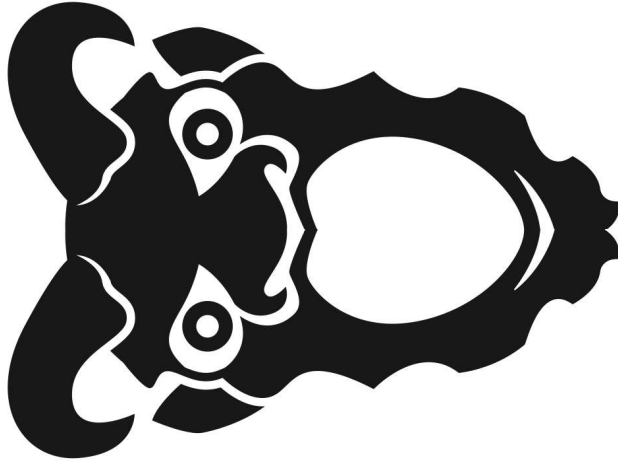




DM STARTING ITEM

Tomb of Annihilation



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)
- Insignia of Claws (uncommon)
- Keoghtom's Ointment (uncommon)

The item can not be traded and does not count toward your character's magic item count. You may only have one DM Starting Item on any given character. It is given to you as a thank you for being a Dungeon Master for the D&D Adventurers League *Tomb of Annihilation* storyline season.

ORIGINAL OWNER - CHARACTER NAME

ORIGINAL OWNER - PLAYER NAME



ADVENTURERS LEAGUE™

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TOMB OF ANNIHILATION™