**Player Character Notes**

**Tomb of Annihilation PC Primer**

Welcome to Chult! This is a primer for our upcoming D&D campaign, Tomb of Annihilation. I’ve included additional house rules, notes, and relevant information for creating your character.

Chult is a peninsula far to the south of the Sword Coast. It’s ringed by mountains and filled with rainforests and rivers. Enormous reptiles, savage goblins, and an army of undead prowl its jungles and ruins. Mapping the place is night impossible; little is known about the region except for the few miles along the coast.

The campaign will task you with locating an evil artifact that is drawing in souls from all over the planet for some nefarious purpose.

The following new house rules will be in effect for ToA:

**Character Creation** - Can only use material from printed, published books by Wizards of the Coast. This includes the following: Player’s Handbook, Volo’s Guide to Monsters, Xanather’s Guide to Everything, Mordenkainen’s Tomb of Foes, and the Tortle Package, as well as any relevant player material from campaign books, like the new backgrounds from Tomb of Annihilation.

For Ability scores, you can choose to either:

1. Roll 4d6 six times, drop the lowest of each roll. If the resulting total is less than 70, you may instead choose option B.
2. Take the standard set of 8, 10, 12, 13, 14, 15
3. Use Point Buy (PHB 13)

When creating your character, please choose five one-word traits that best summarize them (in addition to filling out personality, bonds, etc). These will be used as quick short-hand descriptions of your character’s personality. Ideally they will be a mix of both positive and negative traits. Example: Brave, Loyal, Arrogant, Brash, Clever. They will be the first words listed in the Personality Traits box.

Choose a Character Quirk from the [d100 Quirks table](https://docs.google.com/spreadsheets/d/17nLIpkpqxnffEGJx7jMuKSW1Te-QJIFawGRDao1t-9Y/edit?usp=sharing) (or consult with DM for your own). You can have this Quirk replace your Flaw, or in addition to it. Role-playing your Quirks in fun and interesting ways is a great way to earn Inspiration!

Upon character creation, you will also roll a d100 to receive a random trinket. The trinkets are listed on PHB 160-161. Feel free to give this item significance, or not and leave it up to you and the DM.

**XP** - Experience will no longer be awarded every session. Instead you will gain levels at certain intervals. There are three main reasons for this. 1) Eliminates the need to fight everything, and make sneaking, talking, or running away viable alternatives. 2) You can gain a number of allied NPCs to travel with you, and we don’t have to worry about them taking up any shared experience. 3) Makes the open world design much easier to plan without worrying about level advancement.

**Resting** - you will no longer automatically long rest at the end of a day when traveling. The jungles of Chult are not safe. It will be possible to find safe havens to Long Rest throughout the jungle, but just hunkering down for the night does not equate to a long rest. It does provide the benefits of a short rest, however (as well as staving off 24-hour exhaustion effects). This is meant to gauge your resources carefully and treat the entire region as almost one big dungeon crawl. Trust your DM to maintain a nice balance.

**Loyalty** - (DMG 93) [This was soon abandoned in favor of just RPing] Many NPCs can join your party, some for pay and some for free. Many will have associated quests. All will have a hidden loyalty number (0-20). Doing or saying things to make then happy raises it, the opposite lowers it (by a d4). Low loyalty (0) can result in the NPC abandoning you or worse, while higher loyalty (10+) will make the NPC more amenable to following orders, joining in dungeon crawls, or even risking their own life. You will be able to see party NPCs character sheets, but they will always be controlled by the DM.

Max loyalty = highest CHA score in the party.

Starting loyalty = Depends on the NPC and the circumstances in which they joined.

To help with character creation, the following character backgrounds, story hooks, and factions would relevant to this campaign. You can use these directly, or as inspiration and ideas.

Note that like Storm King’s Thunder, you should reach around level 11 by the climax of the adventure.

**Anthropologist/Archaeologist/Sage** - You want to study the people/ruins of Chult, maybe find a bit of lost treasure or hidden secrets.

**Charlatan/Criminal** - You’ve been arrested for a crime, but offered a pardon should you embark on the adventure OR you’re a stowaway aboard the ship headed to chult to escape your crimes.

**Acolyte** - Your temple/god has seen visions of a great evil originating somewhere in Chult, and elected you as its righteous emissary.

**Noble/Entertainer** - You or your family owe a debt to a merchant prince of Port Nyanzaru, and you’re being sent to Chult as payment.

**Outlander** - you were originally from Chult but fled when you were young. You’ve heard of recent expeditions and you’ve always wanted to return.

**Folk Hero/Merc Veteran/Soldier** - Baldur’s Gate has a vested interest in Chult, and has successfully set up an outpost called Fort Beluarian in the name of the Lords Alliance. You’re being sent as the newest recruit.

The following are native player races to Chult. Note that even if your PC is from Chult, they need to not know their way around (fled when they were young for example).

**Chultans** - dark skinned humans who once ruled over the peninsula with a monarchy. Mostly wiped out and driven back to Port Nyanzaru, which is ruled over by prominent Merchant Princes.

**Aarakocra** - Bird-like humanoids who can fly. They defend the land against evil, and have a reputation for aiding explorers in the jungle. One tribe’s monastery is visible from Port Nyanzaru.

**Dwarves** - Shield Dwarves and the rare Albino dwarves were driven from their underground homes and forced to survive in Port Nyanzaru.

**Tabaxi** - feline humanoids, technically native to a western continent, but many have made a home in Chult. Tabaxi are generally good-natured.

**Tortle** - humanoid turtles! Hail from a region in the southern end of Chult. Good natured and helpful.

The following factions and races also play major roles in this campaign, to give further ideas for your characters:

**Flaming Fist/Lords Alliance:** A mercenary group. Ostensibly part of the Lord’s Alliance but specifically loyal to Baldur’s Gate. They plunder ruins, claim treasure, chart the jungle, and demand others pay fealty to them.

**Harpers:** Secret agents of good, mostly spellcasters and spies. They’ve joined forces with the Order of the Gauntlet to provide the main quest.

**Order of the Gauntlet:** For the purposes of our campaign, this is the group Kalinaar eventually joined and is now a reigning member. Arbiters of justice and hunters of evil. Helps provide the main quest.

**Red Wizards of Thay:** Evil wizards that enjoy slavery and power. Talus fled their lands and organization. They may be hunting the same thing you are.

**Zhentarim:** As a shadow network interested in political power, Chult doesn’t hold quite as much interest given the lack of civilization. It’s rumored they’re trying to get a foothold established, however, beginning with Port Nyanzaru.

**Yuan-Ti:** An evil race of snake-people, devoid of emotion. Once part of a vast and terrible empire that conquered and enslaved everyone around them, they’ve since been pushed back. Now they bide their time, performing rituals to their serpentine gods to awaken and devour the world’s lesser races.

**Undead:** You’ll learn the history about the undead in the first few sessions, but having a PC centered around fighting/fearful of/interested in death and undead would be very relevant. Chult is literally crawling with them.