

Tomb of Annihilation

Player Primer

Chult is a land of mystery and opportunity. Sweltering jungles, twisting rivers and volcanic mountains make traversal difficult, while predatory animals, lurking undead and territorial tribes make simply surviving no easy task.

Deep within the sprawling jungles lie the forgotten ruins of ancient cities, testaments to the time before the Chultan people were abandoned by their god. Now these ruins are claimed by villains who seek to wreak havoc across not only Chult, but the entire world...

The History of Chult

Chult was isolated from the rest of the world since the early days of creation. It was the domain of only one god, Ubtao, who developed the land as he saw fit, filling it with lush jungles and exotic animals known as dinosaurs.

The Chultan people lived in jungle tribes and coastal villages until Ubtao built the mighty city of Mezro, from where he watched over the land and guided his faithful, instructing them to navigate the maze of their life so that they may pass on to the afterlife.

But after millennia of cries from those too impatient to listen to his guidance, Ubtao

abandoned Chult and left Mezro to his chosen heroes. But one of those heroes, the traitorous Ras Nsi, conjured a massive army of undead with which to take the city for himself. Now Mezro is an empty ruin and the remnants of Nsi's undead horde prowl the jungles.

Without Ubtao or Mezro to unite the Chultans, foreign powers arrived to exploit the land, establishing a foothold at Port Nyanzaru from where they could control the flow of trade goods between Chult and their realms.

Ten years ago, the wealthiest traders in Chult declared themselves Merchant Princes and successfully campaigned for Nyanzaru's independence. Cultural exchange and lucrative trade continues, but now on the terms of the people of Chult.

Who Are You?

Chult's local races include humans, dwarves, aarakocra, goblins, turtles and lizardfolk among others. Thanks to the influx of trade with other realms, people from all walks of life travel to Chult through Port Nyanzaru.

Criminal. You have local contacts with the Zhentarim, an infamous organization bent on controlling trade in the region.

Explorer. Enamored by tales of lost cities and exotic treasure, you came to Chult to make a name for yourself.

Foreign Agent. You serve one of the powers of Faerûn. Officially you are an ambassador, though you may have more clandestine directives.

Gladiator. The Grand Coliseum in Port Nyanzaru holds frequent exhibitions. Anyone can gain fame and fortune fighting in the games.

Hunter. Many unique creatures can be found in Chult. You seek to find the most dangerous game and live to tell the tale.

Inheritor. A relative working in Chult died and entrusted you with their property. You have traveled to Port Nyanzaru to fulfill their last will.

Mercenary. You came to Chult following the demand for armed escorts serving a Merchant Prince, Order of the Gauntlet or Flaming Fist.

Merchant. You've been sent to help your business get a foothold in Chult, whether one of the Merchant Prince consortiums or the black market.

Pilgrim. You came to Port Nyanzaru to spread the faith of your deity, possibly Gond, Savras, Tymora or Utao.

Repatriate. You were born in Chult, but spent many years in foreign lands honing your skills in order to one day return and improve the lives of your people

Scholar. You trained in a field such as archeology or anthropology and have come to study the rich cultures and biomes of Chult.

Spy. You serve a clandestine organization that seeks to uncover the origin of an evil curse originating from somewhere in Chult. Above all, you are cooperative adventurers who seek to explore the jungles of Chult,

uncover lost history and thwart those who threaten the realm.

Starting Level & Equipment

This adventure has progressed to level 10 and is now in the titular tomb itself.

In addition to standard starting equipment, you

will also start the adventure with:

- 200 gp (In addition to starting gold)
- 1 Trinket (Use d100 table from the PHB)
- 1 Potion of Healing
- Two uncommon magic items

Character Creation

Ability Scores. You may use Point Buy, Standard Array or the official method for rolling Ability Scores. If rolling, please do so where your dice results are visible by the Dungeon Master.

Homebrew. Unofficial classes are not allowed. Unofficial races, spells, subclasses, backgrounds and feats may be approved upon review. Playtest options are considered unofficial.

Multiclassing. You can take a level in a new class as long as you meet the Ability Score Minimum for that class. Intent to multiclass must be explained to the DM, who has the authority to veto multiclass concepts for any reason.

Monsters of the Multiverse. The revised races from this book and their legacy (L) counterparts may both be picked unless otherwise stated.

Tasha's Cauldron. You may use the Optional Class Features and Origin Customization system.

Firearms. Weapons classified as Firearms in the DMG are considered Martial weapons for the purposes of Proficiency.

The following official 5e character options are **not** allowed for use in this campaign:

Races. Aarakocra (L), Satyr (L), Yuan-ti (L), Custom Lineage.

Dragonlance. Feats & Backgrounds. Eberron. Dragonmark subraces, House Agent; Background & Aberrant Dragonmark Feat.

Spelljammer. Autognome, Plasmoid, Thri-kreen & Backgrounds.

Strixhaven. Feats, Backgrounds & Silvery Barbs.

Ravnica. Backgrounds.

Acquisitions Incorporated. Backgrounds.

Witchlight. Witchlight Hand Background.

Language Suggestions

Common. Common, Chultan, Dwarvish
Uncommon. Draconic, Goblin, Primordial
Rare. Abyssal, Giant

Wild Shape Suggestions

Almiraj, Ape, Axe Beak, Baboon, Boar, Crocodile, Dinosaurs, Dolphin, Eagle, Flying Monkey, Frogs, Hawk, Hyena, Jaculi, Lizards, Sharks, Snakes, Spiders, Tiger, Vultures

House Rules

Better Tools. If you have Proficiency with a tool, you can add your Proficiency Bonus to any Ability Check you make that uses that tool. If you have Proficiency in the Skill that's also used with that check you gain Advantage on that check as well. This means you can benefit from both Skill Proficiency and Tool Proficiency on the same Ability Check.

Easy Two-Weapon Fighting. When using Two-Weapon Fighting as part of an Attack action, you do not have to use your Bonus Action to make the off-hand attack. The off-hand attack can be done as part of the initial Attack, but only once per turn. Two-Weapon Fighting otherwise functions as normal.

Expanded Actions. All of the Action Options listed in Chapter 9 of the Dungeon Master's Guide (Climb onto a Bigger Creature, Disarm, Mark, Overrun, Shove Aside & Tumble) may be used by characters in combat.

Flanking Adjustments. Creatures who are flanking an enemy (as defined by Chapter 8 of the Dungeon Master's Guide) gain +2 to their Attack rolls against that enemy instead of Advantage.

Holding Breath. If you take damage while holding your breath (as explained in Chapter 8 of the Player's Handbook), you must make a CON save of DC 8 + damage taken. On a failure, you subtract 1 minute of remaining time you can spend holding your breath.

Rituals For All. If you have a Spell with the Ritual tag, then you may cast it as a ritual even if your class cannot normally do so.

Rolling With Hindsight. If you have any features or spells that you can choose to use after a creature makes a roll, but before the DM determines whether the roll succeeds or fails (such as Inspiration or Cutting Words), you may disregard that rule. These features can instead be used even if you know the result of the roll.

Silent Takedown. When you successfully use the Grapple action on a creature that cannot see you, you can use your Bonus Action to start choking them. The grappled target can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round) and can attempt to break the grapple hold during these rounds. If the creature has run out of rounds and is still choking, it drops to 0 hit points at the start of its next turn and is dying. It can't regain hit points or be stabilized until it can breathe again.

Skill Assist. When you are attempting to assist a character making an Ability Check outside of combat, you can only grant Advantage if you have Proficiency with the Check's relevant Skill, Tool, etc.

Spell Scrolls For All. Anyone may attempt to read a Spell Scroll regardless of whether or not the spell on the scroll is a part of your

Class' Spell List. If you have no Spell List, you may make an Arcana check to attempt to use the spell scroll. The DC equals 13 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect. On a roll of 1 or lower, you must roll on the Scroll Mishap table (Dungeon Master's Guide, Chapter 7).

Unreplicable: Spellwrought Tattoos cannot be made using the Replicate Magic Item infusion.