

TOMB OF ANNIHILATION COMPANION

BY SEAN MCGOVERN



POWER SCORE RPG

TOMB OF ANNIHILATION COMPANION



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This book is based on material and ideas from my blog:

POWER SCORE RPG

- [Check me out on twitter!](#)
- I am running Tomb of Annihilation on Youtube! [Check it out here.](#)
- I wrote [a guide to running Tomb of Annihilation right here.](#)

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NOTES

This book is an attempt to help out with some of the things that could take a lot of prep time for those planning to run *Tomb of Annihilation*.

I playtested my version of the dinosaur racing rules in this book on [my Tomb of Annihilation youtube show](#) and it went really well, so I hope you consider using some of my ideas.

Next up, I'll be releasing *The Weeping Skull*, which is part 4 of the Litany of Arrows adventure path. I went way overboard with it.

Then comes *Emirikol's Guide to Demons*, which is an attempt to collect all of the main material on D&D demons into one book. I've got quite a bit of that one done and am hoping to get it out by the end of the year.

Thanks to everyone who has sent me a kind word or interacted with me online. I hope this book helps your campaign in some small way.

Sean McGovern
November 2017



THE DINOSAUR RACE

What follows is a more concrete version of the racing rules that should help lead to some exciting and memorable moments.

This scenario uses a lot of the same rules as on page 32 of the *Tomb of Annihilation* book, with a few differences:

- The “feet” of movement are tallied as “points”, but the first rider to 300 does not win the race. Whoever has the most “feet” at the end wins.
- The race occurs in 8 stages, each in a different area of the city.
- At the end of the 8th stage, whomever has the most “feet” accumulated is the winner.

SIDE RULES

Jumping on Another Dinosaur. Make a DC 10 Wisdom (Animal Handling) check. If you fail, you have disadvantage on the following check. Make a DC 13 Dexterity (Acrobatics) check to land mounted on the dinosaur. Fail: Make a DC 10 Dexterity saving throw to hang on to the side of the target dinosaur or fall to the ground.

Casting Spells: If the spell requires somatic compo-

nents, it requires a DC 13 concentration check. Fail: The spell is not cast, but is not lost.

Dangling From the Side of a Dinosaur. This might happen a few times during the race. Riders who dangle are considered prone, and at the start of each of their subsequent turns they can try a DC 10 Strength check to get onto the saddle and in proper riding position.

Stages. The riders go through one stage per round. This is somewhat abstract. All riders are considered to be in a clump and fairly close to each other throughout the race.

Abstract. This is a loosely-run event. You will need to make quick judgment calls. In general, riders shouldn’t fall too far behind and you should try to allow cool ideas to happen in some form. This should feel like an action scene from a movie.

CREATING THE RACE COURSE

You’ll want to break out the map of Port Nyanzaru on page 19 and plot your course.

In each round of this race, the riders will enter into a different section of the city with its own obstacle to overcome.



OTHER RACERS

Here are some NPC riders:

- **Kwilgok**, the turtle who rides Deadly Treasure (from *Turtle Package* pg 4).
- **Tiryki**, Ekene-Afa's son, riding Banana Candy.
- **Faroul and Gondolo**, the guides (ToA pg 34) riding Zongo, the flatulent triceratops
- **Canker Keel**, an albino dwarf riding a stegosaurus named Juicy Stakes.
- **Dark**, the female rock gnome who co-captains the Brazen Pegasus (see ToA pg 21). She's riding an Allosaurus named Batton Down the Hatches.

NPC Rolls. When it comes to the other racers, I recommend either making all of their racing rolls in advance

or handling them in a narrative fashion. You can “attach” them to characters and keep them roughly in front or behind them.

NPC Stats. The scout (MM pg 349) stats work pretty well. You might want to make one stat block to cover them all so you don't have to juggle 5 different sets of stats, plus the dinosaurs.

STAGE 1: GOLDENTHRONE

The race begins at area 4, Goldenthron (ToA pg 20).

A large, cheering crowd is assembled at Goldenthron to watch you line up with the other dinosaur racers. The beautiful and mysterious Kwayothe addresses the crowd, establishing the rules and describing the course, which is marked with bright paint on the street. She wishes good luck to the riders and shows off the prize – a sack full of gold.

A horn blows and the riders tear off, heading onto an elevated walkway above the Merchant's Ward, where a throng of people cheer from below.

Pushing Riders Off the Bridge. Riders can make an opposed strength check to try to knock one another off their dinosaur. The loser of the opposed strength roll must make a DC 10 Dexterity save or fall off the bridge into the crowd below.

Anyone who falls over the side of the bridge takes d6 damage, as the crowd catches them and mostly breaks their fall. The citizens quickly sets up a tall ladder, which allows the rider to climb up and get back in the race, but gain only half their minimum speed in this stage.

STAGE 2: THE TEMPLE OF SAVRAS

Dust clouds rise up behind your mount as you tear around a grand temple with a domed roof that resembles an unblinking eye looking skyward. Happy priests line the streets, ready to cast spells to aid you.

The riders go around area 7, the temple of Savras.

Gaining a Boon. If a rider succeeds on an additional DC 12 Wisdom (Animal Handling) check, they can pull close enough to gain the benefits of a

random cleric spell:

Roll a d4

1. **Guidance** (PH pg 248) A priest reaches out and touches you. You can roll a d4 and add it to an ability check of your choice.
2. **Resistance** (PH pg 272) One time in this race, you can roll a d4 and add the number to a saving throw of your choice.
3. **Shield of Faith** (PH pg 275) +2 bonus to AC for the rest of the race.
4. **Bless** (PH pg 219) For the rest of the race, the rider can roll a d4 and add the number to attack rolls and saving throws.

STAGE 3: THE TEMPLE OF GOND

You round the temple of Gond, where many clever water-powered contraptions are on display. A number of water jets spray intermittent streams across the road that could knock you right off of your dinosaur!

The riders are rounding area 8.

Avoiding Water Jets. In addition to making their normal Wisdom (Animal Handling) check, each rider must make a DC 10 Dexterity saving throw. Success means that the rider is able to remain mounted. Failure means that the rider falls off and gains only half of their minimum speed.

STAGE 4: THE TEMPLE OF SUNE

You are about to race underneath the elevated causeway that leads to the temple of Sune. Beautiful followers of Sune are ready on the overpass, preparing to dump shiny things on you that will make you appreciably more attractive.

The riders pass under the bridge that leads to area 9.

The DM decides who must deal with one of these two falling hazards:

Streamers. Make a DC 13 Wisdom (Animal Handling) check. Fail, the dinosaur is blinded for this stage and you gain half your normal speed.

Glitter. Make a DC 13 Dexterity save. Fail: You are blind for the next section and you gain half your normal speed.

STAGE 5: SWARM OF FLYING LIZARDS

The group is going to ride right through the words "Merchant's Ward" on the Port Nyanzaru map.

Crowds line either side of the street. Suddenly, a cloud of flying lizards swoops out of an alley to your left, zooming directly into the path of you and your fellow racers!

The flying lizards obscure the area, effectively giving everyone +5 to their AC.

Navigate in Chaos. Everyone must make a DC 11 Dex save or be blinded for this stage.

If you fail your animal handling check, your dinosaur slows down to eat some flying lizards, subtracting 10 feet from your total.

STAGE 6: OLD CITY

Your dinosaur roars as you ride through the gates of Old City. A huge crowd looks down on you from the elevated walkway that connects two of the ziggurats. You will need to make two sharp turns as you round the fighting pit at executioner's run. You can't help but notice that there is a crabby triceratops lurking in the pit.

Knock a Rider Into the Pit. Opposed Strength check. The loser can make a DC 13 Dex save to hold onto the side of their mount dinosaur and prevent falling in.

Falling In. Anyone who falls in the pit takes 2d6 bludgeoning damage. They must make a DC 13 Dexterity save to avoid being gored by the **Triceratops** (MM pg 80).

Triceratops AC 13 HP 95 Speed 50
+9 to hit, 24 (4d8+6) piercing dmg.

Escaping the Pit. To get out of the pit, the rider can run toward one of the knotted ropes dangling down the sides of the pit. Their dinosaur will continue racing, so it is possible to climb out and jump back on their mount and not lose any position at all.

STAGE 7: THE GRAND SOUK

You rocket back into the city proper and head right inside the Grand Souk. People sit on crates

and animal cages, rooting you on as you navigate the narrow lanes between fully-stocked stalls.

A rider can grab and use an item from a stall if they like.

Tej. With a DC 10 Dexterity (Acrobatics) check, the rider can grab and drink a bottle of tej, giving them inspiration and the favor of the fans.

Canoe. The rider can make a DC 13 Strength check to plop a canoe in the path of another rider. That rider must immediately make a DC 13 Dexterity save or lose 15 feet from their total.

Free a Monkey. A rider can unleash a caged flying monkey (page 220) with a DC 10 Strength (Athletics) check. The flying monkey will appreciate the gesture and does the rider's bidding for the rest of the race.

Get Another Mount. There are many leashed dinosaurs for sale here, all itching to be involved. A rider can Make a DC 11 Strength (Athletics) check to jump on another mount of their choice from the list on page 32. The rider will need to make an animal handling check using the DC of that dinosaur. Failing means that the dinosaur is hard to control, but it ultimately falls in line and the rider loses 20 feet from their total.

STAGE 8: THE ARENA

The finish line is in sight – it's in the Arena! The stands are completely full of cheering citizens cheering. Who stand up to get a better look at who is in the lead.

Water Trench. There is one final obstacle to be overcome. A water-filled trench 10 feet across that must be jumped over. Jumping it will require a DC 13 Wisdom (Animal Handling) check. If this check is failed, the rider and the dinosaur fall in and do not win.

Whoever didn't fall into the water and has the most points at the end wins!

VICTORY

If a character wins the race, read the following.

Beautiful, scantily-clad men and women hand you a gleaming medallion as the crowd chants your name. Your dinosaur roars in triumph and regards you with respect. You are given a number of gifts.

Here are some possible rewards:

The Key to Port Nyanzaru. For one week, this key is

yours. With it, you get free lodging at either inn, free food anywhere you go, and you have advantage on charisma-based checks in Port Nyanzaru. The key might also open a secret door in a merchant prince's dwelling.

Ubtao's Ring. This bejeweled ring is engraved with a tiny, intricate maze. It gives you advantage on Wisdom (Survival) checks and gives you advantage when making Wisdom (Animal Handling) checks with dinosaurs.

Passes. You receive five passes for a free day at a public bath house.

Jewels. You receive a total of 5 agates and 5 emeralds worth 5 gp each.

Invitation to Dine. The character is invited to dine with a merchant prince of the DM's choosing, possibly Jobal or Kwayothe.

PORT NYANZARU'S WATER TUBES

This concept is something you can add to Port Nyanzaru to give the players a new tool to do fun things with.

The water tubes are massive, elevated connected pipes that are maintained and protected by three bound water elementals. People ride in them to quickly travel to different area of the city. These tubes are ten feet wide and tall, providing ample space for even some dinosaurs to ride in.

All Major Destinations. The water tubes connect to all numbered locations on the Port Nyanzaru map. Looking at the map, the water flows in a clockwise manner.

Speed. A rider moves 60 feet per round on fast-flowing water inside smooth wooden tubes roofed with thatch. The tubes sometimes reach a height of 25 feet above the ground.

Arrival. When a rider reaches a numbered location, the flow of water around them magically thins and slows, making it easy to get out or get on safely.

THE ELEMENTALS

It is believed that that three **water elementals** (MM pg 125) agreed to power the tubes through an ancient deal arranged by Mainu, one of the mysterious barae of the Lost City of Mezro. Each of the water elementals enjoy their work and are proud of the tubes.

MIMIRI

Mimiri can assume the form of a watery female human. She is very lighthearted and enjoys tales of derring-do. She is fiercely protective of the riders.

BIYAHA BLUE

This elemental can assume the form of a watery male human. He is proud and boastful, and enjoys hearing tales about strength or justice.

RUWA AMANZIF

Ruwa can assume the form of a living wave. It speaks quietly and is very wise. It sometimes helps confused citizens sort out complicated life situations.

Flaw. The elementals can not sense or perceive anyone or anything covered in oil. Oil and water do not mix.

Falling. Any time somebody falls out of the tube, the elementals sense it and can immediately teleport to the

location and grab the person to prevent them from falling.

Defense. If a hostile creature enters the tubes, one or more elementals will try to subdue them and hand that over to the people of Old City.

Danger. The Water Tubes can be used as a device for Dms to make action scenes even more exciting.

Assassins. The tubes are a great place for assassins to carry out a dark deed. There are certain nooks and crannies in the tubes that are pitch black. Assassins cover themselves in oil, which prevents the elementals from sensing their presence, and clutch on to the thatch roof or cross-beams to hide. They wait for their target to slide underneath and then fire a poison dart, try to catch their head in a noose, or drop down on them and stab away as they ride the tubes at high speeds.

CHASES

If the group is chasing someone, that person might jump into the tube to make a quick getaway. A hero can jump in after them and give chase.

There is a good chance that a water elemental will slide under the hero and ask gleefully, "Want to go faster?!" The hero can ride the elemental at a very high rate of speed to catch up to the target.

Damaging the Tube. Fighting in a tube is risky. Anyone missing an attack will damage the wood of the tube, creating a hole that might require a DC 10 Dexterity save to avoid. Failing through means the character goes hurtling into the city, taking 2d6 bludgeoning damage. They can make a Dexterity check.

- A result of 15 or higher means that they land safely on a roof or a well-behaved pack dinosaur.
- A 10-14 means that they land in the street and take 1d6 bludgeoning damage.
- A 6-9 means they land in the street and take 2d6 damage.
- A 5 or less means they take 2d6 damage and crash through a window, into a person, or into a testy dinosaur (probably an allosaurus).



JUNGLE TRAVEL

In this section, I have created 30 days of travel for you. I did my best to foreshadow and incorporate things from the adventure so that the players can become familiar with all of the important elements, including the trickster gods and Ubtao.

Foraging. I worked in foraging scenarios so that the group is constantly making new discoveries, getting in weird predicaments and trying exotic cuisine. Here are some discoveries I wasn't able to fit in:

- **Ground Menga Leaves:** When heated, these brown leaves turn into a liquid. If this liquid is imbibed and swallowed, one ounce heals 1d8+2 points of damage. Drinking more than an ounce causes unconsciousness that lasts 1d4 hours.
- **Bytter Nuts:** When these small nuts are crushed and rubbed into an open wound, the compound heals 1d6 points of damage.
- **Feather Skin:** The petals of this rare, pale blue flower have an astonishing curative power. By placing a petal on the tongue, it dissolves and rids the body of all diseases.

Dinosaurs and Undead. I ran with the idea that the dinosaurs are largely on the side of the heroes, and that the undead are the true danger in the jungle. I tried to reinforce the notion that if you treat the dinosaurs with respect, they will treat you with respect.. That concept does

not apply to the tyrannosaurus rex, who is a ravenous killing machine.

Water. It is hard to think up much to do with water. Once the group learns not to drink from the streams and lakes, then I think those water foraging rolls mostly just determine how much rain the heroes caught in the raincatchers overnight.

DAY 1

Bright light filters through the thick intensely green foliage above you. Huge, broad leaves line the path ahead as heat waves rise off of the ground. Insects buzz in and out of your view suddenly scatter as a faint rumble echoes from far within the jungle.

The Guide. As the group begins their journey, their guide will tell the group a few things:

- Entering a goblin village is very dangerous for many reasons, not the least of which is that legend has it that the villages can actually soar through the air like a meteor.
- The dinosaurs are the children of Ubtao and should be respected.
- The guide has heard of ryath roots and can identify them on sight. These roots make you strong! The more you eat, the better. They're quite rare and very useful

(the guide is a bit misinformed. See ToA pg 205)

Navigation. You, the DM, make a Wisdom (Survival) check DC 15 for the navigating character (make sure you know their bonus).

Foraging. As a reminder, here's how foraging works. The heroes can forage as they travel by making a Wisdom (Survival) check DC 10. Success: The forager finds $d6 +$ their Wisdom modifier in pounds of food. Re-roll for gallons of water.

If a character succeeds at a foraging roll, read the following.

Dangling from a tree are a few tan, wrinkled oval-shaped fruits. Deeper into the jungle, you can see more trees full of these fruits.

Maracuya. These are called Maracuya, a type of passion fruit that has juice in the center that is used to treat headaches, alcoholism and nerve pain. Wrinkled ones are safe to eat. Immature, smooth ones are cyanogenic, meaning that they produce cyanide and are quite deadly.

Water. Rain begins pouring down on the jungle. The group spots bowl-shaped leaves collecting a volume of water. The group can easily get their daily fill of water right here.

Wukka Nuts. Later in the day, the group comes upon some wukka trees (ToA pg 205). A wukka nut falls from the tree and begins emitting hazy light. The group could climb 20 feet up a tree to get more. This requires a DC 10 Strength (Athletics). Fail: no progress. Fail by five or more: Fall and take $2d6$ bludgeoning damage.

Shaking the wukka nuts loose requires a DC 10 Dexterity (Acrobatics) check. Fail: The character begins to fall. They can make a DC 10 Dexterity save to grab a branch and hold on. Fail: $1d6$ damage and $d10$ wukka nuts fall to the ground.

Dehydration. The rest of the day passes without incident. Did the heroes all get 2 gallons of water into their system? If not, they must roll a DC 15 Constitution save. Failure means that they gain 1 level of exhaustion (PH page 291).

Night. The group sets up camp. Make it clear to the players that you will assume this is how they set up every night unless you are told differently. Do they set a watch? If so, write it down so that you can keep it straight, as

there are likely to be a number of encounters at night during this journey.

DAY 2

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. Read or paraphrase the following:

You hear the sounds of a babbling brook off to your left. Through the vines of the jungle, you spot a stream of clear water. On the bank of the stream are a number of shrubs that hold small orange fruit.

Camu Camu. The orange fruit is known as Camu Camu. This small, tart citrus fruit is very high in vitamin C.

Water. The river looks pretty clear. Anyone who drinks from it must immediately make a DC 12 Constitution save. Failure means they have inflammation and shortness of breath. In $1d6$ hours, they gain 1 level of exhaustion (PH pg 291) that can't be removed until this disease is cured. The character has throat leeches (ToA pg 40).

BRONTOSAURUS LAKE

Later in the day, the heroes come upon a herd of **brontosauruses** (ToA pg 215) drinking from a lake. These dinosaurs are harmless unless provoked. A baby brontosaurus plays with the group, trying to splash water on them. The heroes might notice that the brontosauruses are devouring wildroot (pg 205) until there's none left.

Zombie Horde. Once the group continues on, they pass a lot more wildroot. Then, they hear noise up ahead – the groaning of a horde of zombies that have not yet noticed the heroes. These **20 zombies** (MM pg 316) with blue triangles on their heads are blocking the path. The zombies are eating a brontosaurus corpse.

Luring the Herd. If the group thinks of it, they could lure the brontosaurus herd here by enticing them with the wildroot. The brontosauruses would trample all of the zombies. Going around the zombie horde will require hacking thick vegetation for hours, which will be noisy and will cut their speed down to half normal, requiring the hacker to make a DC 10 Constitution save or acquire a level of ex



haustion (PH pg 291).

Camp. Towards the end of the day, the adventurers find a hidden waterfall and lake, a perfect place to camp. There is a small, cozy cave behind the waterfall that is ideal for safe camping. Inside the cave are the skeletons of a tabaxi traveler and their rhinoceros mount. The rhino still has a barrel containing 20 gallons of fresh water strapped to it.

DAY 3

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. While foraging, the group finds some fruit that has juice in it (dancing monkey fruit, pg 205). If one or more characters eat it and fail the Con save DC 14, they begin dancing for one minute.

In the third round of dancing, **2 pterafolk** (ToA pg 229) passing overhead use the opportunity to attack the dancer. The pterafolk are mostly amusing themselves, and will fly away if one of them is reduced to half of their maximum hit points.

Empty Camp. At noon, the group spots something:

Off to the right, you catch a glimpse of a clearing with a number of tents arranged in a circle. It looks like a campsite.

In the camp are two raincatchers full of water and the bodies of 3 halfling explorers that have been dead for no more than a week. There are clawmarks on their bodies that indicate that they were slain by pterafolk.

The bodies have 3 flasks full of tej and 3 explorer's packs (PH pg 151). The tents are tattered and ruined.

Dehydration. If anyone did not get 2 gallons of water into their system, they must roll a DC 15 Constitution save. Fail, gain 1 level of exhaustion (PH page 291).

Night. That night, at 2 AM, **4 zombies** (MM pg 316) wander into the camp and try to eat sleeping heroes.

DAY 4

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. Wisdom (Survival) check DC 10. Success: The forager finds d6 + their Wisdom modifier in pounds of food. Re-roll for gallons of water.

The only edible stuff they can find is bananas that taste like black licorice. While staring at the gross banana trees, the foragers spot **5 almiraj** (ToA pg 211) nearby, who are oblivious to their presence. Will the group kill and eat these defenseless unicorn bunnies?

Icy Jungle. At 1 PM, the heroes come upon a strange sight:

Up ahead, you see ice on the ground and frost covering the trees. Long icicles dangle from tree branches, slowly melting.

This is the work of Artus Cimber (ToA pg 212) and his *ring of winter* (ToA pg 207). He was attacked by pterafolk. As the group investigates the area or makes plans to avoid it, **2 pterafolk** (ToA pg 229) swoop down from the sky to attack.

In round 3, Artus Cimber explodes through the icy forest and will try to turn one of the pterafolk to ice with the ring's *flesh to ice* power (which works like *flesh to stone* on PH pg 243). The other pterafolk will flee if it is still alive.

Meeting Artus. Artus will chat with the group, but he'll be cagey about what he's doing in the jungle. Eventually, he will create a vulture made of ice and fly away.

Dehydration. If anyone did not get 2 gallons of water into their system, they must roll a DC 15 Constitution save. Fail: Gain 1 level of exhaustion (PH page 291).

Night. The group comes upon the ruins of a shrine to Utao. quite a few **yahcha** (harmless meaty beetles the size of a human hand, ToA pg 205) are here. Tracing the maze-rune on a wall reveals a secret underground chamber, a wondrous and safe place to rest!

DAY 5

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. The forager discovers plants full of fruits that come in a hard brown shell. They are known as "copacou" and they taste like chocolate.

Near the plants is a tree with words carved into it: "Bravus Boulderhorn was here." Bravus is a member of the Company of the Yellow Banner, a group of heroes who died in the Tomb of the Nine Gods.

DINOSAUR CORPSE

Sighting. The group spots temptation:

Rain has been trickling down for 10 minutes now. Off to the right, you spot a clearing. Lying in it is the corpse of a large dinosaur. Something is gleaming through a

hole in the stomach of the corpse.

This appears to be the corpse of a tyrannosaurus rex. In its belly are a few rotted bodies.

The Ring. One corpse is wearing a malachite ring inlaid with electrum. Speaking the command word (it's engraved on the underside: "Ygga Raxyg") causes the ring to emit bright light in a 20 foot radius. The ring was lit when the wielder died and remains so until the command word is spoken again.

The ring is stuck hard to the finger and can't be removed by *mage hand*. Obtaining the ring will require someone climbing in. The body also has a pouch containing 80 gold.

Climbing In. Once a hero is close to or inside the corpse, the whole thing moves. This "corpse" is actually a **tyrannosaurus zombie** (ToA pg 241) with **3 zombies** (MM pg 316) in its belly. The tyrannosaurus zombie gets on its feet and might make a claw and tail attack on a tree blindly, demonstrating that it does a ridiculous amount of damage and that the group had better run if they haven't already.

It has a -4 to perception checks, so hiding from it is a very viable option.

Dehydration. Anyone who did not get 2 gallons of water into their system must roll a Con save DC 15. Fail: Gain 1 level of exhaustion (PH page 291).

THE GIANT

Night. At 11 PM, booming footsteps and the cracking of trees can be heard in the distance. It gets louder and louder for 4 rounds, and then nearby trees part and a **frost giant** (MM pg 155) peers down at the group.

The trees crack as two giant hands part them as if they were a dark green curtain. A giant woman's blue head tips down toward your camp, her long white hair almost touching the ground. She "whispers", "Is one of you Artus Cimber, bearer of the *ring of winter*?"

Her name is Thyra Permafrost and she got separated from her search party, who she didn't much care for. She will claim that the giants want the

ring because it is too dangerous to be in the hands of Artus Cimber. The ring is evil.

Unlike her compatriots, she won't capture or torture heroes who admit they had seen Artus.

Giant Buddy. Thyra is so glad to meet intelligent beings that she'll camp with them if they are pleasant.

Before she goes to sleep, **3 zombies** (MM pg 316) will lurch into the camp. She carelessly tosses them deep into the jungle.

Giant Ale. She has a giant canteen of "Thrym's Blessed Ale" and would find it greatly amusing to see if little folk could handle drinking even a tiny amount of it. Anyone who tries it must make a DC 13 Constitution save. Fail: Fall unconscious for 6 hours.

For the first hour, Thyra will pretend to sleep, in case the group is not who they say they are. After that, she will sleep and awake when they do.

DAY 6

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. The forager comes across plants that bear vaguely triangular fruits that are greyish brown in appearance.

A DC 14 Wisdom (Nature) check reveals that this is pangium edule fruit, which is very poisonous. It can cause shortness of breath, confusion, cardiac arrest or even death.

Those who ingest some of the fruit must make a DC 13 Constitution save or gain 1 level of exhaustion (PH pg 291) and are poisoned until the next long rest.

Further foraging uncovers palm trees bearing pineapples hanging 20 feet above the ground. There is a chimpanzee up there in one of the trees trying to crack open a pineapple. The group might be able to convince it to throw them some pineapples.

Otherwise, a DC 10 Strength (Athletics) check gets a hero to the top, and a DC 10 Dexterity (Acrobatics) check shakes them loose. Fail the Acrobatics check: 2d6 bludgeoning from the fall to the ground.

THE CAPTIVE

At 11 AM, the heroes come upon an odd scene:

Up ahead, you hear cries of dismay. You spot a man in

tan clothing tied to a post, covered in honey. A number of bees are swirling around him.

This is Pontificus Electrumb (**Noble**, MM pg 348), a dandy/explorer who tried to steal from a goblin camp. They caught him, and this is his punishment.

Freeing him involves dealing with the **insect swarm** (MM pg 338). Pontificus is not wearing insect repellent and is unaware that he has contracted shivering sickness (pg 40).

GREEN METEOR

At 2 PM, what looks to be a huge green meteor appears in the sky. It's heading right for the group! These goblins had to catapult their village and as fate would have it, it's about to land right on top of the group.

Each character must make a DC 11 Dexterity save or take 13 (3d8) bludgeoning damage, are pushed 30 feet in a random direction and knocked prone.

The impact creates a cloud of dust and falling leaves that obscures the area for 3 rounds.

4 goblins (MM pg 166) survive the landing. They form a battle stack (pg 13) and attack.

Goblin Battle Stack: AC 15 HP 7 Spd 30 ft, +4 to hit, 5 (1d6+2) dmg

Can Disengage or Hide as a bonus action.

Has advantage on melee attacks.

Death. When a goblin in the stack dies, stack must make a DC 10 Dex save or fall apart.

Unit. Goblin at the top attacks, goblin at the bottom moves.

CHWINGA

At 4 PM, the group comes upon a gleaming section of forest with weird shimmering rocks strewn about small groves and clearings.

A **chwinga** (ToA pg 216) named Molbatine lives in a central rock. It will spy on the group and listen to their conversation.

That night, a band of **5 zombies** (MM pg 316) sham



ble through the jungle toward the camp. Even though its kind can't speak, Molbatine will try to warn the group, possibly giving them the opportunity to surprise the zombies.

Once the zombie situation is dealt with, the chwinga will reward the bravest of the heroes with a supernatural charm (DMG pg 228), either the *charm of animal summoning* or the *charm of restoration*, your choice.

DAY 7

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. The heroes come upon a toppled 20-foot-tall statue of Ubtao. It is covered in black beetles known as yahchas (ToA pg 205). There are **3 flying monkeys** (ToA pg 220) happily chomping away at the beetles, but are willing to share.

THE CHASE

At 10:30 AM, this happens:

The sky goes dark and rain begins coming down in sheets. A howling wind shakes the trees. It is hard to hear your allies speak unless they are right next to you.

After 5 minutes of rain, Artus Cimber (ToA pg 212) explodes out of the jungle and runs right through the group. He's being chased by a tyrannosaurus rex (MM pg 80).

Night. Towards the end of the day, the group comes upon a hot spring in an isolated area, an ideal spot to rest for the night and bathe. Near the spring is a plant full of wild grapes. It's an **assassin vine** (pg 213).

DAY 8

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. The heroes spot many sinda berry bushes (RoA pg 205) in a clump. A **stegosaurus** (pg 231) shows up moments later. It likes to eat these berries. If the group plays it cool, the stegosaurus will share the sinda berries with them.

TREE CORPSE

Corpse. Up in a tree, the group spots a corpse. It looks like the explorer slept on the branch and never woke up. Climbing the tree requires a DC 10 (Strength) Athletics check. The branches are brittle. As the character loots the corpse, the branches snap. The character must make a DC 11 Dexterity saving throw or fall, taking 3d6 bludgeoning damage.

The explorer has one tin of insect repellent, a week's worth of rations, and the ring of Wongo. This ring is made from ivory and has a carving of a su monster on it. It also has a secret curse. Whoever wears it is considered a "dinosaur magnet". Dinosaurs find their scent either delicious or pleasant. Every day, there is a 50% chance a dinosaur will track the group down and either try to eat the character wearing the ring or follow them around.

The ring cannot be removed unless a *remove curse* (PH pg 271) spell is cast, or the finger is severed.

Night. At 1 AM, **3 swarms of bats** (MM pg 337) swoop down from the sky and decide that the group's camp is the ideal place to hang out for awhile. The bats hang upside down on trees and some of them will seek the warmth of a tent or sleeping bag.

DAY 9

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. The heroes come upon an injured **triceratops** (MM pg 80) aggressively protecting its offspring from them. It was wounded by a tyrannosaurus rex a few days back. The triceratops has just 10 hit points left and has disadvantage on attack rolls until it regains all of its hit points.

Once the group resumes foraging, they hear someone or something walking in the distance. They can make a DC 11 group Dexterity (Stealth) check to sneak up on it.

The Shrub. It is an awakened shrub bearing ripe fruit. It is terrified of humanoids. Dinosaurs eat his fruit, but don't destroy him or capture him like crazy humanoids do.

Ubtaofruit. If talked to, he says his name is "Ubtao's Nephew". He claims that Ubtao himself grew him, and sent him into the forest to feed his children (the dinosaurs). His fruit is known as Ubtaofruits. They are shaped like lemons, but are twice the size. The are red on the outside, and the interior is similar to what is inside an orange, only it is green.

If a creature eats an Ubtaofruit, it fills their food requirement for the entire day. If someone has mistreated a dinosaur within the last 30 days (DMs discretion/Ubtao's opinion), they must make a DC 15 Constitution save. They take 33 (6d10) poison damage on a fail, or half that on a success. Additionally, any dinosaurs encountered are hostile to the eater. This effect lasts until the victim does something to benefit the dinosaurs in the eyes of Ubtao (and the DM).

TRICERATOPS

The group comes upon a **triceratops** (MM pg 80) trying to fend off **10 zombies** (MM pg 316). Its foot is stuck in a tree root. A character can make a DC 15 Strength check to free it.

If the group helps it, the triceratops will travel with the group until the end of the next long rest, and can be used as a beast of burden.

Night. At 11 PM, a **tiger** (MM pg 339) prowls into camp, purring. It acts like a housecat and wants to cuddle up with the sleeping heroes. If attacked, it will flee. It was a pet for a clan of albino dwarves, and assumes that all humanoids will treat it nicely.

DAY 10

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. The heroes find a large number of kiwis hanging from woody vines. The fruit has a soft texture and a unique flavor.

GOBLIN CAVE

At around 10 AM, the heroes spot a cave. Inside it is the ancient remains of a goblin wearing a frog mask with a turquoise stud in it worth 10 gold. There is a carving on the wall depicting a frog with tentacles (the symbol of Kubazan).

Half an hour after the group leaves the cave, the wind kicks up.

The daylight fades and gray clouds swiftly fill the sky. Thunder rumbles in the distance and strong winds blow through the trees. Rain begins spilling down on the jungle and already, the ground is turning into slippery mud.

This storm is going to last 2 hours.

Difficult Terrain. The entire jungle is difficult terrain until the storm subsides.

Visibility. Characters can't see more than 30 feet away due to the pounding rain.

Exposure. For each hour spent out in the jungle during the storm, each character must make a DC 11 Constitution save or gain 1 level of exhaustion (PH pg 291).

The Cave. If the group backtracks to the cave, they find that **2 su-monsters** (pg 232) have taken refuge in there and are not too keen on sharing the space.

STORM AFTERMATH

When the storm ends, a rainbow appears in the sky. One end of the rainbow connects to an area to the slight northwest.

The area touched by the rainbow is a shrine to Ubtao. The floor of the shrine is made from 5-foot-wide squares of flat, tan stone. One such stone has a maze engraved on it. Anyone who runs their finger on it and solves the maze causes the stone to slide aside, revealing an underground chamber.

The chamber is 30 feet by 30 feet. In the center of it is a glowing fountain spewing crystal clear water into a basin. Standing in the center of the fountain is a statue of a man who is part tyrannosaurus rex, has three horns like a triceratops, the bludgeon-like tail of a stegosaurus, and the wings of a pterodactyl. This is a representation of one aspect of Ubtao known as the Dinofather.

Drinking from the Fountain. Anyone who drinks from the fountain feels at ease and gains 10 temporary hit points. This effect works only once on each creature that uses it.

Sleeping in the Chamber. Anyone who sleeps in this chamber has dreams of Omu as a lush, verdant city where people live in peace among the dinosaurs. The only dinosaur regarded with fear is a massive tyrannosaurus rex with feathers on its back.

DAY 11

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. As the heroes have their eyes peeled for food, a storm hits. Soft rain falls through the treetops, and a number of lightning bolts strike the area that the group is heading toward. After 10 minutes, the storm subsides.

Lightning Plant. The group comes upon a large flowering plant that holds many ripe, juicy mangoes. The plant was hit by lightning, and instead of being destroyed, it is charged with crackling lightning.

Touching It. The first person to touch this plant must make a DC 13 Dexterity saving throw or take 8d6 lightning damage, half on a successful save.

Lightning Mangoes. The mangoes are delicious and allow a character to add 1d10 lightning damage on one melee or ranged attack. If not used, this effect ends at the end of the next long rest.

THE RAPTOR'S ROOST

The heroes spot an **eblis** (ToA pg 219) up ahead, trying to wave them down. She says that her name is Pettimol, and that she is interested in trading with the group.

She will invite the group to an eblis community known as The Raptor's Roost, a group of buildings built on elevated wooden walkways connected to huge trees. Currently there are 20 eblis at the locale.

Trading. The eblis will try to give gold for any gems or jewelry the group has. The community keeps its greatest treasures in a building built in the hollow inside of a gargantuan tree. They claim to have a magic sword, chain mail with healing properties, and a talking staff kept in there.

The total value of the treasure among the eblis is 500 gp, and they have 3 *scrolls of detect magic* as well as 3 *potions of healing*.

Treasure Inspection. The eblis will allow the group to inspect the treasures. In truth, they are all actually mundane items. Most of the floor of the room will magically vanish when the command word is spoken ("Papazotl").

Anyone standing on the floor falls down into the depths of the hollow tree into a dug out cavern below the ground. In this cavern are 10 zombies and the bodies of 5 other adventurers who fell for the same trick.

ALBINO DWARVES

Late in the day, the group spots smoke in the distance. It is a camp of **7 albino dwarf warriors** (ToA pg 210). The group can befriend them. If they don't the dwarves will try to rob the group during the night.

DAY 12

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. The heroes come upon a group of citrus trees bearing bright green key limes. The tree has many holes in it that contain harmless, thin snakes.

CROSSING THE RIVER

As the morning wears on, there are more and more vines dangling from trees. Friendly monkeys swing by and offer to share bananas with them.

At noon, the heroes find that their path is blocked by a creek that is 30 feet wide and 5 feet deep. This creek is infested with piranhas.

The monkeys will demonstrate to the group that they can swing on the vines to safely cross the river. The vines aren't long enough to cross the whole river, so each character will have to grab another vine swinging toward them (courtesy of the helper monkeys).

Swinging on a Vine. To swing across, a character will need to make a DC 10 Dexterity (Acrobatics) check to swing halfway across, and then a DC 13 Dexterity (Acrobatics) check to grab a swinging vine and cross successfully.

Falling In. Failing either of these checks drop the character into the river. Anyone who enters or starts their turn in the river takes 8 piercing damage.

Night. At 3 AM, anyone on watch will hear quite a bit of noise in the jungle. A herd of **12 zombies** (MM pg 316) are heading this way. They will reach the camp in 3 rounds.

All of these zombies are blind. A goblin tribe shot arrows into each of their eye sockets.

The blind zombies will pass right through camp if the group is quiet. Because they are blinded, they have disadvantage to attack rolls, and creatures who attack them have advantage.

DAY 13

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. The group finds a few palm trees holding dates. There is one **girallon** (ToA pg 222) sitting at the base of one of the trees. It is examining a cracked *wand of wonder* (DMG pg 212) that it found on the corpse of an explorer.

Unless the group intervenes, it will snap the wand, causing an explosion in a 20 foot radius. All within the radius must make a DC 12 Dexterity saving throw, taking 8d6 fire damage, or half as much on a success. The break also causes a wild surge (roll on the chart on PH pg 104).

If the group obtains the wand, it can be used as normal. There is a 50% chance each time it is used that it will explode as detailed above.

RUINS OF MOA

At 10 AM, a **poisonous snake** (MM pg 334) falls from a branch on to a random character. The snake will land and slither into the character's backpack.

At 10:30 AM, the group hears hissing in the sky. They spot 10 flying snakes flying overhead, all traveling in the direction the group is walking.

At 11 AM, they hear very loud chorus of hissing coming from up ahead. Parting the brush aside reveals a vast clearing with an idol in the center. Snakes of different varieties cover the ground in a 100 foot radius, completely filling the floor of the clearing.

Walking Among the Snakes. Crossing safely requires a DC 10 Dexterity (Acrobatics) check to avoid squashing any snakes, and a DC 10 Wisdom (Animal Handling) check to avoid provoking a hostile reaction from the snakes.

Anyone who fails the animal handling check will be attacked by a **swarm of poisonous snakes** (MM pg 338). This swarm will not move more than 100 feet from the idol.

The Idol. The idol is in the shape of a 7-foot-tall coiled snake, each eye a gleaming golden gem.

Anyone who is able to make their way to the idol without harming a snake or being bitten can ask it one question and receive a truthful answer.

If a lawful good character approaches the idol, it looks favorably upon them. The idol says, "The light shines within you. I give to you a gift." The living snakes to the right of the idol begin to hover and form an arch, creating a tunnel of living snakes. The tunnel leads to a hatch in the ground. In the hatch is a hole 2 feet deep and lying in it is a *dagger of venom*. (DMG pg 161).



Night. During the night, **2 kamadans** (ToA pg 225) stalk the camp, making hit and run attacks at 10 pm, midnight, and 2 AM. Their goal is to drag away one creature and to devour it.

DAY 14

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. The heroes spot an orange tree grove where there are **12 brontosauruses** (pg 215) peacefully eating away. There are tyrannosaurus rex tracks here, but no sign of a t. rex.

THE MOAN BATIRI

A band of 5 **goblins** (MM pg 166) begins following the heroes. They wear tribal snake masks, and will greet the group in halting common: “We mean you no harm! We offer you food and water.”

These goblins are lawful good. They worship Moa and believe in truth.

The Village. The heroes can go to their village, where they will be given a meal and a guava drink complete with a tiny bamboo straw.

The Queen. Their queen wears a living white snake on her shoulders. This snake constantly emits a *zone of truth*

(PH pg 289) in a 60-foot radius. It can communicate telepathically with the queen when it is touching her.

The Shrine. There is an ancient shrine in the city that can only be opened by a battle stack of non-goblins. The tribe wants to teach the group how to form a battle stack so that they can find out what is inside the shrine.

Forming a Battle Stack. Transforming into a battle stack involves a series of group checks.

- Climbing on each others shoulders requires a DC 11 group Dexterity check.
- Moving around requires a DC 11 Strength (Athletics) or a Dexterity (Acrobatics) check.
- Attacking or casting a spell requires a DC 11 Strength (Athletics) check.

Once the group has been able to make all three group checks in a row, their battle stack can open the shrine doors.

Inside the shrine, a mosaic of Moa whispers to the group. It asks them to evaluate the goblins. Do the goblin honor truth and goodness?

If the heroes lie in their assessment, all of the

water in their waterskins go foul.

If the heroes are truthful, they receive a puzzle cube that can be turned and twisted. If all of the snake images on the cube are aligned in the right order and the character makes a DC 20 Intelligence check, the box will open. This check can be made once per day, per character, until it is opened.

Whoever solves it gains the ability to cast *zone of truth* (PH pg 289) three times, with a DC of 15. This boon can be gained only one time, by one creature.

Night. A series of powerful storms strike throughout the night. The group will need to fortify their camp to keep the wind and the downpour from damaging tents and supplies. They will need to make a DC 11 group Wisdom (Survival) check. Failure to do so means they do not gain the benefit of a long rest the next morning.

DAY 15

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. The heroes come upon a lone, wandering **ogre zombie** (MM pg 316) with a huge sack thrown over its shoulder. In the sack are a variety of nuts that the ogre had been collecting before it perished. There is a family of **flying squirrels** (use **swarm of rats** stats on MM pg 339, add a fly speed of 20). who live in the bag and on the ogre. They have been adding to the nut pile and eating from it. The ogre has never noticed their presence.

ZOMBIE DOWNPOUR

In the morning, the heroes come upon tracks and damaged foliage that indicates that a massive zombie horde walked through the area. They later come upon a single zombie who accidentally impaled itself on a tree branch. There are more horde tracks.

The Pleasant Ravine. At about 1 PM, the heroes find themselves traveling in an area that narrows, and eventually they find themselves in a ravine, 10 feet wide. The cliff walls rise up 40 feet above them.

The ravine contains a crystal-clear stream. Any druid or ranger will recognize that this was a druid's grove not too long ago. Scattered small, thin trees hold many friendly white cockatoos who will happily land on the shoulders of a nature-loving hero and ride along with them for a while.

It suddenly gets dark. The massive zombie horde was walking up above, and are now plunging over the side of the ravine! The thin trees provide scant cover.

Falling Zombies. For five rounds, 10 **zombies** (MM pg 316) fall into the ravine. Each round, every character must make a DC 11 Dexterity saving throw or take 5 damage and fall prone. The zombie can make an opposed strength check to grapple the character zombies have a +1 STR modifier). Every zombie is considered to have 1 hit point remaining after falling, and their legs have been destroyed by the fall and thus they have 0 speed.

Night. The heroes will dream of a maze – the maze of their lives. They can make a DC 12 Intelligence check to successfully navigate the maze. Doing so gives them inspiration when they wake up the next morning.

DAY 16

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. The heroes spot a **skeleton** (MM pg 272) of an explorer with a backpack full of 20 days of rations walking with purpose. If the group touches the skeleton, it collapses into a pile of inert bones. If they follow it, it leads the group to a ruined shrine of Wongo, where 10 vicious **su-monsters** (pg 232) lurk. In the ruins is a gilded statuette of Wongo worth 150 gp that grants one who holds it advantage on saving throws against the psychic crush attacks of su-monsters.

THE EYES OF BELCORZH

At 11 AM, the group spots an earthmote in the sky up ahead. Soon after, they come upon a lake where **10 pteranodons** (MM pg 80) are drinking water and eating from sinda berry bushes.

A character can use the sinda berries to befriend a pterodactyl and then can make a DC 10 Wisdom (Animal Handling) check to use it as a mount and fly up to the earthmote.

The top of the mote is flat and grassy. There is an iron hatch in the ground, made of iron. On it is an engraving of a spherical creature with 10 eye-stalks and one central eye.

Opening the Hatch. This is a former dwelling of Belcorzh (ToA pg 156). Whoever opens the hatch must make a DC 15 Strength save or be dragged in by a telekinetic force. The character will fall 30 feet down (taking 3d6 bludgeoning damage) into a domed room with a 5 foot diameter marble sphere hovering in the center.

Magnetic Walls. The dome walls are magically magnetic. Anyone wearing metal who starts their turn in this room must make a DC 11 Con save or be pulled to a wall.

The Sphere. The sphere is hovering 15 feet above the ground and has a seam in the center. If someone puts a crowbar, axehead or something similar in the seam, they can pry it open with a DC 10 Strength check.

When this is done, gold and silver coins spill out and are immediately magnetically pulled to the walls. Anyone in the chamber must make a DC 12 Dexterity saving throw or take 5 (1d10) bludgeoning damage from the fat-moving coins.

The sphere contains a total of 200 gp, 400 sp, winged boots (DMG pg 214), sending stones (DMG pg 199), and a unique beholder miniature statuette known as the Eyes of Belcorzh..

The Eyes of Belcorzh. a 6 inch diameter marble sculpture of a beholder, with a large onyx stone for the central eye and a jacinth as the eye on each eyestalk. Speaking the command word, “Belcorzh” causes all 11 gems to emit beam of light (like 11 flashlights) illuminating the area ahead up to 30 feet. Saying the command word again turns it off. It is worth 300 gp, and Belcorzh can see through it as a *scry* spell (PH pg 273) once per day (but because of the magical restriction in the Tomb of the Nine Gods, Belcorzh won’t actually be able to *scry* the group until they enter the tomb).

Night. 15 minutes after midnight, mad monkey mist (pg 40) wafts through the camp.

DAY 17

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. The heroes spot a clump of plants containing a large, purplish fruit known as passionfruit. Anyone who steps within 15 feet of it sinks d4+1 feet into quicksand and becomes restrained (PH pg 291). The escape DC is 10 plus the number of feet the creature has sunk into the quicksand. At the start of each of the creature's

turns, it sink another 1d4 feet. See the quicksand rules in the DMG pg 110. The passionfruit bushes are on a 5-foot-wide island in the middle of the quicksand pool.

THE DINOSAUR RANCH

The heroes come upon a wooden fence that surrounds a dinosaur ranch. There are **7 ankylosauruses** (MM pg 79) and **6 deinonychuses** (ToA pg 217) calmly grazing in the field. The modest farmhouse has spatters of blood on it.

Inside are two female **albino dwarf warriors** (ToA pg 210) named Pingu and Dally. A zombie horde came through a day prior and gravely injured both of them. The dwarves are both bed-ridden and recovering. A portion of their herd was spooked and fled to the west.

The farmers will ask the group to rustle up the herd of 20 ankylosauruses. As a reward, they can offer the group a trained dinosaur, either a mount or a pack beast.

Rustling up the Herd. Each is given a tamed **deinonychus** (ToA pg 217) to ride. To rustle up the herd requires a series of checks:

1. A DC 10 Wisdom (Survival) to track the dinosaurs. Failure means an hour is wasted searching, and the tracker can roll again. Success means the group finds the herd chomping away one verdant green bushes.
2. Three successful DC 12 group Wisdom (Animal Handling) checks is required to move the herd through the jungle back to the ranch. Each failure of a group check means that 1d4 ankylosauruses are lost, possibly for good.

Complication. On the way back, a horde of **30 zombies** (MM pg 316) emerge from the jungle up ahead. If the group tries to go around them, they must succeed on a DC 13 group Wisdom (Animal Handling) check.

If the group wants to get the dinosaur herd to trample the zombies, they must make a DC 10 group Charisma (Intimidation) check.

Reward. Once the group returns with the herd, they are rewarded with either one deinonychus

mount or one ankylosaurus pack beast.

DAY 18

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. This area has very little in the way of edible fruit or vegetation. The group does spot a **Giant Constrictor Snake** (MM pg 324) coiled up in the shade of a tree that they could kill and eat.

EXTREME HEAT

The heroes make their way into a scalding, dry section of forest. It gets very hot at 11 AM and the temperature continues to rise every hour until 6 PM, when it becomes pleasantly cool.

Need Water. The group is subjected to extreme heat (DMG pg 110). All creatures need to consume 1 gallon of drinking water per hour, or make a Constitution saving throw (disadvantage if wearing medium or heavy armor). The DC is 5 for the first hour and increases by 1 point for each additional hour without drinking water. There will be 7 checks in total. Failing a check means that the character gains 1 level of exhaustion (PH pg 291).

At 4 PM, the group comes upon a pond where a number of **triceratopses** are soaking to keep cool. They will not attack unless provoked. Anyone drinking this water must make a DC 12 Constitution saving throw or contract throat leeches (pg 40).

Night. The night is very pleasant and starry. Clouds gather at 9 PM and rain falls for half an hour, filling any raincatchers or containers.

5 almiraj (ToA pg 211), spooked by far off zombies, seek refuge among the campers, boldly hopping up to them in a friendly fashion. Anyone who treats them well gains inspiration, as these creatures contain a shred of energy once possessed by I'Jin.

DAY 19

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. The group comes upon some banana trees. A DC 13 Wisdom (Nature) check will reveal that these bananas are infested with maggots. Anybody eating one must make a DC 11 Constitution saving throw or get shivering sickness (ToA pg 40).

A bit more foraging turns up quite a few banana trees.

MAD MONKEY CAVERN

At noon, the heroes come upon a massive rocky ridge which will be nearly impossible to climb over. Trying to go around it will essentially mean at least one day of travel is lost, and the group will be a prime target for the tyrannosaurus rex that hunts in this region.

There does appear to be one way through. Carved into the wall of this massive ridge is a 20-foot-tall head of a monkey. Beyond its pursed, smirking lips is a tunnel that appears to go straight through the ridge. In the distance, you hear a ferocious roar. The ground shakes. Trees topple. Something is heading this way.

A **tyrannosaurus rex** (MM pg 80) is heading in the group's direction and will arrive in 3 rounds. The heroes can either brave the tunnel, fight the dinosaur, try to hide, or flee.

When someone steps within 5 feet of the entrance without saying the command word ("Wongo"), the giant face spews a cone of blue mist 30 feet long. Anyone in the cone must make a DC 13 Constitution saving throw or gain mad monkey fever (ToA pg 40).

The tunnel is 5-feet-wide and gently slopes up. It is 500 feet long. There are three magical traps in here.

Dancing and Darts. First, there is a stretch 30 feet long where monkey faces are carved into the walls. Those who traverse this section must make a DC 14 Constitution save or begin dancing similar to as if they had eaten dancing monkey fruit (ToA pg 205).

Once someone is dancing, roll initiative. The monkey faces go on initiative count 20. On their turn, the monkey faces fire 12 darts made of blue energy, a maximum of two darts per individual in the zone: +4 to hit, 5 force damage. The darts have advantage to hit those who are dancing.

Ceiling Spikes. Further in, there are monkey faces in the floor for a 30 foot stretch. Anyone stepping on the floor in this section must make a Dexterity saving throw DC 11 or be blown up into the ceiling, where spikes jut out of small holes, doing 5 (1d10) piercing damage and ending that move action.

Feeding the Faces. The final 30 feet of the tunnel has monkey faces in the ceiling. The exit of the cavern appears to be a ledge elevated above the jungle below. The ledge connects to a natural stone walkway that allows safe passage down the side of the rocky cliff.

When someone gets within 10 feet of the faces, they speak in common, “Feed us our favorite food, and you shall pass safely.”

Placing a banana in the mouth of each face indeed negates the trap effect for 1 round. The faces eat the bananas quick, so the group will need to move fast.

Anyone standing under a monkey face that hasn’t had a banana this round is blown by a powerful gust of wind that forces that character and everyone ahead of them to make a DC 11 Strength check or be blown out the exit and down toward the jungle below. There are vines on the side of the cliff that the victims can try to grab onto with a DC 11 Dexterity save. Otherwise they fall 40 feet and take 4d6 bludgeoning damage. They land among a number of verdant banana trees, and hear the mocking sound of cackling monkeys from the cave above.

Night. The adventurers find a secluded vale completely “roofed” over by a vine canopy. The grass is soft and the area is free of danger.

DAY 20

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. The group comes to a section of jungle where a number of zombies have been caught in traps. They are dangling from ropes tied to their ankles, hanging upside-down 15 feet above the ground.

As the heroes travel further, they may step on one such trap if they do not spot it with a DC 15 Wisdom (Perception) check. A DC 20 Wisdom (Perception) check reveals a **jaculi** (ToA pg 205) lurking in the same tree. A character who steps on the trap character will be yanked off the ground, dangling upside down from a rope tied to their ankle. The character is restrained (PH pg 291) until they use an action to make a successful DC 15 escape check. The jaculi will attack the character as soon as they are dangling.

Further in, the group will find a large tree house partially covered in vines. Inside it is the long-dead body of a warrior wearing *scorpion armor* (ToA pg 205). The person seemed to be trying to take the armor off when

they died. This armor is cursed and is very, very deadly.

THE ALTAR OF UBTAO

At 2 PM, the heroes come upon a vine-choked, partially crumbled temple of Ubtao. Hundreds of scarlet macaws perch in it and on it, chirping happily. A glow comes from within the temple.

Entering the Temple. When anyone enters the temple, all of the parrots go completely silent and watch them quietly. The source of the glow is a stone slab altar that bears a carving of a maze that emits golden light. Behind it is a 15-foot-tall statue of Ubtao.

Any who come near the altar find that a single gold and white parrot lands in the open hands of the dinosaur father and speaks: “Touch the altar and explore the maze of your lives.”

If someone touches the altar, a white light grows from it and engulfs all characters in the temple.

The Maze. They find themselves inside a circular maze that has walls made of solid gold. The floor and ceiling are made of cloudy glowing light. A cool, gentle breeze wafts through the place.

The group will need to pass through 3 golden doors to exit the maze. When a golden door is opened, they appear in a glowing, illusory, semi-real vision of the past. In each, they can learn a bit of Omu’s story and test themselves against the foes that lie ahead.

Door 1. The heroes find themselves in a glorious city overrun by zombies. **Ras Nsi** (ToA pg 230) is cutting down citizens with his flaming sword and turns to hack into a wounded triceratops. Have everyone roll initiative. These are illusory battles, so all wounds heal and even slain characters are fine at the end. The one exception is that critical hits do real damage. Those wounds remain.

Door 2. The group is in the glorious city once more. The 9 trickster gods stand upon their shrines and call upon their followers to come and gain their blessing. Each character can choose a shrine of one of the nine entities listed on pg 256. Once everyone’s made their choice (or none at all), the vision ends. The characters now gain the boon and flaw of the trickster god they chose. This effect lasts for the next 36 hours, or two long rests.



Door 3. A hideous lich-thing stands among the broken remains of the trickster gods. Roll Initiative. The group can engage **Acererak** himself (ToA pg 209). After one round, the group returns to the temple of Ubtao, unharmed except for damage taken from a critical hit.

Taking and completing a long rest in this temple removes all diseases, madnnesses and curses.

DAY 21

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. A **chwinga** (ToA pg 216) leads the group to a brightly-lit section of jungle where there are trees holding vibrant, brightly-colored bananas and lemons.

FEY-TOUCHED JUNGLE

The heroes enter a sparkling section of jungle, a place full of light and energy. An Intelligence (Arcana) check DC 13 reveals that the barrier between the world and the Feywild is weak here.

The group will come across many friendly turtles and almirajs here. There are an abundance of streams and

ponds with water that is actually safe to drink.

THE GREAT TURTLE

Past a veil of bright green vines is a small grove illuminated by a shaft of golden light pouring down from the heavens. The grove is lined with carrots magically growing from the ground.

In this grove is a huge turtle. It turns to the heroes and speaks in common: “Greetings, I am known as the Great Turtle. Why have you come here?”

The Great Turtle is 1,000 years old and much of his life was spent in the Feywild. He will share his knowledge with the group if they help him win the upcoming race.

The Race. Every week the Great Turtle races an entity known as the Great Almiraj. The turtle always loses.

The Great Almiraj is easily distracted. He always wins because the other almiraj constantly urge him on from the sidelines. If the group can distract the Great Almiraj three times during the race, the Great Turtle will win.

Distracting the Great Almiraj. The group must succeed on 3 out of 4 DC 13 group skill checks of their choice. Each distraction must be different.

Possible distractions include using carrots (a persuasion check), heckling the Great Almiraj (Intimidation), telling a hilarious joke (a performance check), or preventing the other almiraj from cheering him on (through an intimidation check).

Success. If the group succeeds, the Great Almiraj graciously concedes the loss. She pulls the horn from her head and gives it to the group. Another horn immediately begins to grow from her head to replace it. Whoever wields the horn can use a bonus action to cast *misty step* (PH page 260). The horn vanishes after three uses.

The Great Turtle knows a lot about the Sewn Sisters, heartstones, soul bags and hags in general. He can theorize that the death curse is caused by some kind of greater soul bag that traps souls, even souls of those that aren’t evil.

Failure. If the group fails, the Great Turtle is

unphased and admits that perhaps he should just keep trying to win the race on his own merit without aid.

Night. Either way, the Great Turtle will lead the group to a lake where there is an island full of palm trees, sand, and breezy bamboo huts for them to rest in safely for the night.

DAY 22

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. Foraging turns up strange trees with white bark holding black, round fruit with white markings that look like human skulls. The fruit inside is red and juicy. These “deathfruits” are delicious and nourishing.

THE PRISMATIC SHELL

The adventurers come upon a section of jungle crawling with zombies. A zombie-filled field blocks their way forward. There are **300 zombies** (MM pg 316), all staring at a 15-foot tall snail shell that shimmers with prismatic light.

One zombie at the very edge of the horde is clutching a large, gilded book to her chest. If the group can get this book from her without attracting the horde (only 50 of the 300 zombies will leave the shell, the rest are entranced), they can read it.

The Journal of Lara Crow. Stuffed in this book are two scrolls of *fireball* (PH pg 241). Lara was a great explorer who raided caverns and tombs for priceless artifacts. The last entries in the journal speak of a 15 foot tall flail snail. She lists everything she learned about the snail (information on ToA page 220) and notes that the shell amplifies effects. She writes that this particular snail’s shell amplifies spell effects. A spell such as *fireball* hitting the shell would theoretically reach a much larger radius than normal and could kill all of the zombies in the field.

Lara contracted shivering sickness and never got to test her theory.

The giant flail snail shell always has a result of 5-6 on when a spell is cast on it. It transmutes energy damage into force damage and it will instantly vaporize all of the zombies in the clearing. Anyone within 100 feet of the snail shell when the spell is cast will be caught in the blast, and will need to make a DC 15 Constitution save, taking 50 force damage on a fail or 25 force damage on a success.

Night. At 11 PM, someone can be heard approaching. It is Talgali, an **aarakocra** (MM pg 12) who is missing most of his feathers. He’s been lost in the jungle for weeks, is too weak to fly, and has mad monkey fever (ToA pg 40) and has the following long term madness (DMG pg 260): “I try to become more like someone else I know - adopting his or her style of dress, mannerisms, and name.” Talgali will begin to think that the character he is copying is actually imitating him.

DAY 23

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. Foraging turns up strange tall, thin trees with brittle branches. From the branches of this tree dangle large, purple fruits with a heavy shell like a pineapple. The trees quiver as if alive. If one fruit is plucked from a tree, all of the fruits fall and anyone within 15 feet of the tree must make a DC 11 Dexterity saving throw or take 5 (1d10) bludgeoning damage from falling fruit. Failing by 5 or more also knocks the target unconscious for 1 minute.

There are 4 of these trees bearing the strange ironfruits. The fruit inside is purple and tastes like grapes.

THE CHULTAN PLAGUE

As the group travels, they notice more and more trees with crispy, dying leaves. They begin to come upon dead monkeys (teeth still chattering) and dead birds, all slain by the shivering sickness (pg 40).

They walk near a huge grove containing 100 **tri-flower fronds** (pg 234). One frond is consuming a giant bee.

This is caused by a colony of **giant hive wasps** (see the back of this book, page 46) who live in a giant, dome-shaped hive. Anyone stung by these bees must make a DC 11 Constitution saving throw or contract the shivering sickness (ToA pg 40). The wasps are immune to insect repellent.

The group will have to either make their way through this zone without attracting too many of the bees, or try to wipe out the colony. The wasps typically travel in groups of 8 (8 giant wasps is a

medium challenge for a group of 5th level heroes).

Giant Hive Wasp AC 12 HP 13 Spd 10 ft., fly 50 ft. +4 to hit, 5 (1d6+2) piercing dmg, and DC 11 Con save. 10 (3d6) poison dmg on a fail, half on a success.

Shivering Sickness. After the encounter, any creature hit by a wasp must make a DC 11 Con save or contract shivering sickness (ToA pg 40).

Killing the Queen. The Wasp Queen's stats are on page 47 of this book. If the wasp queen is slain, the colony will die out within months. She is located in the center of the dome, perched above a pool of honey with honey waterfalls spewing from honeycombs all around the room.

Wasp Queen AC 15 HP 130 Spd 10 ft., fly 50 ft. +8/+8, 12 (2d6+5) piercing dmg. and DC 15 Con save. 17 (5d6) poison dmg on a fail, half dmg on a success.

Hive Queen. Wasps within 30 feet of the queen are immune to insect repellent.

Protect the Queen. When a wasp is adjacent to the queen, attacks against her have disadvantage.

Shivering Sickness. After the encounter, any creature hit by a wasp must make a DC 11 Con save or contract shivering sickness (ToA pg 40).

Froned Friends. The group could also lure a horde of wasps to the triflower fronds, where they'll be slaughtered. A character with speak with plants could convince the fronds to very slowly (they have a 5 speed) march to the dome and engage in a massive battle with the wasps.

Honey. These wasps make a special kind of honey. If a creature bathes in 6 gallons of it and then takes a long rest, they regain the maximum amount of hit points possible when they spend one or more hit dice for that rest only. Also, their skin becomes incredibly supple and is smooth to the touch.

Night. The group comes upon a small lake in which rainbow-colored fish leap up out of and back into the depths on occasion. The fish are safe for eating.

DAY 24

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. The heroes hear clanking noises. Investigating the sounds reveals that a band of grungs are trying to destroy a 10 foot tall statue of the trickster god, Shagambi. These grungs follow Nangnang, who is Shagambi's enemy. **1 grung elite warrior** (ToA pg 223)

and 10 **grung** (ToA pg 223).

The statue of Shagambi is magical. For each dead grung stuffed in the statue's open mouth, one of the snakes on the statue will *cast create food and water* (PH pg 229), creating up to 45 pounds of food and water. Unlike the normal spell, this food is not bland, tasting as if prepared by a master chef. This can be done up to three times per day.

MUDSLIDE ALLEY

The adventurers start spotting zombies here and there that are half-buried in the ground, up to their waist. A series of fairly-recent landslides buried or partially buried hundreds of the undead.

It begins to rain and doesn't stop until nightfall.

The Rumble. By 11 AM, the group notices more and more half-buried zombies. Sometimes, just a single arm reaches out of the ground. A lot of trees are down, toppled and lying in the muck. There is very little canopy overhead.

Suddenly, there's a rumble. A massive mudslide crashes toward the group. Clearly visible in the mud are many flailing zombies!

Each character must make a DC 13 Dexterity save. Success means that the hero is able to find protection, possibly climbing up a sturdy tree. Those who fail are dragged 50 feet and buried in mud, where **3 zombies** (MM p 316) that are also buried lunge for them blindly.

Escaping Burial. As an action, a hero can try to escape the mud by making a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. A success provokes 1 opportunity attack from a zombie. Failure means the hero remains buried and will begin suffocating in their Constitution modifier +1 rounds.

The mudslide attracts the attention of **5 pter-folk** (ToA pg 229), who will attack any living creature not buried. They will want to bring the heroes to their aerie nearby to cook them up for dinner.

Night. The group spots a huge, ancient dinosaur skull of an unknown type that is about 40 feet long and 20 feet high. The hollow interior is ideal for safe camping. Most creatures won't come

close to the skull out of the fear that it might be undead. It not.

This skull is part of the remains of one of Ubtao's unique pets, a creature known as the behemosaurus. Legend has it that this creature carried a ziggurat on its back.

DAY 25

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. On this day, the heroes stumble upon strange tree stumps with cyclops faces. Each stump has 12 branches that holds red cyclopsfruits (which taste like bananas mixed with strawberries). The branches are animate and wave the fruits in complex patterns, like a fast-moving model of a constellation.

Anyone coming within 10 feet of one of these stumps will cause the cyclops eye to open and watch. When a character gets adjacent to a stump, the stump's mouth will open. If a character pours half of a gallon of water in a stump's mouth, it will smile and lean all of the branches toward the character, offering the fruit to them.

Fighting a Stump. If a character tries to take the fruit without making an offering, the fruit turns black and withers instantly. Attacking a stump will provoke a potentially lethal response.

The stumps have an AC of 12 and 40 hit points. They can shoot eyebeams once per round, range 30, DC 11 Constitution save or suffer the effects of a *flesh to stone* spell (PH pg 243), except that the character turns into petrified wood instead of stone.

Saving a Petrified Ally. Someone offering to plant seeds for a cyclops tree might convince it to revert a petrified victim to normal, which it can do with an action.

DEATHCLAW TYRANT

On this day, the group is terrorized by a Tyrannosaurus rex.

At 10 AM, they hear an earth shattering roar in the distance. Thousands of panicked birds take flight.

At 11 AM, they come upon huge tracks of a tyrannosaurus rex. The tracks lead to the corpse of a triceratops, torn in half and partially eaten.

At noon, it begins to rain and the wind kicks up, blowing through the trees and making it hard to hear.

T. Rex Attack. At 1 PM, the group comes to the edge

of a cliff. If they look down they can see a lake 80 feet below. The wind dies down. The rain stops and then, immediately, they hear an earth-shattering roar and nearby trees collapse. Characters near the tree must make a DC 14 Dexterity save or take 10 bludgeoning and be pinned to the ground by the fallen tree. To get free of the tree, the character must make a DC 14 escape check.

The **tyrannosaurus rex** (MM pg 80) attacks.

Jumping Into the Lake. If the group decides to escape by jumping into the lake, they must make a DC 13 Dexterity (Acrobatics) check. A success means they take no damage and dive gracefully into the water. Failing the check means they take 4d6 bludgeoning damage. Failing by 5 or more means they hit a rock jutting out of the water, taking 8d6 bludgeoning and are knocked unconscious for 1 hour.

Night. At 11:30 PM, two **axebeaks** (MM pg 317) charge the camp and start hacking away at tents, sleeping bags, and raincatchers.

DAY 26

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. There isn't much in the way of fruit to be found. While the group is foraging, they spot a lone **axebeak** (MM pg 317). The axebeak is incredibly hostile (no particular reason, it's just a jerk) and will try to urinate on a hero if at all possible.

Soon after, the heroes come upon a nest full of large eggs. There are at least a dozen. They are axebeak eggs.

A few rounds after this discovery, an incredibly fast flock of **16 axebeaks** (they have a speed of 50 ft.) comes running toward the nest.

The eggs are delicious.

THE TREE LORD

The morning is bright and sunny. The group enters a section of forest with many banana trees. No animals are seen or heard. The heroes begin coming upon animate zombies trapped by tree roots that have sprouted from the ground, almost like natural cages.

The Enclosure. Suddenly, tree roots shoot up from the ground, creating a wall that encloses the group in a 100 foot circular area. A massive banana tree has become animate. It is, in fact, a **treant** (MM pg 289).

Treant Attack. This treant hates mortals for creating the plague of zombies. It unleashes 2 or 3 trapped **ankylosaurus zombies** (ToA pg 240) while sending roots through the ground to try to restrain one character each round (DC 14 Dex save to avoid, DC 14 escape).

The treant has roots that connect to the other trees in a 1,000 foot radius. It can see, hear, speak and attack through them. Three massive roots at its base are vital to this connection – if all three roots are severed, it loses this connection and becomes fearful and begs the group not to burn it.

If the Treant is Losing. It will try to bribe them with treasure that it has taken from the zombies over the years: 400 gold and a ring of protection (DMG pg 191, +1 to AC and saving throws). The ring bears the symbol of Kubazan, the trickster god of strength.

Night. The heroes come upon a small, partially-flooded ruin. It was once a circular maze, but some of the walls have crumbled and are covered in vines.

In the center is a clear area fit for camping. Those who have treated the ruins with respect dream of riding dinosaurs, racing across open plains. When the heroes awaken, they gain inspiration.

Exploring the Ruined Maze. There is one large flagstone in the floor of the maze bearing an intricate, circular maze design. Anyone tracing their finger in it causes it the stone to slide open, revealing a small 10 foot by ten foot vault.

In the vault is quite a bit of treasure:

- A ceremonial suit of platemail with a golden, gilded maze of Ubtao on the chest plate.
- White robes with golden thread that create a maze of Ubtao.
- A black hooded cloak with a dark silver maze of Ubtao.
- A mace whose head resembles that of a tyrannosaurus rex.
- A shield in the shape of a triceratops head, complete with three small ivory horns.
- A golden brooch with small rubies that create a

circular maze worth 150 gp.

DAY 27

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. The group comes upon a large rift in the ground that is 15 feet wide, half a mile long and 500 feet deep. On the group's side of the rift is a horde of **40 zombies** (MM pg 316) lingering around a number of verdant pineapple trees.

These zombies are decayed and will walk into the rift if the group lures them into doing so. There are many vines dangling into the rift that can be grabbed on to with a DC 10 Dexterity save if someone falls in.

If someone falls into the rift, they land in a deep body of water and black out. They are rescued by beautiful **merfolk** (MM pg 218) whose priests happily heal them in a small, elegant underwater kingdom known as Crownwave.

The zombies who fall down there will likely destroy this place.

THE TYRANNOSAURUS REX GRAVEYARD

The heroes spot a valley with a low-hanging, localized aurora borealis that lights it up day and night. The bones of dozens of tyrannosaurus rexes litter the area. As the adventurers watch, a large, ancient, scarred tyrannosaurus rex hobbles in to valley, crashes to the ground, and lays in obvious pain, gasping for breath.

It desperately tries to crawl toward a cave, but dies before it can get inside.

From the shadows of the valley come 10 vicious, neutral evil **albino dwarf warriors** (ToA pg 210), led by an angry female albino dwarf named Konivra (stats of a **veteran**, MM pg 350), who had a portion of her face bitten off by a raptor long ago.

The albino dwarves cruelly behead the expired tyrannosaurus rex, cheer, and head into the cave.

The Eggs. Inside the cave are 3 tyrannosaurus eggs. These dwarves plan to bring them out into the valley, cook them up and eat them. With the mother dead, there is no one to protect them.

If the group intervenes and takes the eggs, in-

tending to keep them safe so that they can hatch, the borealis emits a deep voice that says, “As you navigate the maze of life, know that you have gained the favor of the Father of the Dinosaurs.”

Each character gains inspiration, as well as the ability to speak with and understand one type of dinosaur of their choosing.

DAY 28

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. The adventurers sense they are near the soulmonger. They find nothing but fruit full of maggots who are found in abundance in this area of the jungle that is dense with undead.

AVOIDING UNDEAD LEGIONS

The heroes are deep in the jungle and there are undead everywhere. Three times on this day, the group comes upon groups of **200 zombies** (MM pg 316).

The easiest way to bypass them is to travel in the trees, which have thick branches that support the group’s weight. There are gaps, however, and to get from one tree to another might require swinging on a vine.

There are many hanging vines, which heroes could swing on to travel over the zombies.

Swinging on Vines. In three instances on this day, the group will likely need to swing on a vine right over a zombie horde. Doing this requires a DC 11 Dexterity (Acrobatics) check. Failure means the character lands in the horde. The slow-witted zombies go last on each round, so the hero’s allies will have a chance to rescue them if they’re quick and clever.

Foraging. As night approaches, the group finds a clearing of tall grass. A lone **anklyosaurus** (MM pg 79) is there. It is friendly and will rest near the group. At 8 PM, 12 more anklyosauruses saunter out of the jungle, sleeping next to the group and forming a protective circle around them. The dinosaurs leave at dawn.

DAY 29

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. This area of the jungle has precious little in the way of food. Food foraging results are cut in half, as all that can be found are tiny blueberries, many of which

are not ripe.

THE MOTE OF SHAGAMBI

The sky is completely gray and thick with slow-moving clouds. Fog fills the jungle and reduces visibility to 60 feet. The group might not know it, but this section of jungle is famous for always being foggy.

The jungle becomes thick with the groans of many a zombie. Where ever the adventurers go, the tracks of one or more massive zombie hordes, each containing as many as 200 zombies, cover the jungle floor.

At one point during the day, a zombie horde comes over a crest 100 feet away. There are, in fact, 200 zombies in this horde as well.

The Kamadan. The group will notice that they are being followed by a **kamadan** (pg 225). It is not hunting the heroes. It is emaciated, too weak to do much of anything but nibble on scraps. The zombies have made this area difficult to survive in. If the group feeds it or treats it with mercy, the kamadan will be friendly to them and might accompany them for a time.

The idea of camping for the night might seem futile – one or more hordes are sure to approach during the night.

The Mote. At noon, the rain stops and the clouds break. In the sky, hovering just 100 feet up, is a small, hovering earthmote that had been obscured by the fog and clouds.

A group with a grappling hook could tie two 50-foot-long ropes together and climb up. They’ll need to make three DC 8 Strength (Athletics) checks every 30 feet. Failing a check by 5 or more means they fall, getting one chance to make a DC 10 Dexterity saving throw to stop the lethal plunge. Failing the checks do 3d6, 6d6, or 9d6 bludgeoning damage respectfully.

The Shrine. The grassy top of the mote contains a small stone building. Inside it is a 15-foot-tall statue of a kamadan, a pool of water with three large stone snakes rising in front of it, and murals of Shagambi battling a huge grung (Nangnang).

The 3 serpents on the kamadan statue attack anyone who was cruel to the kamadan earlier.

They fire 3 simultaneous *poison spray* spells (PH pg 266) with a range of 60 feet at the character(s). The victim(s) must make a DC 15 Constitution save for each spray. Each failure means they take 6 (1d12) poison damage and they are cursed.

Shagambi's Curse. They are now a snake magnet. Every night, a **giant constrictor snake** (MM pg 324) will approach the sleeping character and attack. At the end of each long rest, the character can attempt to make a DC 20 Charisma saving throw to end the effect. A *remove curse* spell (PH pg 271) also ends this effect.

The Pool. Those who are of good alignment and have not harmed a kamadan in the last 24 hours can use the pool. With it, the heroes can *scry* (PH pg 273) the jungle below. The first time the water of the pool is touched, a feline voice gently says, "Show no mercy to evil."

The Serpent Levers. The heroes can use the three serpent levers to cause a trio of massive, stone serpents to emerge from the sides of the earthmote. By pressing on an eye of a serpent lever, a character can cause one of the exterior stone serpents to fire a thick, 10-foot-radius, 200-foot-long beam of force once per round that does d10 + 50 force damage.

With this device, they can wipe out all zombie hordes in the area. There are 4 emaciated kamadans in the area as well, easily spotted due to the magic of the pool. If any are slain by this device, the pool ceases to function and the kamadan statue fires 3 *poison sprays* (PH 266) with a range of 60 feet at anyone in the temple every round. From this point on, any time a character sets foot in the temple, the statue attacks.

Resting in the Shrine. If the group has harmed no kamadans and takes a long rest in the temple, they gain inspiration and good-aligned characters have the ability to use an action to become a **kamadan** (pg 224). This boon lasts 1d4 days.

DAY 30

Navigation. You make a Wisdom (Survival) check DC 15 for the navigating character.

Foraging. All fruit in the area is rotted. The group is close to Omu and this area has been ravaged by the undead. There is no food to be foraged.

TRIAL OF THE SEWN SISTERS

The jungle has grown dark and quiet. Bones of explor-

ers, animals and dinosaurs are spotted every few minutes. You get the sense you are close to a place of great evil – perhaps, at long last, you've neared the Lost City of Omu.

The Sewn Sisters watch the group approach through the eyes of giant bats that lurk in the tree-tops. Each of the hags will test the group on this day, trying to scare, weaken or kill heroes that have already proven their strength by surviving the long journey through Chult.

THE TEST OF WIDOW GROAT

An unnatural fog suddenly closes in on all sides until you can see nothing. Then, it fades, and you find yourself in a 40-foot-long hall in which the floor, ceiling and walls are made entirely of humanoid corpses. Each corpse has a gold piece somehow affixed to each of their eyes. At the end of the hall is a wooden door bearing the visage of a cackling hag. Both of the hag's eyes are covered with a gold coin.

Taking a Coin. If one coin or more is removed from a corpse, that corpse becomes a **zombie** (MM pg 316) with the face of a hag. It cackles in a shrill voice and tries to strangle someone every round: + 5 to hit, 7 (1d8+3) bludgeoning damage and the target is grappled (escape DC 15 if it is a large or smaller creature. Until the grapple ends, the target takes 15 (3d6+5) bludgeoning damage at the start of each of the zombie's turns. The zombie can't make attacks while grappling in this way.

There are a total of 64 zombies in here, and 128 gold pieces. Underneath the zombies is what looks to be twitching red meat, as if this hall was somehow inside someone's body.

Opening the Door. Anyone who tries to open the door causes the hag's face on the door to cackle very loudly for one round. All who can hear it must make a DC 13 Constitution saving throw



or age d10 years.

The only way to get the door to open is to put coins over the eyes of the person opening the door and then pull the handle. Once the group goes through the door, they pass through thick fog and return to the jungle.

If the group is having trouble figuring this out, read this:

One zombie in the wall opens its mouth. Little hands pop out and stretch it open. A small child made of clay climbs out and hops to the ground. It looks up at you. It has no face. It waves hello.

This is **Clay-No-Face** (see ToA pgs 179-180). It can't talk, but can help the group by carving coins on its eyes, or placing two gold coins where its eyes should be.

THE TEST OF PEGGY DEADBELLS

Suddenly, thousands of tiny red ants emerge from the jungle and blanket the entire area, completely covering the ground. They act as a conveyor belt, somehow slowly sliding you further into the jungle without you moving your legs at all.

The Mockeries. The group will encounter a hideous version of themselves that has a key that the group will need to escape this test. The keys look like tiny, skeletal versions of themselves. The keys do not move, unlike the skeleton keys in the Tomb of the Nine Gods.

Here are some twisted variations. Each is linked to the character. If the mockery is slain, the character it is connected to gains 2 levels of exhaustion (PG page 291, dis-

advantage on ability checks and half speed). The exhaustion goes away once the character leaves this test.

MOCKERY OF DEATH

Suddenly, the freshly severed head that looks exactly like _____ (insert character's name here) appears from the depths of the jungle. Inside its mouth, an object is gleaming. It flies toward you and attacks!

This head has an AC of 12, 50 hit points, a fly speed of 30 and every round it can fire off a *witch bolt* (PH p 289), +5 to hit, 2d12 lightning damage and on each subsequent round, it can do 2d12 damage to the target automatically. It does not need concentration to do this.

The key is in its mouth.

MOCKERY OF TIME

Riding further on the ant conveyor belt, a new mockery appears. It is a very old, feeble and wrinkly version of _____ (one of the heroes). It trembles and says, "I am so glad to see you. So many apologies to make. I was young, I didn't understand how much you all meant to me."

It weeps and tries to hug the heroes. This mockery is not violent at all. It has an AC of 10 and 1 hit point.

The key is in its heart. It knows this. Extracting the key will kill it.

MOCKERY OF GOOD

After a minute of quietly sliding down the ant carpet, an entity that looks quite like _____ (character's name) appears 30 feet ahead. It widens its black eyes, points at you and opens its mouth in a silent scream. A stream of blood pours from its mouth to the ground.

A DC 13 Wisdom (Perception) check reveals that this creature spit the key out of its mouth with the blood. The key is lying on the ground in a pool of blood.

This mockery has the stats of a **ghoul** (MM pg 148).

Each creature must make a DC 15 Wisdom save

against a *Tasha's Hideous Laughter* spell (PH pg 280). Those who fail fall prone, become incapacitated and laugh, spewing green mist from their mouth, nose and ears. Any creature affected can repeat the save at the start of their turn to end this effect.

MOCKERY OF MADNESS

Appearing ahead is an entity that looks just like _____ (insert character name) sitting in a rocking chair, head lolling back, eyes milky. Its breathing is raspy and its hands shake slightly.

This mockery has an AC of 12 and 100 hit points. It has no attacks aside from the special effect that happens when someone reaches into its throat.

The Key. The key is in its throat. Someone will need to reach in and get it. If they do so, the mockery bites down and tries to gnaw off the character's hand. The character must make a DC 15 Dexterity saving throw. Success means they get the key. Failure means the teeth clamp down, the character takes 22 (5d8) piercing damage and their hand is bitten off. Immediately, a skeletal hand grows from the stump to replace it. This hand works just like a normal hand, except it is made of bone.

When Peggy Deadbells is within 30 feet of the character, she can use a bonus action to control this hand.

THE DOOR

A door stands in the middle of the jungle. The ants keep a respectful distance from it, none getting closer than 20 feet. The door is made of wood and bears the likeness of an old hag wearing a necklace made of children's teeth. There are four keyholes underneath the door handle.

When the four keys are used, the door opens and the group can step through and return to the jungle.

If someone tries to open the door, force it open or pick the lock, yellow gas surrounds the door in a 20 foot radius. All within it must make a DC 15 Constitution save or turn into a soul larvae ("larvae" on DMG pg 63, a giant worm with the character's face). The character reverts to normal when they pass through the door.

THE TEST OF BAGGY NANNA

Everything goes black. You feel like a sack has gone over your head. You feel a needle piercing the flesh of your neck. The sack is being sewn on! You feel a slithering thing on your cheek. There seems to be a snake in

the sack with you.

Remove the Sack. To tear off the sack, the character must make a DC 15 Strength check. Failure means that the snake tries to bite the character. It has advantage on attack rolls while in the sack with the character's head. When the character tears the sack off, the sack, snake and stitches vanish.

Poisonous Snake (MM pg 334) +5 to hit. Hit: 1 piercing damage, DC 10 Constitution save or take 5 (2d4) poison damage, or half as much damage on a successful one.

Baggy Nanna's Realm. Once a character removes a sack from their head, they can get a look at their surroundings.

Twitching zombies hang from nooses tied to tree branches everywhere. Each zombie has a sack stitched to its head. The sacks pulse, as if there were small creatures in them struggling to get out. You spot a twitching torso lying on the ground up ahead. Past it is a simple wooden door.

Up ahead is an **ogre zombie** (MM pg 316). Its legs and arms have been severed. It tries to move, but remains flat on its back. A sack is stitched to its head, with an eyehole cut where the ogre's left eye would be. Carved into its chest is an arrow pointing to the sack on the ogre's head and the words "Key inside."

Somebody is going to have to reach in, feel around and retrieve the key.

Reaching in requires a series of checks:

- **A DC 10 Intelligence (Perception) Check.** Failure means the character's hand grasps a spider which bites it and does 10 (3d6) points of poison damage.
- **A DC 10 Dexterity (Sleight of Hand) Check.** Failure means that a scorpion stings the character for 14 (4d6) poison damage. If the character fails the check by 5 or more, they are paralyzed for one minute.

Grabbing the Key. Once both checks are made, the character grasps the key and a powerful clawed hand grabs the character's wrist and tries to pull the character in! DC 10 Strength check. Fail: The character is dragged into the hood. They appear in a completely dark closet with meat

walls. Baggy Nanna (**night hag**, MM pg 178) is in here with them. Each round, she tries to make an opposed strength check (she has a +4 to the roll) against the character. If she succeeds, she begins sewing the character's lips shut. The character takes 5 (1d10) piercing damage. It takes 3 successes for her to complete the task of sewing the mouth shut, after which the character is ejected back out of the sack with the key in hand.

Helping a Trapped Ally. While the character is inside, other characters can reach in and pull the heroes out with a DC 13 Strength check.

The Door. This door can be opened without the key. When it is open, it reveals an undersea of blood. Some unseen force keeps the blood from pouring through the door.

If the key was not used before opening the door, the character dives into the endless blood ocean, taking 16 (3d10) necrotic damage per round.

If the key was used, when a character steps through, they appear in the jungle, covered in the blood of other entities slain by Baggy Nanna in decades past.

TRAVEL MONTAGE

Long term travel is the kind of thing that can bog down the game, bore the players and potentially ruin everything.

I have seen some Tomb of Annihilation DMs hand-wave the jungle journey entirely. I think that the jungle is a big part of the adventure, and should be utilized carefully..

If your game is dragging due to slow travel, or if you just don't want to waste precious table time, you might want to run a montage.

We want to touch on all of the things that make this adventure unique, and give the group a chance to have some moments that define their characters a bit more. Start off with everyone rolling initiative.

DAY 1 – AMBUSH

The heroes are traveling through the insect clouds of the jungle. Suddenly, batiri goblins pop out of the foliage and fire blowgun darts at the group.

Now, go down the initiative order. Each character can do a cool thing that is not necessarily bound to the 6-second round structure. Once they say what they want to do, they make one die roll. If they succeed, good! If not, the bad guys hit them for 7 damage and you can add in some drama. I'll give a detailed example of a round so you can see how it is done.

Player 1 runs up and blows into a blowgun, shooting the dart into the throat of a goblin. I, the DM, don't even roll because it makes me laugh. The character succeeds!

Player 2 Swings on a vine, fanning a scorching ray on a whole line of goblins. Have the player roll to hit one time. If it hits, tons of damage. If it misses, less damage.

Player 3 sends her frogemoth buddy at the goblins, scaring them off and tossing one deep into the jungle.

Player 4 kills the rest with a thunderwave.

Generally, you just want one round of that. Most of the time, the die rolls tell the story! The bad guys don't normally get a turn unless the DM has a great idea.

DAY 2 – FORAGING

The heroes find pineapple trees, but the pineapples are very high up. The group will have to climb up or come up with a clever idea to get their food. As a character is

way up there, a swarm of flying monkeys attacks the character. That's their fruit! Chaos ensues.

DAY 3 – RICKETY BRIDGE

Ah, the old classic. The group needs to cross this bridge over a chasm. There is a river 100 feet below. Characters can make Acrobatics checks to tip-toe across. Failing means the character falls through a board and has a last chance to grab on. As half the group crosses, a wyvern swoops down, tries to snatch a character, and shakes or snaps the bridge in the process!

DAY 4 – DINOSAUR STAMPEDE

The heroes are crossing a clear field. Fresh air, cool breeze, what a time to be alive! Wait? What's that coming from the jungle? Dinosaur stampede! Hundreds of allosauruses headed this way! The heroes could hop on and ride them, dodge them with acrobatic maneuvers, or come up with some other wacky player idea that nobody could guess in advance.

DAY 5 - REFLECTION

The group has made camp. Look at all those stars! Maybe the bard plays a tune. The guide NPC talks to the heroes, sharing more of her story, giving the group information on the place they're headed to, and generally trying to get the group to interact a bit so we can get a feel for the personality of the heroes.

DAY 6 – RAIDERS OF THE LOST TRADE-MARK

Let's just jump into the middle of a scene. The heroes are beneath a ruined shrine and a massive boulder is rolling down toward them! They'll need to cross a gap, swinging on vines or backflipping the boulder, whatever.

DAY 7 - JURASSIC BARF

At last! The destination is in sight! If only this extremely loud storm would break! Wait, wait's that? A tyannosaurus zombie just burst out of the jungle and it is vomiting zombies on us!

With some practice, you can do all this stuff in a half hour of table time and then move on to the things you're excited to run.

VISITS FROM THE SEWN SISTERS



The Sewn Sisters are major villains who might try to creep into the camp during the jungle journey of the heroes to attempt to steal some of their hair or blood, which can be used to make a demented clone of the character (see “Cage” on page 180 of the *Tomb of Annihilation* book).

Here are night time encounters that can be used for each hag’s attempt to steal blood or hair during the night.

(MM pg 178) **Night Hag** AC 17 HP 112 Spd 30, +6 to hit, 13 (2d8+4) slashing dmg.

Change Shape. Polymorph into a small or medium female humanoid.

Etherealness. Enter or exit the ethereal. Must have her heartstone to do so.

1/day Nightmare haunting. Touch a sleeper from the ethereal, giving them dreadful visions. Gain no benefits from its rest. HP Max is reduced by 5 (1d10).

Has a +6 to stealth.

Spells: at will magic missile, 2/day plane shift (self only), ray of enfeeble, sleep.

PEGGY DEADBELLS

The group is traveling through the jungle. It is around 3 PM.

Up ahead, you hear the roar of a dinosaur and the sound of a female voice speaking arcane words. A blue glow lights up the trees ahead of you for a moment.

The group will see a tabaxi trying to fend off a **hadrosaurus** (pg 229). The tabaxi has a peg leg. If the group helps her, she thanks them.

Ringling Bells. She says her name is Ringling Bells. In truth, she is Peggy Deadbells, shapeshifted. She says that she was with the Company of the Yellow Banner, but got separated when a t. rex attacked them.

She will give the group some useful information to gain their trust, which could include a description of the trickster gods, a topic she pretends to be interested in.

Taking Watch. She will try to join up with the group. She’ll offer to take watch at night. If the group lets her, she’s got it made. She’ll pluck some hair and then give one of the group a nightmare haunting. The nightmare involves the character watching a hag pull the soul from a little girl and stuffing it into a doll made of straw. This is the origin of Strawbundle, one of the dolls on pages 179-180 of *Tomb of Annihilation*.

Sneaking Around. If she doesn’t take watch, she’ll get up at midnight and make a stealth check (she has +6). She’ll try to cast sleep on the person keeping watch.

If that fails, she’ll cackle and assume her true form, that of a night hag with a peg leg and a necklace of chattering teeth. She cackles, spewing yellow gas from her nose into the character’s face. She’ll swipe at the hero, hoping to get some blood on her claws. Then she’ll go ethereal and head home.

BAGGY NANNA

The group is camped and eating dinner. There’s a rustling in the brush.

It’s a dog! A terrier, to be exact. It is missing fur in a number of spots, and looks like it is sick.

It will try to get a character to follow it. It leads the character to a hidden grove of fresh banana trees. It will try to earn the group's trust.

It will repeatedly lead a character into the jungle and bring them to something useful - wood for a fire or a dead body that has useful stuff on it.

The Shadowy Grove. Eventually, it leads a character to an area of dark trees. Standing in the shadows is what looks like a 5-foot tall stump. The top of it is wiggling.

It's not a tree. It's Baggy Nanna, with her hood wiggling because there's a viper and a cockatiel in it. She lunges forward and tries to strangle the character to death.

Strangulation. Opposed Strength check. She has a +4 to the roll. If the character fails, they can hold their breath for their constitution modifier +1 rounds. If/when that time runs out, the character drops to 0.

She doesn't want the character dead. She wants them unconscious, so she can haunt their nightmares.

The character has a nightmare where they are in a sack that is thrown into the ocean. There are other creatures in it with them – some kind of bird, a venomous snake, and a vicious canine. The character is torn to shreds and wakes up – Baggy Nana and her animals are nowhere to be seen. She snatched some hair and she's gone.

WIDOW GROAT

The group comes upon an area thick with branches of vibrant trees. The branches are in the way – they'll need to be chopped to proceed.

Regardless of how they handle this situation, a woman made of wood steps from behind a tree.

A beautiful woman made of wood steps from behind a tree. She says "Please! You mustn't harm my trees! The undead horde has done so much damage to my kind. Have mercy upon us."

The Wimba Bride. She says her name is The Wimba Bride (wimba being a type of jungle tree). She will lead the heroes to some ryath root (page 205) and explain that it can give them strength, but to consume just one root or it will make you sick (true).

She will leave them in a pleasant manner, acting as if she is too shy to spend any more time with mortals.

When the group makes camp for the night, she timidly

greet them from the edge of the forest. She is holding a bowl made of leaves. In it is soup she made from "Tonga Leaves" (which is a made-up thing, but as far as the group is concerned, it could be a "new discovery" from ToA pg 205).

The Brew. This isn't a natural herbal soup. It's a greenish-black brew from the cauldron on page 180 of *Tomb of Annihilation*. Anyone who tastes it is stunned for d10 minutes.

Those who are stunned experience horrid dreams sent by the atropal (ToA pg 214) in a vision of their soul being sucked right out of their own mouth and drawn into the face of a massive, hovering god-thing.

The "Wimba Bride" will assume her true form – Widow Groat, a hag with gold coins over her eyes and ants crawling out of her skull. Her ants swarm over the bodies of those who are stunned. The ants will draw blood from them.

Fighting Groat. If any heroes are conscious, she'll send a horde of ants skittering out of her head toward them. The ants are harmless, but the group won't know that.

Once the group is ready to mount an attack, she'll try to bite a chunk of bloody flesh out of a character and vanish into the ethereal plane.

Not Over. Later that night, she'll return and try to haunt the dreams of the character she interacted with the most. The nightmare will involve the character lying immobile, but conscious. They can only watch as the hag drills a hole into their head. The widow's ants march from the hag's body into the freshly-drilled hole in the hero's skull.

IF NONE SUCCEED

If none of the hags get hair or blood, it's no big deal. The main goal of this was to get the group familiar with the hags and anticipate fighting them..

The clones are cool, so if you want to use them but your hags failed to get hair or blood, you can do the following. After the group has a bloody battle in the jungle or in Omu and they stagger off to someplace safe, one of the hags appears from the ethereal plane and dips vials into the pools of blood on the ground. Anybody who was injured in the battle now has a clone.

KILLING BAGGY NANNA



Baggy Nanna is one of the Sewn Sisters (see ToA pg 180). It is probable that many that players will want to see what's under Baggy Nanna's hood. What follow is one possible answer to that question.

As described in the adventure, Baggy Nanna has a sack sewn to her head. There are animals in the sack, and a dark eyehole in the bag.

THE OFFICIAL ANSWER

I asked Will Doyle, the author who created the Sewn Sisters, what the deal was. He told me that Baggy Nanna was inspired by an old form of punishment called *poena cullei* ("penalty of the sack").

Poena Cullei is what happens if you are found guilty of killing your parents according to wikipedia: "*The punishment consisted of being sewn up in a leather sack, sometimes with an assortment of live animals, and then being thrown into water.*"

I also asked him what's under the sack. His response: "*I'd say it's her bloated, drowned face, fused horribly with three animals.*"

SURREAL VERSION

Here's an elaborate scenario you can run if a character wants to get a look under the hood.

If a character rips the bag or is able to tear the stitching from her neck, read:

Suddenly, an overwhelming suction force drags pulls you into the void in the sack. You are suddenly in total darkness. You can feel that you are underwater, sinking fast. You sense that there are other creatures in the sack with you.

This is a magical fail safe, a way for Baggy Nanna to be reborn. The character is in a demi-plane of swamp water. If any of the animals in the sack manage to hit the character, they draw the needed blood to trigger the rebirth.

The creatures in the sack: A cockerel, a viper, and a terrier. All of them have darkvision 60 ft. When one of them hits the character, the runes being written on Baggy's remains also appear on the character's chest.

Terrier (Dire Wolf, MM pg 321) AC 14 HP 37 Spd 50, +5 to hit, 10 (2d6+2) piercing damage and strength save DC 13 or be knocked prone.

Cockerel AC 10 HP 1 +1 to hit, 1 dmg. Fly 30, Spd 20

Viper (modified constrictor snake, MM pg 320) AC 12 HP 13 Spd 30, Swim 30 +4 to hit, 5 (d6+2) piercing dmg and DC 11 Con save, taking 10 (3d6) poison dmg on a failed save, or half as much dmg on a successful save.

Escaping the Sack. The sack is magically reinforced. Water trickles in, taking 3 rounds to fill completely.

Cutting the Sack Open. The sack has an AC of 5, and has 20 hit points. It has a DR of 10, meaning that a character has to do at least 10 points of damage in a single attack to do any damage at all. Immune: poison, psychic, fire.

Swimming. Once out of the bag, the character will see a glow up above the surface of the water. They'll need to swim 100 feet up. Remember, the viper can swim, too. The other animals will drown unless rescued.

Hovering half a foot above the surface of the water is a burbling, bubbling green portal. This portal is one-way. Through it, the character can see

into the room where Nanna's corpse is. The character can pass through the portal as part of a move action. The character will emerge from Nanna's corpse as described below.

THE CORPSE

Baggy Nanna has three goblin fingers on her person. Once Nanna is slain, these fingers float in the air and frantically begin carving runes on Baggy Nanna's flesh, drawing dark blood. A DC 15 Intelligence (Arcana) check reveals that these runes are a way for Nanna's corpse to "birth" two creatures: The character who has been drawn in, and something else.

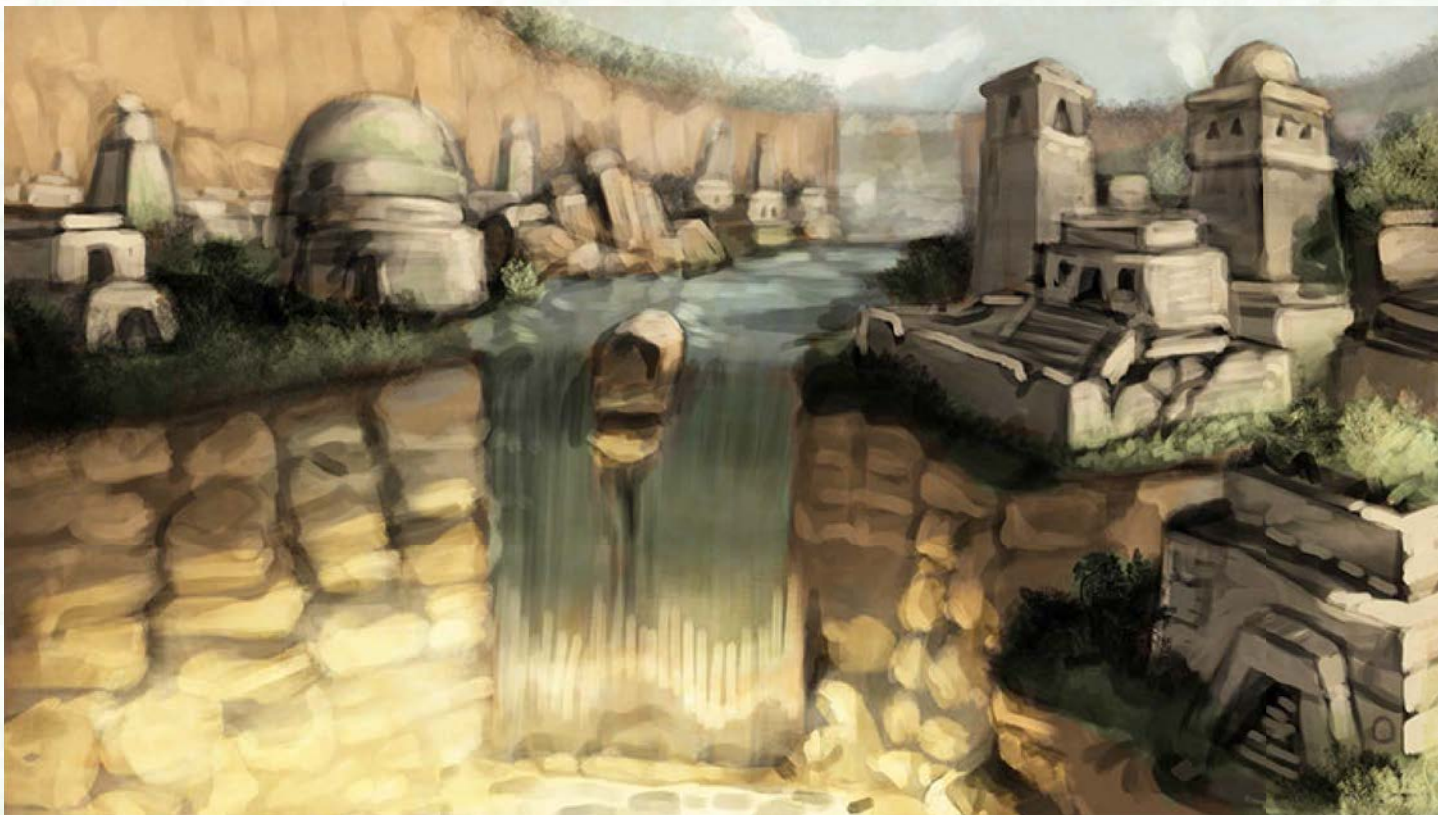
Emerging. When a character returns from the demi-plane, read:

Nanna's corpse twitches and grows, becoming bloated. It tears open with a wet ripping sound. Your ally bursts out of the corpse and falls to the ground, covered in black slime. Another entity emerges from the corpse as well -a headless woman, Blood sprays from the hole where he neck should be. She is hunched over, her arms crossed in front of her.

Blood Spray. All within 15 feet must make a DC 12 Dexterity save or be blinded by the spraying blood until an action is spent wiping the blood off of their eyes.

Flee. This is Nanna's new form, she's at full hit points and he has all of er spells available. She has blindsight 60 feet. She turns ethereal and flees.

The Hagborn. The character who emerged from Nanna's demiplane still has the arcane runes on their body. Baggy Nanna now considers this character to be her child and will in no way harm them. She might even show up to aid the character in some future adventure.



LOCATIONS IN OMU

This section fleshes out the material on ToA page 95, which describes what is in the buildings in the city of Omu. Some of the locales detailed below would be good for heroes to make a base out of. Others are more traditional adventure encounter areas.

Place these wherever you like.

THE MAGIC ACADEMY OF OMU

This grand building has decorative arcane runes engraved on it in maze patterns. The bottom floor is flooded and many rooms are empty, but there are two areas that might be of interest to explorers.

Wild Magic. Anyone trained in Arcana immediately senses that the interior of the academy is charged with wild magic. Any spell cast here triggers a wild magic surge (PH pg 104).

THE ALCHEMY LAB

This room has a foot of water in it. There are shelves containing potions, a table with an elaborate alchemical set-up, and a pair of tall metal rods that shoot arcane lightning between them.

Entering the Room. Anyone entering the room must make a DC 12 Dexterity saving throw or be struck with a

beam of wild magic (roll on PH pg 104).

Potions. There are 6 salvageable potions in here: 4 *potions of healing* (DMG pg 188), a *potion of invisibility* (DMG pg 188) and a *potion of hill giant strength* (DMG pg 188).

Mixtures. There are 6 arcane mixtures that can be combined to form magic potions. A character bold enough to mix two together must roll on the table on PH page 104 and apply it to the potion. The effect occurs when the potion is imbibed.

Changes

Two results on the wild magic table should be changed.

Replace 01-02 with:

The mixture creates a magical explosion, dealing 3d10 force damage to creature within 10 feet of the mixture.

Replace 99-100 with a *potion of invulnerability* (DMG pg 188).

THE ARCANES STEPS

There is a flight of stairs that leads to the upper level. Anyone traversing them soon finds that the stairs are magical and lead into a quasi-realm that looks like outer space.

The stairs follow a maze-like pattern. The group must make a DC 13 group intelligence

check to make it to the end. Failure means that they take a wrong turn and end up on a platform where two **giral-lon** statues become real and attack (girallons are on ToA pg 222). Another check must be made to successfully navigate the stairs.

Falling. Anyone who falls off of the stairs into the quasi realm plunges and fall into a cloud of arcane energy that teleports them back to the first floor of the college and makes them a “magnet” for the King of Feathers106, **tyrannosaurus rex** stats on MM pg 80, King alterations on ToA pg 106). The king can innately sense the location of the character as long as they are in Omu. This effect lasts until the end of a long rest.

Solving the Maze. Succeeding means that the group comes to a door. Beyond it is the grand study of a magician or dean. There is a bookshelf full of books (written in the ancient Omuan tongue) that reveal much about Ubtao, Ras Nsi, and the trickster gods. There are two perches where familiars are meant to rest. There is a skeletal crow on one, and a skeletal owl on the other. Both of these creature are animate and friendly, but cannot fly. They have an AC of 11, 20 hit points, blindsight 30 and a speed of 30.

Magic Map. Affixed to a table is a magic map of Omu. Once per day, a character can touch it and *scry* (PH pg 273) the city for up to one minute. The magic of the map only functions when inside this study.

THE GREENHOUSE

This was apparently once some sort of greenhouse. The ceiling is 30 feet high, and contains a partially-shattered glass dome. The floor has a foot of water covering it. The ancient plants in here are overgrown and collectively look like a miniature, exotic jungle.

There are 3 things of note in the greenhouse.

MADZI PLANT

There is a 3-foot-tall plant shaped quite like a vase. It somehow produces 6 gallons of fresh, drinkable water each day. It requires sunlight to survive.

PRISMATIC FLOWERS

Sprouting out of the water are a number of 5-foot tall roses that are prismatic in color. Their stems have massive, sharp thorns. These flowers can sense movement and, if someone gets within 5 feet of one, it fires off all of its thorns as projectiles. Anyone within 15 feet must make a Dexterity saving throw or take 5 (1d10) piercing

damage and make a DC 12 Constitution save or be poisoned (PH pg 291) for one hour.

SENTIENT VINES

There are two skeletons on the floor, submerged in the standing water. From the eye socket of each skull grows a vine that contains a shred of the consciousness of a dead Omuan.

These vines can be befriended. They appreciate sunlight, being cleaned, and having one end placed in fresh soil for at least 8 hours per day.

They act as sentient 50-foot-ropes. They can follow the telepathic commands of whoever holds them.

The vines move fairly slow and would have difficulty wrapping around a moving target, but are superb for climbing and can even lift a creature weighing 200 pounds or less up at the rate of 30 feet per round.

If a vine is cut, it “dies” and is no longer sentient.

THE BELL TOWER OF THE DINOSAUR LORD

This tall, thin building has a bell at the top that was clearly once used to ring out all across the city. At the bottom of this tower are engraved double doors that bear the image of the bell radiating energy among humans and dinosaurs living in harmony.

THE TOWER

Inside the tower are stairs and a plaque written in the Omuan language. It says: “Here lies Ubtao's Prismatic Bell, a gift from the Father of the dinosaurs that blesses the people of Omu and allows humans and dinosaurs to communicate through divine energy.”

The Stairs. A long, winding staircase goes up five flights. The wood of the stairs is old, wet, and worn. On floors 3, 4 and 5, a 10-foot-section will give way. Heroes can spot these with a DC 11 Wisdom (Perception) check. Characters will need to make a DC 11 Dexterity saving throw or fall, taking 3d6, 4d6, or 5d6 bludgeoning depending on which floor they fall from.

THE PRISMATIC BELL

On the roof of the tower is an open-air wooden platform where the bell hangs from a strong wooden framework. The bell is 20-feet-wide and tall, almost as wide as the building itself. There is a rope that can be pulled to ring the bell.

Ring the Bell. If the rope is pulled, the bell gives out a heavenly chime and swirls with energy, which causes strong vibrations. The bell suddenly snaps loose from the framework and plummets all the way to the bottom of the tower, destroying all of the stairs as it falls. Anyone on the roof or in the building will need to make a Dexterity save DC 12 or fall. Falling from the roof does 8d6 bludgeoning damage.

Characters can try to jump to the roof of a nearby building by making a DC 12 Strength (Athletics) check. Success means they land safely. Fail means they fall into a watery area of the city and take half normal falling damage. Fail by 5 or more means the character falls to the bottom of the tower, taking 8d6 bludgeoning damage.

Explosion. Upon landing, the bell cracks and lets out an explosion of radiant energy that washes all the way up the interior of the building. Everyone in the building or on the roof must make a DC 12 Dexterity save or take 16 (2d10+5) radiant damage.

Collapse. Then, the entire building collapses. Those characters who are caught in the collapse will take 14 (3d8) bludgeoning damage and are buried in rubble. 3 successful Strength checks allow a character to dig themselves free. Each failure causes the buried character to gain 1 level of exhaustion (PH page 291).

TPK. If the entire group is defeated by this collapse, a faction from the city comes running, digs out the heroes and stabilizes them. The yuan-ti will capture and interrogate them, or perhaps the grung or vegpeygymies get their hands on them. The heroes awaken tied to chairs, pillars or posts.

THE MAZE HOME

This estate was built with Ubtao's teachings in mind. It contains a maze of secret passages, emulating the maze of life that Ubtao expects his followers to experience and solve.

The Maze Engravings. Each room of this two-story home has a 2 foot engraving of a maze on a wall. They are worn and rubbed in, as if people once ran their fin-

gers through them often.

Tracing a maze causes the wall section to slide open, revealing the interior labyrinth.

There are three windowless rooms in the secret maze.

Treasure Vault. This room contains a total of 500 gold, a set of bejeweled dinosaur claw gauntlets worth 150 gp, and a hooded cape made of tyrannosaurus rex skin.

Bedroom. There is a large, pristine bedroom with a closet full of shiny, Omuan clothing and finery, the equivalent of 10 sets of fine clothes each worth 15 gp. The bed is huge and covered in a blanket made from kamadan skin.

Storage. The hallway containing the door to this room is rotten and moldy. If the group opens the door or makes noise, the **9 zombies** (MM pg 316) in the room explode through the rotted wall and attack.

THE BATH HOUSE

This ancient bath house was once a grand meeting place famous for its five magical bathing pools. Dinosaurs were even allowed to be cleaned here, under supervision.

Now the bath house is carpeted with mold. Vines run up the walls and across the ceiling. Hazy sunlight streams through the windows, giving this place an ethereal quality.

The Pools. Time and much spilled blood has altered the effects of the magic pools. Entering one, drinking from it or even touching it confers a special effect.

POOL OF INTOXICANTS

This water has somehow transformed into purple-ish Omuan wine, a delicious drink that tastes like a mix of strawberries and grapes.

POOL OF HISTORY

Translucent liquid fills this pool, which is always warm but never scalding. When someone bathes in it, an illusory version of someone from their past appears in the pool with them and converses with the character, possibly revealing the character's deepest secrets.



If the character has no fitting NPCs in their backstory, you could use an illusory version of one of the following NPC to interact with them:

- **Fenthaza.** This magical replica of Fenthaza (ToA pg 117) will try to convince the character that Ras Nsi must be slain.
- **Alamanda.** A ghostly vision of one of the barae of Mezro, Alamanda is the woman that Artus Cimber seeks who currently dwells in a secret demiplane where the real city of Mezro lies.
- **Mr. Fox.** The mysterious arcanaloth detailed on ToA pg 188 can give out clues as to what lies at the bottom of the tomb. He might even introduce himself as Ygga Raxyg. Characters who note this can speak the name when they meet the real Mr. Fox and stun him for one minute (as per page 188).

POOL OF REST

In this pool is a relaxed, sleeping NPC. I suggest Dragonbait (ToA page 218), if you haven't used him. This is a

way to introduce an NPC to the group that you wanted to use, but the group passed by for whatever reason. Anyone who gets into this pool must make a DC 12 Constitution save or fall asleep. Succeeding at this save makes the character immune to the pool's effects for 24 hours. Those who fail will not awaken until they have been removed from the pool.

POOL OF EBON

This pool is similar to the Ebon Pool on page 188. Any object that isn't being worn or carried by a creature disappears if submerged in the black ooze. These items appear somewhere in the city, a location of your choosing.

POOL OF CONSIDERABLE DEPTH

Anyone who enters this pool suddenly perceives it differently. The pool is much, much deeper and the water is somehow breathable. If a bather swims down, they discover the entrance to an underwater maze of Ubtao, lit by phosphorescent fungi. A character can swim in and try to solve the maze with a DC 15 Intelligence check. Failure means the character appears at the edge of the pool. Success means that the character is granted a vision of a room in the tomb (pick one that you think might kill the whole group. I'd go with 47d. Earth Cell on ToA pg 159). The character can experience the room safely and then appear back at the edge of the pool, with a glowing maze inscribed on their chest. The character can use an action to summon a triceratops, which will obey the character for up to 24 hours. Once this ability is used, the maze tattoo vanishes.

THE PARROT HOUSE

The lower floor of this house is flooded with a foot of water and has many perches. The owner clearly had many birds as pets. Now, over 100 parrots call this place their home. There is a mountain of seeds piled in a side room on which the parrots have been feeding for years.

The Parrots. When the adventurers enter this house, the parrots go quiet and watch the group with intensity. The parrots are very excited about learning new phrases to repeat. If the group says anything, the parrots will repeat phrases or words said in utter unison.

The first floor is ruined, but the second floor is pristine. There are four opulent bedrooms, a privy, and even a rooftop garden. The parrots act as an effective warning system. If someone tries to sneak into the building, the parrots begin repeating their favorite phrases in unison, waking up anyone sleeping in the building.

THE HOUSE OF VINES

Just after the group decides to enter this large villa, a powerful storm hits the city of Omu. Rain comes down in sheets and the wind blows hard enough to make a loud howling sound.

FIRST FLOOR

There is a 20-foot-diameter hole in the ceiling of the first floor. Vines hang down through the hole, allowing characters to climb up and explore the upper floors of the place.

SECOND FLOOR

6 comfortable bedrooms, each with lockable doors.

THIRD FLOOR

A large dining room and kitchen. Each chair at the dinner table is a throne carved in the likeness of a different dinosaur.

Magic Yklwa. Also on the second floor is a trophy room, containing stuffed eblises, su-monsters and grungs. There are a number of ornate yklwas (pg 32) mounted on the walls. One yklwa has runes carved in it. It is a +1 yklwa that has the power to make the wielder's footsteps appear to be those of a brontosaurus, a raptor, or a tyrannosaurus rex.

KING OF FEATHERS

When a character grabs the yklwa, or at a time of the DM's choosing, a wall of the building is torn open. The King of Feathers (see ToA pg 106), looks down at the group in the building and roars as rain pours into the home. The storm covered the noise of the king's approach.

THE DINO-DRAGON INN

This was once an inn with a tavern and a cellar both situated underground. The inn is dry, but the tavern and the cellar are completely submerged in water.

There is at least one **assassin vine** (ToA pg 213) down here in the water, as well as many small, harmless turtles.

The tavern has 10 iron, watertight crates full of food and beverages.

The Secret Shrine. On one wall of the submerged cellar is an engraving of a maze with arcane runes around it. Anyone tracing the runes is teleported to an isolated secret underground shrine 10 feet to the east of the cellar.

The shrine contains a large statue of I'Jin, an almiraj. This magic statue produces oxygen that makes this room safe to dwell in. The statue has a built-in font that produces half of a gallon of holy water per day.

The first time anyone takes a long rest in here, they gain the ability to use an action to gain the effects of an *enhance ability* spell (PH pg 237), but it must be cat's grace, which allows them to gain advantage on Dexterity checks and not taking damage if falling from 20 feet or less. This ability must be used before the next long rest, or else it fades away.

PYRAMID FRUIT GROWING OPERATION

This house is mostly ruined, but is full of plants bearing a new type of fruit. Vines grow straight up for two feet. Three 1 foot-diameter yellow fruits in the shape of a pyramid dangle from vines that are 2 feet tall.

PYRAMID FRUITS

If the hard, yellow, outer shell is pulled open, it reveals three smaller pyramid fruits inside, lying in a tropical juice. The interior fruits come in a number of colors. Each confers a different effect when consumed:

- **Red.** For two hours, the character gains incredible lung strength. They can hold their breath for up to one hour, they can breathe powerful winds that cause a target to make a DC 12 Strength save or be pushed 10 feet and knocked prone, and they can spit small objects up to 100 feet away.
- **Blue.** The character must make a DC 12 Constitution save or take 5 (1d10) poison damage, gain the poisoned condition, and they cry continuous tears of blood. This lasts until the character takes a long rest or is cured of the poison.



- **Green.** The character starts hearing inanimate object talking to them. Each object claims to be one of the trickster gods, and advises the character accordingly. This effect wears off after the next long rest.
- **Yellow.** Until the next long rest, the character's sense of smell is temporarily heightened. They gain advantage on perception checks involving smell, and can track down someone they've met before by scent from up to a mile away. The character becomes sensitive to foul odors. Filthy allies might be unbearable to be around.
- **Purple.** Until the next long rest, the character gains sunlight sensitivity. They have disadvantage on attack rolls and skill checks when in direct sunlight. They have advantage on stealth checks when in areas of dim light.
- **Orange.** The character is charged with static electricity. Anyone they touch is struck by a small, annoying-but-harmless bolt of energy. If this character enters or touches a body of water with their bare skin, the water is charged and the character must make a Dexterity save DC 12, taking 18 (4d8) lightning damage on a fail or half damage on a successful saving throw. Any character who excessively uses the energy on others finds that this power transfers to the target. When it is transferred, it can be used one time as a shocking grasp spell (PH pg 275) with a +6 to hit within the next hour. If the shocker has been annoying, the DM might want to bump up the damage to 2d8 or 3d8.

COG OF BLOOD

This is an alternate version of the cog of blood (Room 60. Cog of Blood, ToA pg 169) that focuses a bit more on interaction rather than combat.

The Wardrobes. In the version of this room in the book, when a wardrobe is opened (only one can be open at a time), monsters appear. Once those monsters are slain, the gem on the wardrobe lights up. Once the gems on each of the 5 wardrobes are lit, the portcullis rises and the group can make their way to room 67 (ToA pg 175).

In this version of the Cog of Blood, a wardrobe door must be open for three consecutive rounds. Then the gem lights up. The group doesn't necessarily have to kill whatever appears.

ACHERON WARDROBE

Dust and smoke billow from the wardrobe, and the air around you goes cool and stale. Beyond the doors, you can see into a tunnel whose walls seem to be made up of iron weapons and equipment including swords, shields and doors. A cloud of ash blows through the tunnel into the room, and as it clears, you see a large serpentine creature bring its head and neck into the room.

The Rust Dragon. This is the head of Coirosis, a rust dragon who rules an entire cube of Acheron and dwells inside it in a place called the Mines of Marsellin. Legend has it that all things destroyed by a *sphere of annihilation* actually appear in the cube, and turn to iron within an hour of their arrival. She despises modrons, who scavenge her tunnels.

She looks like a metallic dragon, but her skin is corroded-looking and is splotted with orange, brown, and blood-red highlights.

Dealing with Coirosis. Coirosis won't necessarily attack. She desires three things: Steel, iron and spells. Rust dragons do not collect treasure hoards, so she has no interest in money or items. Don't forget that she can assume a humanoid form – that of a rust-colored dragonborn. She can, in theory, enter this room if she so desires.

She would also want the modrons in area 69 (ToA pg 177) brought to her, preferably alive. If the group does so, she will reward them with an item that just appeared in the mines: *A cape of the mountebank* (DMG pg 157).

COIROSIS STATISTICS

Statistics. Coirosis has the statistics of an **adult brass dragon** (MM pg 108) with the following changes

Her alignment is Lawful Neutral

Replace the bronze dragon breath weapon with this:

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons.

- **Acid Breath.** The dragon exhales a thick stream of acid in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) acid damage on a failed save, or half as much damage on a successful one.
- **Corrosion Breath.** The dragon exhales oxidants and reddish-brown liquid that instantly rust any material it touches. repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 19 Dexterity saving throw. On a failed save, All non-magical metal on the character is disintegrated.

Rust Metal. Any non-magical weapon made of metal that hits the rust dragon corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Non magical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

GEHENNA WARDROBE

The door opens into a cavern containing a river of lava. Stepping through the wardrobe is a robed peller with long black hair and purple eyes.

This is Maroosia. She is pretending to be a powerful warlock, but in truth she is a **green hag** (MM pg 177) using her illusory appearance power.

The Hag. Maroosia was imprisoned in Baba Yaga's hut for a long time (see page 21 of the 2nd edition adventure, *The Dancing Hut of Baba Yaga*). She escaped and tried to turn Death itself against Baba Yaga, but failed. She has been in hid-

ing ever since.

Maroosia will want to win the favor of the Sewn Sisters, thinking they can protect her from Baba Yaga.

Maroosia will try to team up with the heroes or follow them invisibly. She will turn on them when she thinks the Sewn Sisters are watching.

MECHANUS WARDROBE

This remains similar to what is in the book. This monodrone has a mission - to find out what happened to the corrupted modrons and either save them or destroy them.

This monodrone can help the group figure out how this level works, as it was built using modron principles and logic. The monodrone refers to itself as "we" (the concept of individuality terrifies modrons) and has difficulty perceiving modrons that are more than one rank above it. It can see duodrones, but others are fuzzy at best.

It is possible that the group could befriend this modron and teach it about individuality. The modron might "go rogue", which means that it begins thinking outside the box. Other modrons hunt and kill rogue modrons.

NINE HELLS WARDROBE

Waves of heat assail you as red light streams out from the wardrobe. Appearing in the room is a devil judge holding a gavel standing before a podium. 1 devil wearing fine garb and a shivering half-elf wearing tattered rags stand in front of the podium.

Jury Duty. The group is the jury for this trial. The half-elf, a female named Fathom, claims to have been tricked into signing an infernal contract. Her sister had the death curse, and Fathom signed over her soul to the devils if they agreed to cure her sister.

The devil's advocate, Drovilia Pettiwhim, (an **erinyes** MM pg 73) points out that the standard practice for contracts of this type is that the devils have 6 days to cure the sister, but because the sister died of other means 3 days after the signing of the contract, Fathom is simply the victim of bad timing and her soul belongs to the Nine Hells.

Fathom's sister died in a mysterious fire, which Fathom claims the devils started.

Solving the Case. Bribery is done openly. The devils advocate will offer the group magic, gold, whatever they

need in order to gain a guilty conviction.

The group could bribe the judge, but that would require someone else to willingly signing their soul to him.

Mistrial. The judge warns the group that finding Fathom innocent without a valid reason will cause a mistrial, and Fathom will be brought back to the Nine Hells and will have to remain in custody for 9 years until she can be retried.

Examining the Contract. The group ask to look at the contract, which is a 9-foot-long piece of parchment. Most of it is written in common, but anyone making a DC 12 Wisdom (Perception) check will notice a very tiny passage at the bottom. This passage is written in infernal, a language that Fathom can't read. If a character can read infernal, they will see the following: "If the sister dies of anything other than the death curse, Fathom is released from the terms of the contract."

Victory. If the group saves Fathom's soul, she thanks the heroes and begs them to rescue the soul of her sister, which is trapped in the Soulmonger. The devils are impressed with the group's skill at navigating the infernal court system.

SHADOWFELL WARDROBE

You gaze out into an ancient cemetery and feel a dark force wash over you. A sense of despair and malaise fills the air.

The Shadowfell is steeped in despair, which seeps into the room and attempts to infect the heroes. Each character has a vision of a shadowy mass hovering in a fiery lair drawing their souls from their bodies. Each character must make a DC 13 Charisma saving throw.

Failing the Save. Those who fail the save see the thing devour their souls watch as it slowly begins to transform into some kind of evil god (this is the **atropal**, ToA pg 214). Characters who fail suffer from a supernatural fear, gaining disadvantage on attack rolls and saving throws when in areas of darkness. They can repeat the save after each long rest to end the effect.

LOST TREASURES

The lost treasures are listed on page 189 of *Tomb of Annihilation*, but the stats are left up to you. In this section, we present the treasures as actual magic items for you to do with as you please.

BLACK OPAL CROWN

Wondrous item, legendary (requires attunement)

The crown has 3 charges. You may expend 1 charge to cast *counterspell*. It regains all charges at dawn. You may cast *detect thoughts* at will. However the only surface thoughts you can sense are only the most negative, base, and destructive thoughts of the creature. While using this ability you must make a DC 15 Wisdom saving throw to take any action other than ending the spell.

While wearing the crown, you may use an action to snuff out a light within sight with a beam of darkness, leaving a tiny portal to the plane of negative energy in its stead. If you choose to target the sun with this power you take 4d10 psychic damage each round until you are no longer attuned to the crown. If Dendar the Night Serpent is attuned to the crown, this damage is ignored and the sun is replaced with a *Sphere of Annihilation*.

EYE OF ZALTEC

Wondrous item, legendary (requires attunement)

The Eye starts with zero charges. Each time that you kill a creature with a CR or level of 4 or higher, it gains one charge. As an action, you may expend 33 charges to cast *raise dead* on a corpse within 100 feet of you requiring no material components. You must wait 1 month before casting *raise dead* in this way again. In addition if you do not cast *raise dead* within 33 days of gaining the first charge, the Eye loses all of its charges.

Until you expend all the charges of the Eye, you are haunted by those you have slain. Each time you gain a charge you must make a DC 15 Wisdom saving throw or suffer the effects of short term madness. In addition, the symbol of a viper's head slowly becomes visible on your chest, becoming more distinct with each charge gained.

In addition, once per day, the spirits may give you disadvantage on a roll, force you to drop your weapon, holy symbol, or arcane focus, alert a foe to your location, or force you to make a DC 15 Constitution saving throw. If you fail the saving throw you can not gain the benefit of long rests for 24 hours. The DM decides which effect the spirits use and when it takes place.

NAVEL OF THE MOON

Wondrous item, legendary (requires attunement)

Once per day, as an action, you may teleport to an area within 100 feet of the person who cares for you most, no matter what plane they are currently on.

Once per day, you may cast *contact other plane* to consult with your ancestors.

Alternatively, you may ask a spirit of your ancestor to enter one of your items, making it sentient and magical. The item gains the alignment, Intelligence, Wisdom, and Charisma of the selected ancestor. In addition it gains the Bond, Ideal, and Flaw of this ancestor. The item can become a +1 magical weapon or suit of armor or you may roll to give it a minor magical property (found on page 143 of the DMG.)

While your ancestor inhabits an item in this way you may not cast *contact other plane* using the Navel of the Moon.

SKULL CHALICE OF CH'GAKARE

Wondrous item, legendary (requires attunement)

While attuned to this item, if you have royal blood and stand in the City of Omu, the chalice will begin to fill with a golden nectar. If you drink this nectar, you gain the power to restore Omu.

The Skull Chalice has 5 charges. You may use an action to expend charges and cast the following spells *bleed* (1 charge,) *aid* (2 charges), or *command* (2 charges.) You may also spend 1 charge to give an ally advantage on its next attack. The Skull Chalice regains 1d4+1 charges at dawn.

Once per day if you pour water into the skull and say the command word, the water becomes a *potion of heroism*. If not consumed within 24 hours, it reverts to water.

You can magically rebuild structures in Omu that are within 200 feet of you. You can affect 50 cubic feet per charge spent. This transformation is instantaneous.

ALBINO DWARF CHARACTERS

The albino dwarf is a new subrace of the dwarf race on page 20 of the *Players Handbook*.

Description. As an albino dwarf, you have you are dedicated to preserving the beauty of nature and will defend it from unnatural threats.

More dour and sullen than typical dwarves, albino dwarves often live in vast mines. Isolated from the outside world, they use small dinosaurs for pack animals.

Albino dwarves focus their culture on wealth and skill in crafting items with gems and precious metals. They will fight fiercely to protect their homes and their stockpiles of diamonds, emeralds and gold.

They trade most often with certain good-aligned Batiri goblin clans who have abandoned their nomadic ways and established camps near the secret dwarven lair.

Appearance. Albino dwarves are the same height and weight as normal dwarves. Albino dwarves have pale skin and pink eyes.

Weapon Making. They can make diamond-edged weapons that never need to be sharpened.

Sunlight Sensitivity. They suffer penalties when in sunlight. -2 to attack rolls.

Ability Score Increase. Your Constitution Score increases by 1.

NATURE SPIRIT

A benevolent nature spirit has taken notice of you and bestows a powerful charm upon you, granting you spellcasting abilities. You are linked to a spirit of nature, Your innate spellcasting ability is wisdom. Choose one.

Spirit of the Predator. You can cast *hunter's mark* (PH pg 251) once per day.

Spirit of the Wind. You can cast *jump* (PH pg 254) once per day.

Spirit of the Earth. You can cast *pass without trace* (PH pg 264) once per day.

Spirit of the Beast. You can cast *speak with animals* (PH pg 277) once per day.

Spirit of the Trees. You can cast *speak with plants* (PH pg 277) once per day.

POSSIBLE SPIRITS TO FOLLOW

The DM might want to use this spirit in some way during the campaign. Here are some options for spirits, pulled from old D&D supplements and the *Tomb of Annihilation* book.

Nobanion, King of Beasts. Nobanion is a deity of lions and good beasts. Followers of Nobanion hunt only when hungry and do not gorge without need.

Eldath, Mother Guardian of Groves. Eldath is an enigmatic pacifist who avoids hostile action whenever possible. Her followers tend to protect rivers, streams and druid groves.

Magnar the Bear. Magnar has been mostly absorbed by the elven deity Rillifane Rallathi, but an echo of him remains. Many higher-ranking followers of Magnar can speak with bears.

Renmi, Lord of the Giant Eagles. Renmi is a close ally of the aarakocra in Chult, as well as a friend to the djinn of Zakhara and beyond. Friend of the aarakocra and the djinn.

The Earthmother. This spirit of nature is served by a leviathan, a unicorn and a massive pack of well-coordinated wolves. The Earthmother protects nature in all its forms.

I'Jin, Spirit of the Almiraj. Followers of I'Jin are fickle and unpredictable. They never stick to a plan and are generally very agile and fast.

Kubazan, Spirit of the Froghemoth. Followers of Kubazan are wild, spirited, fearless and strong.

Shagambi, Spirit of the Kamadan. Followers of Shagambi are wise and virtuous, but they never show mercy to evil and are often great warriors.

Unkh, Spirit of the Snail. Quiet philosophers, followers of Unkh tend to be indecisive and incapable of making decisions. They are often very hardy and have strong immune systems.

Moa, Spirit of the Snake. Truthful and kind, followers of Moa always speak the truth. They are very skilled at camouflage and sneaking.

YUAN-TI CHARACTERS

On page 119 of *Tomb of Annihilation*, the book describes the possibility of a character becoming a yuan-ti. I think a lot of players would love having the option of making a character like this right from the beginning of the adventure.

The character could be very mysterious, hidden under hoods, always paranoid of being accused of being an evildoer. They might desperately want to find a way to return to normal.

The main thing to consider when deciding whether to allow this is to note that the character will be quite powerful, having both magic resistance and an immunity to poison.

This is a hard adventure, so there is probably room for a character that is a bit more powerful than the norm. The appeal of this option is more in the cool factor rather than the statistical benefits. The character will be stronger, but will be at a big disadvantage when interacting with potential allies, who will not trust the character and in some cases will be openly hostile to them.

Make sure the rest of the group is cool with it. Some players get bent out of shape over power discrepancies.

STATISTICS

Madness. The yuan-ti character has a form of indefinite madness (DMG page 260). There are three options that seem very fitting for this.

- **36-45** *"Achieving my goal is the only thing of interest to me, and I'll ignore everything else to pursue it."* The character wants revenge against the yuan-ti, who changed them into this abomination.
- **81-85** *"There's only one person I can trust. And only I can see this special friend."* This "special friend" could be real! It might be Dendar, manipulating the character to free her. It could be Ubtao himself, ultimately showing the character that this transformation was all part of a bigger plan.
- **96-100** *"I've discovered that I really like killing people."* This one would be appealing to many players. Their character is a badass Wolverine-type of antihero.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were

dim light. You can't discern color in darkness, only shades of gray.

Innate Spellcasting. You know the *poison spray* (PH pg 266) cantrip. You can cast *animal friendship* (PH pg 212) an unlimited number of times with this trait, but you can target only snakes with it. Starting at 3rd level, you can also cast *suggestion* (PH pg 279) with this trait. Once you cast it, you can't do so again until you finish a long rest.

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

Poison Immunity. You are immune to poison damage and the poisoned condition.

BACKSTORIES

There are a lot of possibilities for the character's backstory. Here are some that are tied to the *Tomb of Annihilation* story.

WRECK OF THE STAR GODDESS

The character could have been one of the crew of the crashed airship (ToA pgs 84-85).

RAS NSI

The character could have been a prisoner that Ras Nsi decided to release so that the character could find the cure to the death curse. Ras Nsi promised to revert the character to normal once the mission is complete (a lie).

FENTHAZA

The character was a slave of Fenthaza (ToA page 117) that befriended the air elemental in the urn ("Stone Urn", ToA pg 117). The elemental secretly helped the character escape, and now the hero wants to go back to free the elemental from the urn.

DENDAR

Dendar sends dreams to the character, urging them to find the black opal crown (described on ToA page 189). Those dreams are sometimes invaded by the Sewn Sisters, who war with Dendar in the dreamscape. There is one way to end this madness – find and destroy the black opal crown.

GIANT HIVE WASP

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 13 (3d8)

Speed 10 ft., fly 50 ft, swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

Damage Immunities poison

Condition Immunities poisoned

Senses passive perception 10

Languages —

Challenge 1/2 (100 XP)

Shivering Sickness Carrier. After the encounter, any creature attacked by the giant hive wasp must succeed on a DC 11 Constitution saving throw or become infected. A creature with natural armor has advantage on the save. Symptoms begin to manifest in 2d6 hours. Symptoms include blurred vision, disorientation, and a sudden drop in body temperature that causes uncontrollable shivering and teeth chattering. After the onset of symptoms, the infected creature regains only half the normal number of hit points by spending Hit Dice and no hit points from a long rest. The infected creature also has disadvantage on ability checks and attack rolls. At the end of the long rest, the infected creature repeats the saving throw, shaking off the disease on a successful save.

Actions

Sting *Melee Weapon Attack* +4 to hit, reach 5 feet, one target. *Hit* 5 (1d6+2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is a paralyzed while poisoned in this way.

WASP QUEEN

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 130 (20d8)

Speed 10 ft., fly 50 ft, swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	3 (-4)	12 (+1)	5 (-3)

Saving Throws Dex +8; Con +4;

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses passive perception 14

Languages —

Challenge 7 (2,900 XP)

Hive Queen. Giant wasps within 30 feet of the wasp queen carry the Shivering Sickness disease and are immune to insect repellent while she is alive.

Protect the Queen. While the wasp queen is adjacent to at least one giant wasp, attacks against her have disadvantage.

Shivering Sickness Carrier: After the encounter, any creature attacked by the wasp queen must succeed on a DC 11 Constitution saving throw or become infected. A creature with natural armor has advantage on the save. Symptoms begin to manifest in 2d6 hours. Symptoms include blurred vision, disorientation, and a sudden drop in body temperature that causes uncontrollable shivering and teeth chattering. After the onset of

symptoms, the infected creature regains only half the normal number of hit points by spending Hit Dice and no hit points from a long rest. The infected creature also has disadvantage on ability checks and attack rolls. At the end of the long rest, the infected creature repeats the saving throw, shaking off the disease on a successful save.

Actions

Multiattack. The Wasp Queen can make two stinging attacks.

Sting. *Melee Weapon Attack* +8 to hit, reach 5 feet, one target. *Hit* 12 (2d6+5) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is a paralyzed while poisoned in this way.