



TOMB OF ANNIHILATION PRIMER PREVIEW

The following guidance applies to Adventurers League sessions run during Season 7: *Tomb of Annihilation* storyline season.

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*. In this five-part adventure, the characters are introduced to Chult and her faction representatives. From there, DDAL07-02 *Over the Edge*, sends the characters deep into the dangerous jungles!

From there, the Tier 1 and Tier 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.

Needless to say, we're super stoked about this season of the D&D Adventurers League!

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 written using the same alphabet as Draconic.

THE DEATH CURSE AND YOU

The Death Curse has the following additional effects for Adventurers League characters:

WHEN THE CURSE IS APPLIED

The Death Curse is applied to all D&D Adventurers League character playing a season 7 adventure on or after August 16th, 2017. On August 25th, 2017—the official beginning of the *Tomb of Annihilation* storyline season—the curse expands to encompass all D&D Adventurers League characters.

Characters can be rid of the curse in three ways:

Opting Out. Individual characters can "opt out" of the death curse's influence **once**, but is restricted to adventures from storyline seasons 0 through 4. Once that character plays a CCC adventure or adventure from storyline seasons 5, 6, or 7, the curse takes effect, and this option is no longer usable; they must complete either of the two options, below.

Completing *Tomb of Annihilation*. All of a player's characters are freed from the effects of the curse upon that player completing the final chapter.

High-Level Play. Players can free their characters from the curse by participating in Tier 3 or Tier 4 adventures. Players exercising this option can't return to *Tomb of Annihilation* with any formerly-deceased characters. Which character is freed depends on what the player plays, as follows:

- **Season 7 Adventure.** All of the player's characters are freed from the curse.
- **Non-Season 7 Adventure.** The character playing the adventure is freed from the curse.

THE CURSE'S EFFECTS

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

- Characters who have previously been returned back to life find their hit point maximum reduced by 1 each day at midnight **and** at the beginning of each non-DDHC adventure. The adventure starts as the curse has been active for 20 days—thus any previously-dead creature subject to the curse finds their maximum hit points reduced by 20 at the onset of the storyline season. This reduction can't be increased or restored.
- Characters that spend downtime find their hit point maximum reduced by a number equal to the number of days spent.
- In addition to *raise dead*, *resurrection*, and *true resurrection*, *reincarnation* won't return the dead to life—the soul remains trapped and the spells automatically fail when cast.
- As *raise dead*, *resurrection*, and *true resurrection* don't work, faction charity is unavailable.

MEAT GRINDER

In meat grinder mode, a death saving throw succeeds on a roll of 15 or higher. This ends when the character is freed of the curse.

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 characters; DMs may not make this decision for them. Once made, the decision can't be changed. Pregen characters can't choose this option. For each adventure that a character plays in meat grinder mode, they earn 10% more XP and gp. This bonus can be excess of the maximum reward that an adventure can award.

SOUL DEVOURING

The soul of any humanoid that dies while subject to the curse is trapped until freed or consumed. Once their soul has been devoured, nothing can return that creature to life—including divine intervention.

At dawn each day **and** at the end of each non-DDHC adventure, the DM rolls a d20 for each soul trapped. On a result of a 1, the soul is devoured. On a result of 2 or higher, the soul is trapped, but hasn't been consumed—at least until the next dawn.

The "handful of d20s" alternative isn't recommended unless you've played consistently with the same players throughout the adventure.

REPLACEMENT CHARACTERS

Players whose characters die may continue play with either another of your characters or one of the pregenerated characters (a "pregen") published by the D&D Adventurers League administrators, and located at www.dndadventurersleague.org.

The Character Must Be Dead. If a character dies during *Tomb of Annihilation*, a player may use another character or a pregen if they don't have another appropriate character available. Players whose characters were 5th level or higher may use a 5th-level pregen as a replacement character.

Pregens Earn Rewards. XP, gp, and downtime are earned and applied normally when using the pregenerated character. However, they aren't awarded magic items, don't get to choose a "+1", and can't multiclass or gain feats.

What Happens to Pregen? The pregen's fate at the end of the adventure depends largely on whether or not the player's character can be raised.

- **Can be Raised.** If the dead character is returned to life at the end of the adventure, all rewards earned by the pregen are applied to the character.
- **Can't be Raised.** If the dead character can't be returned to life at the end of the adventure, the

player may create a new character using the rewards earned by their pregen during play in addition to its starting equipment (less any gp or downtime days spent).

CHARACTER ADVANCEMENT

Milestones aren't 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's 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;" they shouldn't be awarded 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

The Suggested Character Levels table provides you with an idea of what Chapters of the adventure are appropriate for your players's.

STARTING AT HIGHER LEVELS

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

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.