

TOMB OF ANNIHILATION CHEATSHEET

DEATH CURSE

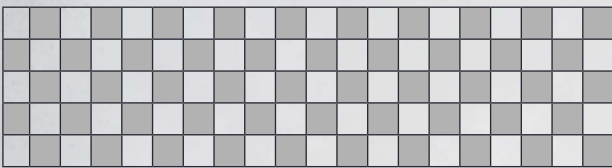
Soulmonger was activated 20 days before adventure start and has following effects until destroyed:

- Max HP of resurrected humanoids is reduced by 1/day.
- Reduced max HP can't be increased or restored.
- If a humanoid dies, its soul is trapped in Soulmonger and it can't be resurrected.
- Speak with dead and similar magic still works.

SOUL DEVOURING

- Roll d20 each day to see if soul trapped in Soulmonger is devoured by the atropal. On 1, the soul is devoured.
- Spells such as *commune* and *divination* can determine if a soul has been devoured, or is still trapped.

DAY TRACKER



CHULTAN NAMES

MALE	FEMALE	DYNASTIC
• Atuar	• Azuil	• Agolo
• Atumwa	• Bati	• Atazi
• Chiwa	• Chuil	• Balaka
• Dengo	• Déla	• Bolélé
• Emporo	• Eki	• Dawa
• Juma	• Fipyra	• Ekulu
• Kundé	• Katéla	• Hakal
• Kwalu	• Lorit	• Imbogoro
• Mezoar	• Mainu	• Jaharwon
• Mzolu	• Naboli	• M'wenye
• Olu	• Nyali	• Natombe
• Osaw	• Omoyala	• Ngore
• Rindawan	• Razira	• Oboko
• Selu	• Sana	• O'tamu
• Teron	• Tefnek	• Sahandi
• Ugor	• U'lolo	• Talro'a
• Vazul	• Yuta	• Utugelu
• Weshtek	• Zaidi	• Yudan
• Yapa	• Zamisi	• Zuberi

TRAVEL IN CHULT

NAVIGATION

- DM rolls Survival for designated navigator each day.
- DC 10 for coasts & lakes, DC 15 for anywhere else.
- On a success, the party knows exactly where they are.
- On a failure, the party is lost. Roll d6 to randomly determine which hex they move to. The players don't know where they are until they succeed on the check.

Travel Distances

Pace	Overland	River/lake (canoe)	Effect
Normal	1 hex/ day	2 hexes/day	—
Slow	Roll d4. 1 or 2: -1 hex		Can stealth, +5 Survival checks to navigate
Fast	Roll d4. 3 or 4: +1 hex		-5 passive Perception and Survival checks to navigate

Weather

d20	Temperature
1-14	Normal, 95°F/35°C
15-17	1d4 x 10 degrees F colder than normal
18-20	Extreme Heat
d20	Wind
1-12	None
13-17	Light
18-20	Strong
d20	Precipitation
1-12	None
13-17	Light Rain
18-20	Heavy Rain (50 feet visibility) (25% risk of tropical storm)

WEATHER

EXTREME HEAT (100+ °F)

- If exposed to heat and without water, must succeed on Con save each hour or gain 1 level exhaustion.
- DC is 5 after first hour, +1 for each additional hour.
- Medium/heavy armor or heavy clothes = disadvantage.
- Resistance/immunity to fire damage or adapted to hot climates = automatic success.

STRONG WIND

- Disadvantage on ranged weapon attacks.
- Disadvantage on Perception checks using hearing.
- Extinguishes open flames, disperses fog.
- Flying creatures must land at end of their turn or fall.

HEAVY RAIN

- Visibility limited to 150 feet.
- Missile weapon ranges halved.

TROPICAL STORM

- Strong Wind + Heavy Rain.
- Travel by river is impossible, rivers flood after 15 min.
- For each day travelling on foot, characters gain 1 level exhaustion + 1 more if they fail a DC 10 Con save.
- Skill checks to avoid becoming lost are made with disadvantage.

TIP: RAIN CATCHERS

If the characters are using rain catchers, you can assume light rain amounts to 0.5 inches (1 gallon) in 8 hours, heavy rain is 1 inch (2 gallons) in 8 hours, and a tropical storm is 3 inches (6 gallons) in 8 hours.