3. Leather
4. Leather & shield
5. Chain
6. Chain & shield
7. Plate
8. Plate & shield

EQUIPMENT

Roll 1d20 four times; re-roll duplicates if desired.

1. Holy water
2. Wolfbane
3. Belladonna
4. Garlic
5. Small mirror
6. Mallet & stakes (6)
7. Small hammer & Iron spikes (12)
8. Grappling hook & rope (50 feet)
9. Tinder box & Torches (6)
10. Lantern & flasks of oil (3)
11. Ten foot pole
12. Rations
13. Tent & bedroll
14. Fishing gear
15. Lockpicks
16. Book, pen, ink
17. Riding horse, tack, saddlebags
18. Mule, tack, saddlebags
19. Canoe & paddle
20. Ancient super science battery

PLUS

- Two sets of travelling clothes
- Backback
- Belt pouch
- Water skin
- 3 empty sacks (for loot, of course)
- 2d10 gp