

D&D ADVENTURERS LEAGUE LEGAL



TOMB OF ANNIHILATION PRIMER

The following guidance applies to Adventurers League players and DMs alike. It is generally safe for players to read—spoilers are minimal.

SO, WHAT'S UP WITH SEASON 7?

The biggest, most awesome thing about our Season 7 DDAL adventures is that they're designed to be run right alongside *Tomb of Annihilation*. DDAL07-01 *A City on the Edge* can be run as 5-hour adventure hook for *Tomb of Annihilation* that introduces the characters to Chult and her faction representatives. Later, DDAL07-02 *Over the Edge* sends the characters deep into the dangerous jungles!

From there, the Tier 1 and 2 adventures expand on *Tomb of Annihilation's* story and set the stage for Tier 3 and 4 play, which pick up right after the characters complete the hardcover adventure.

CCC adventures play a larger role this season. In exchange, they will be included to a greater extent in Season 7's DM Quest Program!

WHAT THE HECK DO CHULTANS SPEAK?!

While Old Omuan is used frequently throughout the adventure, it **isn't** available to characters. Chultan characters using the Option: Human Languages optional rule in SCAG may choose Chultan in addition to Common. Chultan is an exotic language written using the same alphabet as Draconic.

THE DEATH CURSE AND YOU

Something evil is trapping the souls of the dead and draining life from all who have been raised from death by magic. This worldwide "death curse" not only prevents the raising of the dead, but also causes creatures that were previously raised from the dead to wither and die. The source of this death curse lies in a trap-filled tomb hidden beneath a lost city in the depths of a vast jungle. The curse is an **ever-present** threat in Season 7 play.

WHEN THE CURSE IS APPLIED

The curse is **the** fundamental aspect of *Tomb of Annihilation*. As such, it is applied to **any** D&D Adventurers League character playing a Tier 1 or 2 Season 7 adventure after August 15th, 2017, and Tier 1 or 2 CCC adventures after August 24th, 2017.

Any character can choose to be rid of the curse by:

Defeating Acererak. A character who seeks out the cause of the curse and frees Faerûn from its effects by completing the final chapter of *Tomb of Annihilation* is freed from the effects of the curse. Surrogates that do so free their original character.

Waiting It Out. Alternatively, characters can wait until others have done their dirty work by retiring from adventuring until the release of Season 7's Tier 3 adventures (January 2018), or by starting any Tier 3 or 4 **non-hardcover** (non-DDHC) adventure, and resuming adventuring following Acererak's defeat. A character choosing this option can't play *Tomb of Annihilation*, or any Season 7 Tier 1 or 2 adventures—with or without a surrogate; these doors to adventure are forever closed to them.

THE CURSE'S EFFECTS

The below effects of the curse are in addition to those provided in *Tomb of Annihilation*:

- The souls of humanoid creatures who die while subject to the curse are trapped. Typical means of avoiding this do not function.
- No spell or effect—mortal or divine—can return the dead to life; the soul remains trapped and any such attempts automatically fail. Rumor is that **one person** found deep in the jungles of Chult knows a way around this, but at a steep price.
- Faction charity is unavailable.
- Characters who have been previously raised from the dead find their hit point maximum reduced by 1 each day at midnight, at the **beginning** of each non-DDHC adventure, and for each downtime day spent. The season starts after the curse has been active for 20 days—thus any previously-dead creatures subject to the curse find their maximum

hit points reduced by 20 at the onset of the storyline. This reduction can't be resisted or restored, and the reduced hit point maximum can't be increased by spells or effects such as *aid*—although you can still get temporary hit points. Characters that advance in level increase their hit points as normal.

- Characters whose souls are trapped within the Soulmonger run the risk of their soul being devoured (see Soul Devouring, below).

MEAT GRINDER

In meat grinder mode, a death saving throw succeeds on a roll of 15 (instead of 10) or higher. A character playing an adventure in meat grinder mode earns 10% more XP and gp. The character can potentially receive more than an adventure's normal maximum reward.

This option is available only while under the effects of the Death Curse. Each player decides whether or not they wish to use it, and their decision only applies to their own, individual characters; DMs **can't** make this decision for them. Once made, the decision is final; it can't be changed. Surrogates can't choose this option.

SURROGATE CHARACTERS

I foresee a great many deaths in the search for the Soulmonger. In anticipation of this calamity, I have placed an umbral snare over the entire peninsula.

Until such time as we can know the true nature of the Death Curse, every spell of seeing and ritual of knowing shall be cast south to Chult, and her jungles shall teem with boots of Thayan and adventurer alike.

—Szass Tam, Zulkir of Thay

A powerful ritual has been cast over the entire peninsula of Chult. While the *umbral snare* isn't powerful enough to completely forestall death, it's able to capitalize on the fleeting moment at the time of its inception—capturing the **tiniest** mote of the soul, and infusing a nearby humanoid with the heroic spirit of the original adventurer—a surrogate.

Characters who die while subject to the curse may continue playing using a surrogate—a temporary pregenerated character—of the **same tier**. Available surrogates are downloaded from the Dungeon Masters Guild. Surrogates may not be played outside of CCC adventures, *Tomb of Annihilation*, or the season 7 DD-series adventures.

A character's surrogate is the **key** to its salvation from the *Soulmonger*, and continues adventuring after the primary character's death. A slain surrogate may be replaced by another one of the same tier. If the player **forges** the use of a surrogate and instead

plays another Adventurers League character, the original character's soul is devoured.

DMs running *Tomb of Annihilation* should work with players to construct avenues for surrogates to join their new-found group. They should arrive **before** the next encounter, but **after** the one where their character died. Maybe the surrogate is an agent from another faction sent to spy on a character? A guide? Another adventurer lost in the jungle?

If a cursed character dies during an Adventurers League adventure, the surrogate arrives at the beginning of the next session—though the DM still rolls to determine if the original character's soul is devoured (see Soul Devouring, below).

Surrogate Rewards. Surrogates receive and apply rewards as normal, with the following exceptions:

- They earn rewards normally. However, any magic items owned by the original character count against the surrogate's magic item total. If the original character's soul is devoured, only the items obtained by its surrogates count in this way;
- They advance in level normally, but they don't choose a "+1" resource, and can't multiclass or gain feats when they gain a level;
- The rewards earned by the surrogate are tracked separately than the original character's rewards using a surrogate logsheet.

Transferring/Keeping/Rewards. Once free of the curse, rewards earned by any surrogates (including the pregen's listed gear) are transferred to another character, and the surrogate removed from play.

All of the rewards catalogued on the surrogate's must be transferred to the same character. The recipient of these rewards is determined as follows:

- **Original Character Raised.** Rewards earned by a surrogate are transferred to the original character.
- **Original Character's Soul Devoured.** Rewards earned by a surrogate are transferred to a new, level 1 character.

Replacing the Adventure. A surrogate can't play any adventures or chapters that the primary character played, and the primary character can't play any of the same played by its surrogate.

SOUL DEVOURING

The soul of any humanoid that dies while subject to the curse is trapped until freed or devoured by the atropal. If a **surrogate** (see below) is at their table, roll a d20 at dawn each day **and** at the **end** of each non-DDHC adventure for each of the player's characters whose souls are trapped. On a result of a 1, the soul is devoured. Rolling a "handful of d20s" isn't recommended unless you've played

consistently with the same group of characters throughout the storyline season. A player can choose to abandon their character to their fate and declare their character's soul devoured by not declaring a surrogate (see Surrogate Characters, above).

Once their soul has been devoured, nothing can return that creature to life—including divine intervention. These unfortunate characters—along with their equipment—are removed from play.

STARTING AT HIGHER LEVELS

While these rules aren't used, please see "Replacement Characters," above for guidance regarding 5th level pregenerated characters.

STARTING THE ADVENTURE

As usual, D&D Adventurers League adventures take place within Faerûn. Guidance regarding placing the adventure in other campaign settings isn't used.

MISCELLANEOUS GUIDANCE

Characters with abilities that require their having seen specific creatures (such as a druid's Wild Shape, etc.) should be instructed to document such encounters on their adventure logsheets.

CHAPTER 1. PORT NYANZARU

The following guidance applies:

SIDE QUESTS

Although not under a separate Treasure subheading, the characters receive and may keep the rewards for completing any of the quests found on pages 16 – 18.

THE MERCHANT PRINCES

The following modifications apply to the listed Merchant Princes:

DOWNTIME ACTIVITY: BUYING FROM THE PRINCES

While the merchant princes are happy to sell the items over which they hold monopoly, doing so can be time consuming. Characters wishing to purchase goods from the merchant princes must spend 10 downtime days arranging a meeting, negotiating prices, and coordinating for impartial intermediaries to accept, transfer gold during the transaction. At the end of the ten days, you may make one purchase—either a single permanent magic item, or up to their limit in other items (see, below).

Additionally, the following merchant princes have the following modifications to their entries:

Ekene-Afa. This Merchant Prince has a small selection of magic items (p.25) readily available for a modest price. These items can't be traded and the permanent magic items increases the character's magic item count by one. The character may purchase a single item or **no more** than 10 pieces of +1 ammunition in a single transaction before she refuses the character further service.

Ifan Talro'a. Animals purchased from this merchant prince aren't available as familiars.

Jessamine. This soft-spoken Merchant Prince sells some of the most potent poisons in Faerûn. However, she is discriminating in her dealings. Characters may purchase no more than 2,000 gp worth of goods in a single transaction before she refuses the character further service.

Wakanga O'tamu. This charismatic Merchant Prince sells potions and scrolls, but he frowns on those who might deny others the opportunity to enjoy his wares. Characters may purchase 750 gp worth of potions and scrolls in a single transaction before he refuses further the character service. The scrolls contain only spells found in the PHB.

If the characters complete Wakanga's quest, the returned item in question is removed from the character's magic item count, and the characters may choose spells from the PHB once their levels have been determined, as normal.

THINGS TO DO

The following additional guidance applies:

BUYING A SPECIAL ITEM

As the special items made available for sale by the Merchant Princes aren't typically otherwise available for purchase (certain poisons, scrolls, etc.), they aren't available through the black market.

TOMB OF ANNIHILATION DM'S PRIMER

This portion of the primer is intended for DM-eyes only—it contains significant spoilers.

STARTING THE ADVENTURE

The following guidance applies.

CHARACTER ADVANCEMENT

Milestones are not permitted for use in *Tomb of Annihilation*. Additionally, while DMs may use the guidance provided by *Tomb of Annihilation* to award Non-Combat XP awards, these awards may only be awarded **once** for every two hours of play, and can't exceed the amount determined by the characters' tier, as follows; these awards may currently **only** be issued to characters playing the *Tomb of Annihilation* hardcover adventure. These awards are issued individually—that is to say that each character that deserves the award receives the entire amount.

These XP rewards aren't "ZOMG FREE XP;" it shouldn't be given arbitrarily without merit. Characters earn this XP by:

- Bypassing traps using skill and clever thinking; or
- Exceptional roleplaying with **key** NPCs—that is NPCs that play an integral role in the adventure or who pose an obstacle to achieving mission goals.

Non-Combat Reward by Tier

Tier	XP Award
1	50
2	250
3	1,000
4	2,500

SYNDRA SILVANE'S CURSE

Players may choose an uncommon or rare item from the DMG as a reward for completing Syndra's quest.

CHAPTER 2. THE LAND OF CHULT

The following guidance applies:

THE HEART OF UHTAO

The characters may learn the sigil sequence of the teleportation circle using the rules found in the FAQ.

MBALA

If the characters are (un)lucky enough to run across Nanny Pu'pu, the following guidance applies:

RITE OF STOLEN LIFE

This unholy rite and should be enough to make good-aligned characters's skin crawl, but by spending a downtime day, they can impart the semblance of life into a dead creature.

While subject to the ritual, the "character" uses their own statistics—they just look like humanoid used to power the ritual. However, any Charisma checks that the character makes to influence others during its duration are made with disadvantage.

NANY PU'PU'S TREASURE

Per the guidance on p.63, any ingots found are worth 10gp and weigh 1 pound.

CHAPTER 3. DWELLERS OF THE FORBIDDEN CITY

The following guidance applies:

CITY INHABITANTS

RED WIZARDS OF THAY

The spellbooks carried by the mages are treated as if they were found under a treasure subheading. As such, they may be kept by the characters.

Additionally, Orvex has kept a secret journal in which he takes occasional notes about his time spent with the Thayans. In exchange for freeing him and treating him kindly, Orvex happily provides the characters with the journal. The journal catalogues the places they have gone, except for one entry:

"The red men from across the sea spoke with fear in their voices for the first time since I began traveling with them. They have spoken about the source of the death curse many times before, but for the first time mentioned someone called "raw-glah" during the course of discussion. One man spat at the ground at hearing the name and urged his companion never to speak it again."

PUZZLE CUBES

Once the characters find a puzzle cube, the group is considered to have it when needed—so long as one of the characters that found it is present.

CHAPTER 4. FANE OF THE NIGHT SERPENT

The following applies:

YUAN-TI RITUALS

A character that is a member of any faction other than the Lords' Alliance (the only faction that permits yuan-ti) that accepts Fenthaza's offer of transformation is removed from their faction; they immediately lose all ranks and renown with their previous faction, and must start at the lowest rank of the Lords' Alliance with zero renown. In addition, they gain the following story award:

Enmity of the <Former Faction>. You have betrayed your former faction for the promise of profane power. Any Charisma checks made to influence members of your former faction are made with disadvantage.

CHAPTER 5. TOMB OF THE NINE GODS

The following applies:

GREEN DEVIL FACES

Bodies that are thrown or otherwise placed into the green devil faces's mouths are destroyed—only *true resurrection* or a *wish* can return the creature to life.

AREA 23. BOTTLED GENIE

Keshma al-Wazir lacks the ability to grant wishes.

LEVEL 3. THE VAULT OF REFLECTION

Once the characters find a key needed to access area 44, the group is considered to have it when needed—so long as one of the characters that found it is present.

AREA 70. ARMILLARY SPHERE

Once a conjunction effect occurs, the device locks up and **any** attempts to use it again are unsuccessful.

The following results use additional guidance:

01-05. Characters sent to another plane of existence return using the FAQ entry for *plane shift*.

06-15. DMs should determine a new set of personality traits, ideals, and flaws for the character from background of the DM's choice in the PHB.

AREA 77. DEATH'S GOD NURSERY

The following guidance applies:

Phylacteries. Researching and executing the requirements for destroying one of the phylacteries requires 10 downtime days spent conducting exhaustive research, and a successful DC 25 Intelligence (Arcana) check. If successful, the characters receive 1,000 XP for discovering how to

destroy the vile artifact, and seeing the deed done. The research and the subsequent check may be repeated as many times as necessary. If another character spends the requisite 10 downtime days helping, the check is made with advantage.

Sphere of Annihilation. The *sphere* winks out of existence, and is removed from its owner's magic item count if it is moved outside of the tomb.

Staff of the Forgotten One. A character possessed by the staff breaks the staff at the first opportunity. This **doesn't** reduce their magic item count.

LOST TREASURES

These treasures require additional clarification as to their disposition.

RELIQS OF THE PAST

These items may be kept or sold at the group's discretion. Each of the items can be sold for the amount stated. Spending 30 downtime days traveling to Waterdeep, Neverwinter, or some other large city, and arranging an auction enables the characters to sell it for the higher amount described in the item's description.

If kept, the characters should note the relic on their logsheet—it may one day be relevant info.

MAGIC ITEMS OF THE TRICKSTER GODS

These items normally crumble to dust and are destroyed if the possessor leaves the Temple of the Nine Gods. However, the spirits of the Trickster Gods reward those who exemplify their personas. While the item is in a character's possession, their magic item count is increased by one.

If you feel that a character in possession of one of these items has done an **exceptional** job in roleplaying the flaw obtained by the item, that god's spirit allows them to keep the item as described in *Tomb of Annihilation*—increasing their magic item count one. **This isn't an opportunity for you to just hand out free loot;** this is a chance for you to award great roleplaying. Don't be afraid of making the tough call here and say no; treasure truly earned is treasure truly treasured.

Otherwise, the item is destroyed upon leaving the Temple, and the possessing character's magic item count is reduced by one.

AREA 80. THE RED LIBRARY

The DM randomly determine the spells found here. These spells are limited to those found in the PHB.

ARTUS CIMBER

Some characters may be tempted to claim ownership of the *Ring of Winter* and Artus's prized dagger, *Bookmark*. As Artus is completely unwilling to surrender these items voluntarily, characters must use force or magic to obtain them. Given Artus's importance in Faerûn, this spells the end of an adventuring hero's career.

Characters involved in facilitating the theft of *Bookmark* or the *Ring of Winter* are **permanently and irrevocably** retired from Adventurers League play—some crimes are beyond forgiveness.