

# Marlos Character Creation Guide

## Accepted Content

You may only use content found in the 5th Edition Player's Handbook (PHB) and Xanathar's Guide to Everything (XAN) for character creation; no other material will be accepted.

## Character Creation

Your character will be built at 8th level using the 27 point-buy system. The Human Variant and Racial Feats from XAN are allowed.

You do not start with your Class' starting equipment. Instead, you will start with 400gp and purchase your starting equipment from the items listed in the PHB. You will also start with any items and gold provided by your character Background, as well as an optional trinket from the Trinket Table in the PHB.

You also start with a few magic items; these are described more in the next section.

## Magic Items

You start with 4 Magic Item Points to spend at character creation. *Common* items cost 1 point, *Uncommon* items cost 2, and *Rare* items cost 3. You cannot buy above *Rare* items. All items in the Dungeon Master's Guide (DMG) and XAN are allowed to be purchased; however, a few items have amendments made for this event:

- For items that state they regain charges once a day at dawn, they instead regain their charge at the end of a long rest.
- For items that state they start with a certain amount of charges or components (such as the **Bag of Beans** starting with 3d4 beans), you may either roll for the starting amount or take the average roll to start with.
- **Bag of Tricks**; any animal summoned from this bag disappears at the end of your next long rest.
- **Broom of Flying and Winged Boots**; now considered a *Rare* item for the purposes of purchasing with Magic Item Points (i.e. they cost 3 points).
- **Instrument of the Bard**; the chosen instrument does not get the spells listed under "ALL".
- **The Armor of Resistance, Potion of Resistance, Quaal's Feather Token, Ring of Resistance, and Scroll of Protection** all mention the DM chooses or rolls the nature of these items, but you choose or roll instead.
- **The Robe of Useful Items** mentions the DM chooses or rolls the extra patches; instead you may either roll 4d4 or take the average roll to determine how many patches, and then randomly roll to determine what the extra patches hold.
- **The Necklace of Prayer Beads** mentions the DM chooses or rolls the spells the necklace has; instead you randomly roll to determine what spell each bead holds.
- **The Chime of Opening** does not work on the main entrance and exit doors of the Marlos rooms, but it will work on any other opening that are not these.
- **The Wand of Wonder** is banned as a starting magic item.