

TOMB OF ANNIHILATION EXPANDED

PART ONE: PORT NYANZARU

**AN ADD-ON ADVENTURE MODULE PROVIDING ADDITIONAL MAPS,
ENCOUNTERS, STORY, AND CONTENT FOR TOMB OF ANNIHILATION**



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PART ONE, PORT NYANZARU

EXPANSION OF THE TOMB OF ANNIHILATION CAMPAIGN MODULE

PREFACE

This module provides extra content for the Wizards of the Coast adventure module, *Tomb of Annihilation*. While the *Tomb of Annihilation* module is not required, it helps immensely if you have that module. Alternatively, you can use these maps, encounters, side quests, NPCs, and magic items as part of your own jungle adventure.

Included with this module are ten maps and encounters that expand the Port Nyanzaru region of the Chult peninsula in Faerun (the Forgotten Realms).

A 8+ hour adventure add-on for 1st to 10th level characters

This adventure add-on is intended for use with the Wizards of the Coast adventure *Tomb of Annihilation*, but can be used to add-on to any adventure or campaign.

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PORT NYANZARU EXPANDED

This expansion includes a number of enhancements and expansions of the areas in and around Port Nyanzaru, the main city in Chult and the *Tomb of Annihilation* campaign. This expansion series is designed to add more flavor, more maps, more sidequests, and much more interesting gameplay to your *Tomb of Annihilation* campaign. However, many of these adventures and maps can be dropped into other D&D campaigns.

EXPANDED AREAS SUMMARY

Alternate Start: Sailing to Chult

Instead of the usual meeting with Syndra Silvane in Baldur's Gate on the Sword Coast (or another similarly large city), Syndra is already ill and is waiting for the PC's in Port Nyanzaru.

This can give you a few opportunities for a more dramatic entry to Port Nyanzaru, or even an encounter or two along the voyage. In the example below, the characters experience a dramatic "welcome" to Chult when the merchant ship they are on is chased into the Bay of Chult by pirates. But before combat can start, Aremag, the massive dragon turtle that demands tribute of ships entering the Bay of Chult, chomps down on the pirate vessel and the ship's Captain gladly dumps a bag of coins overboard for Aremag's tribute.

Additionally, this alternate start provides flavor text and description for when the players arrive on the docks and sets them on the path to finding Syndra Silvane, who is already living with her friend Wakanga O'tamu.

Law & Order in Chult: Executioner's Run

The *Tomb of Annihilation* module doesn't speak much on the laws of Port Nyanzaru, the criminal proceedings, and only gives a brief description of the punishment for crimes.

With these options, you can expand the culture and rule of law in Port Nyanzaru. Additionally, I have provided three different maps of Executioner's Run that allow for fun and exciting punishment scenarios.

Adventure Hooks In addition to the two sidequests included in this module, there are adventure hooks for side quests that will be included in later modules in this series. If you do not own those modules or don't think you'll purchase them, you can still use these hooks for your own homebrew versions of these side quests! They are included here, because the characters get the hooks while they're in Port Nyanzaru, but the Sidequests themselves are located elsewhere in Chult or the wider world of Faerun.

Sidequest: Kaya's Cellar of Apathy Several years ago, Prince Snotgargle, son of Queen Grabstab of the Biting Ant tribe of Batiri goblins, left home after a heated argument with his mother about the future of the tribe. He has been living in Port Nyanzaru's sewers for most of that time, learning about these civilized folks. But living in the civilized world by their rules means money, which he doesn't have. So he's found a way to steal from the folks in the city—namely by pillaging a few shops and inns that he's found access to through the sewers. Kaya, the astute and meticulous elven owner of Kaya's House of Repose, has noticed that things are disappearing from her cellar.

Sidequest: War Brewing The Strongclangin Clan of albino dwarves are in a state of dispute with the Flaming Fist mercenaries of Fort Beluarian. The acquisition of the fort by the Lord's Alliance in combination with the lack of new treasures being found by the Flaming Fist in the ruins of Mezro has meant that they are looking for a new source of income to pay for their expedition. The sale of 'Charters of Expedition' is only one source. The other source is that they've started charging a fee for anyone using the beach west of the fort that they're now calling Beluarian's Landing. The fee is a flat percentage of value. The problem with this is, the Strongclangin Clan has been carting their gems down to the beach and loading them onto skiffs to be ferried out to waiting ships for hundreds of years. The Strongclangin's are on the brink of starting a war with the Flaming Fist mercenaries over this dispute. But a war might be avoided. But not everyone wants peace.

Other Helpful Additions Within this module, I've included premasked images for the player-exploration map, better NPC tokens for the guide NPCs, and several additional useful maps for areas of Port Nyanzaru where combat *might* break out.



ALTERNATE START: SAILING TO CHULT

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This can give you a few opportunities for a more dramatic entry to Port Nyanzaru, or even an encounter or two along the voyage. In the example below, the characters experience a dramatic "welcome" to Chult when the merchant ship they are on is chased into the Bay of Chult by pirates. But before combat can start, Aremag, the massive dragon turtle that demands tribute of ships entering the Bay of Chult, chomps down on the pirate vessel and the ships Captain gladly dumps a bag of coins overboard for Aremag's tribute.

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SAILING TO CHULT

Read this to the players at the beginning of your Tomb of Annihilation campaign:

Throughout the realms, priests, clerics, and healers of all walks of life are scrambling. What they are calling "the Death Curse" is happening everywhere, it seems. For some time, the talk of the streets and taverns has been all about this new disease--a wasting disease afflicting everyone who's ever been raised from the dead. Victims grow thinner and weaker each day, slowly, but steadily sliding towards the death they once denied.

When they finally succumb, they can't be raised--and neither can anyone else, regardless of whether they've ever received that miracle in the past. Temples and scholars of divine magic were at a loss to explain a curse that has effected the entire Sword Coast, and possibly the entire world.

They were at a loss--until recently when a group of adventurers captured and interrogated a lich that made her home not far outside Baldur's Gate. She informed the adventurer's under the compulsion of a truth-telling spell that she had been unable to feed souls to her own phylactery as well. But through the information she had gathered from souls of the recently departed, all souls are being strongly compelled towards the jungle peninsula of Chult.

At the temple of Lathander in Baldur's Gate, the high priest and several other powerful patrons of the city have organized an expedition to Chult to investigate this lead. You have been recruited for this expedition. You know almost nothing about Chult as you embark on this mission, but you do know if you survive, you should find enough riches to make you wealthier than a Waterdavian noble, and you know the name of your contact in Chult--Syndra Silvane, a former adventurer and member of the enigmatic Harpers.

Today marks the 20th day of the Death Curse, according to the divine healers studying the disease. And on this day, you, the fellow members of the expedition, and the crew of the Nimble Nymph have been at sea for over a tenday.

On this hot morning, you hear one of the Nimble Nymph crew call out, "LAND HO!" But only a moment later, another crewman calls out, "SAILS! To Port!" You were just coming to the rail to see the distant cliffs and jungles of Chult, but now you raise a hand to your face to squint past the rising sun to see the tiny sails of another ship.

Captain Brisbane, a middle-aged and highly capable woman begins barking orders to the crew. When she sees the members of the expedition trying to stay out of the way, but curiously observing, she says, "Pirates frequently hunt the waters north of the Bay of Chult. The shipping lanes in and out of Port Nyanzaru have ships either coming from the Sword Coast packed with finished goods like arms and armor that are sold at a premium in Chult, or coming from the port laden

with exotic exports.

"Most likely, that ship coming straight at us that was hiding in the sunrise is a pirate, and usually just the vanguard of a small pirate fleet."

At this point, many experienced players may wish to contribute, offer strategies, etc. Allow them an opportunity to do so, but Captain Brisbane will be set in her strategy: She intends to outrun the pirates into the Bay of Chult.

When the players have exhausted their efforts or you're just ready to move forward, read the following:

You've learned today that a sailing chase is not a quick affair. It's nearly midday now and the Nimble Nymph is now pulling into the Bay of Chult. The pursuing pirate vessel is much closer now, but still nearly a half-mile away.

As you pull into the mouth of the bay, you watch Captain Brisbane pull a heavy leather sack out of a lockbox on the sterncastle deck. It appears heavy with coins. Your curious stares prompt her to smile and answer, "This is a bribe. Or tribute, really."

"For the pirates?" one of you asks.

Captain Brisbane opens her mouth to answer, but is interrupted by an ear-splitting inhuman growl that seems to vibrate up through the water and into the planks of the ship.

When the growl ends, Captain Brisbane shakes her head and says, "No. Not for the pirates." Then she promptly walks over to the rail and throws the heavy leather bag overboard.

You gasp, knowing that bag probably contained more money that you've seen at one time in most of your life. But Captain Brisbane seems nonplussed about the action. She returns to the helmsmen and gives him an order to adjust course slightly, then yells out an order to trim the mainsail as well.

As the Nimble Nymph continues to sail, another otherworldly growl is heard, but this one is not as loud and appears to come from aft of the ship. A crewman in the crow'snest that has been calling out distance measurements for the past hour yells down, "Three hundred yards!"

The pirate vessel is barely within ballista range now. But just as you begin to worry, glancing ahead of the Nimble Nymph and seeing several more hours of travel ahead of you, and then back at the closing pirate vessel, there is suddenly a much louder and scarier petrifying growl.

As you watch from the sterncastle rail, a huge shape crashes up out of the water near the pirate ship. Vast waves ripple as the huge island-like rock surfaces and a spray of water and mist are thrown hundreds of feet into the air. And then the rock opens its giant maw and you realize you are looking into the mouth of a huge creature.

The creature appears almost like an immense island-sized turtle. It appears angry and viciously scary. Moving faster than something so large should be capable of, its head darts out from its jagged shell and its curved and sharp beak, punctuated by teeth that are longer than a man is tall, snaps at the pirate vessel's main mast. The creature's left eye is milky-blind and a piece of its shell is missing.

In less than ten seconds, the chase is over. The pirate vessel is too badly damaged to continue. And you can see the crew is rapidly throwing crates, barrels, and whatever else they can overboard to the giant creature.

A glance back at Captain Brisbane, and she smiles wanly, "Tribute."

The players obviously may have questions about this creature. Use the following for Captain Brisbane's explanation:

"That, my friends, is a dragon turtle. An extremely old and angry dragon turtle named Aremag. Aremag patrols the Bay of Chult and demands tribute of the ships that come through the mouth of the bay. It's a known cost of doing business."

"Those pirates were hoping that Aremag just wasn't here today. A costly gamble. The old dragon turtle has been demanding tribute in this bay for as long as anyone--even elves can remember."

"Despite centuries of making home in this area, no one has ever found Aremag's lair."

ON THE DOCKS

When the players arrive on the docks, read the following description to them:

Standing on the docks in Port Nyanzaru, you find yourself in a bustling tropical city under the blazing hot sun. The familiar sounds of a harbor--creaking ropes, slapping waves, heavy barrels rolling across cobblestones--mingle with voices shouting and cursing in an unfamiliar language filled with clicks, inhalations, and singsongy words that make it sound almost musical. The aroma of unfamiliar spices and tropical fruit mixes with the warf-side smells of fish, tar, and canvas.

Beyond all that, Port Nyanzaru is an explosion of color. Buildings are painted in bright shades of blue, green, orange, and salmon pink, or their walls are adorned with murals portraying giant reptiles and mythical heroes. Every building sports baskets and clay urns of colorful flowers or is draped in leafy, flowering vines. Minstrels in bright clothing adorned with feathers and shells perform on street corners. Multicolored pennants and sun awnings flutter atop the city walls. A crowd of child rendressed in feathered hats and capes races past you, squealing in delighted terror as a street performer costumed as a big-toothed lizard stomps and roars behind them. The whole city seems to be bustling, sweating, laughing, swearing, and singing.

As your feet leave the wood docks and touch the warm hot stones of the street, a boy no older than twelve with dark skin and bright brown eyes approaches you and speaks in Common with a thick Chultan accent, "Are you the heroes from Baldur's Gate?"

"Prince O'tamu pays me to find you. Mistress Silwane begs that you come visit her. She stays with Prince O'tamu." He then hands you an envelope. Inside is a letter written in a strong and confident hand:

"Travellers from Baldur's Gate, I beg thee please, come visit me in at the O'tamu estate when you arrive in Chult. My friend the Wakanga O'tamu is close friends with the Harpers of the Sword Coast and he has allowed me to stay in his villa as his guest."

"I have an interest in your mission to find the source of the Death Curse. Your patron, the high priest of Lathander in Baldur's Gate informed me of your mission and I believe we can assist each other."

"The bearer of this message can guide you to the Prince's villa. Sincerely, Syndra Silwane."

The dark-skinned boy will wait patiently while you read the letter, then ask, "You follow now?"

The boy will lead the party across the city to one of the seven prince's villas (you can pick a location on the Port Nyanzaru map and use the example villa map if you wish).

You can also use the following description for travel through the city if you wish (I chose the left-most #5 on the DM's Map of Port Nyanzaru for the location of the O'tamu villa). You might want to point out to your players that North is on the right side of the map. The following directions take that in consideration:

When you agree to follow the boy who gave you the letter, he takes off at a quick walking pace, faster than you'd like, considering the oppressive heat. But you manage to keep up with him through the mostly wide avenues.

He first leads you west, across several small bridges that cross narrow canals, the buildings all around appear to be warehouses. Then after leaving through a guarded gate, you can see several inns and taverns ahead of you, and behind them, a much larger structure--some sort of stadium or temple perhaps--behind them. The boy turns south and begins following the outer wall of the warehouse district as it curves around to the east.

When you come to a huge covered marketplace, the boy stops and you watch as a large reptile pulls a massive cart past you. The boy grins and says a word you've never heard before, "Dinosaur." Then when it has passed, he crosses the street and again heads south. This time, you skirt the large marketplace.

Finally, the boy leads you through a gate in a stone wall and you are in a plaza with a large fountain. The statues in the fountain appear to be two bare-chested Chultan women in a lustful embrace, water cascading artfully down from the tops of their heads in frothy streams that give the illusion of hair. It is a truly magical and beautiful fountain.

The boy then opens one of the many gates on the outer edge of the plaza and says, "O'tamu villa." After you've entered, he runs in through the open doorway into an entryway with an open watercatch basin that probably leads to a cistern. The boy runs up to one of the uniformed guards sitting in one of the shady areas of the atrium and speaks in the fast clicky singsong tongue of Chult.

The guard pays the boy a few coins and then says in accented Common, "The lady Silwane is expecting you. Follow me." The guard, armed with a strange weapon consisting of a three-foot wooden staff with a foot-and-a-half metal blade at one end, leads you first through a grand hall with a double-staircase that is noticeably cooler than the heat outside, and then down a hall.

At the end of the hall, he leads you into a small sitting room and then back outside into a lush and well-cared-for garden with a small fountain in the center. Sitting under the shade of a tree is a wrapped up in a blanket, despite the heat.

The woman in the blanket speaks to you in the well-educated tongue of an experienced noble or adventurer of the Sword Coast, "Hello. My name is Syndra Silwane." She first gestures to a small table where a bottle of wine and several cups sits, "Please, help yourself to the wine and have a seat, friends--I hope I may call you that."

"I was an adventurer years ago. I died once and was raised from the dead. I have since closed the door on that stage of my life. The death curse you've heard about has struck me. I don't know how much longer I'll last before I perish. Clerics have no help to offer. They're stymied by what is happening."

The players should already know that Lady Silvane is their mission contact within Chult. Lady Silvane can be a font of information for the players, but she will ask that if they venture out into the jungle and return to Port Nyanzaru, that they return and inform her of their progress.

WHAT SYNDRA SILVANE KNOWS

The following information can be learned by questioning Lady Silvane, or you can simply choose to hand this information out to the players.

THE DEATH CURSE

"My contacts here in Chult have learned that the cause of the death curse is a necromantic artifact called the Soulmonger. According to their sources, the Soulmonger is somewhere in Chult."

A MAP OF CHULT

"Working from dozens of sea charts, log books, and explorers' journals, I assembled everything known about the current state of Chult into one map. Be very careful with this map! As you explore and expand your knowledge of the jungle, the map becomes more and more valuable. There are many who would pay good money for a comprehensive map of Chult--and even more that would kill for one."

You can share this map with them after masking out the areas they haven't seen yet. For VTT players, there is a file included with this purchase called "Masked Images.zip". If you know how to add a mask to an image, you can use these images to reveal only the unexplored parts of this map and then reveal them as they are explored.

- **Map:** Chult Navigation Map

FORT BELUARIAN / CHARTER OF EXPLORATION

"The Lord's Alliance took control over Fort Beluarian a little over a tenday ago. The Flaming Fist mercenaries are now patrolling the areas of North Chult and they are stopping and harassing all explorers they find that have not bought a Charter of Exploration. You should buy a charter if you can afford one."

The Flaming Fists claims they treat the fifty-gold price as a down-payment for half of any treasure that explorers recover from the jungle, but it's far easier to smuggle those treasure out of Port Nyanzaru than it is to avoid all the Flaming Fist patrols. It's better to just have a charter handy rather than fight them all the time--or worse, become a target of their ire."

ADVICE ON GUIDES

"Venturing out of Port Nyanzaru is dangerous. Even though the peninsula interior is unmapped, there are guides that can take you into the jungle. I'd suggest you speak to Jobal. He is another one of the seven merchant princes of Port Nyanzaru. He deals in guides and sellwords. I can speak to Prince O'tamu about arranging a meeting with him later today."

GETTING OUTFITTED FOR THE EXPEDITION

"It's important you are well geared and prepared for venturing out into the jungle. The Red Bazaar on the other side of town is your best bet at finding supplies for your journey at reasonable and competitive rates."

"Make sure you buy a rain catcher--you can't drink the river water. You might also want to make sure you venture out with a reserve of rations, in case finding food becomes a problem."

"Additionally, insect repellent can be a godsend, at the very least, you should buy enough of the blocks to burn one every night before attempting to sleep. The salves are more expensive, but can keep insects away for a full day."

Finally, if you're planning to take advantage of the rivers, buy several canoes. Carrying them across land can be a pain, but when travelling up or down river, they can increase your speed dramatically."

PORT NYANZARU

"Spend time talking to people in Port Nyanzaru before you venture out. There are a lot of rumors going around, but at least some of them are true. You might find information that will guide you out in the jungle. Also, I recommend you secure rooms while you're in Port Nyanzaru."

Either the Thundering Lizard--if you're looking for a raucous time--or Kaya's House of Repose--if you want a good night's sleep--are suitable places that I would recommend. Both are across the city near the Red Bazaar. Wilderness guides are known to frequent both establishments as well."

The Thundering Lizard is cheaper, costing five silver per night. But Kaya's House of Repose is nicer and quieter, costing one gold per evening."

LAW & ORDER IN CHULT: EXECUTIONER'S RUN

The *Tomb of Annihilation* module doesn't speak much on the laws of Port Nyanzaru, the criminal proceedings, and only gives a brief description of the punishment for crimes.

With these options, you can expand the culture and rule of law in Port Nyanzaru. Additionally, I have provided three different maps of Executioner's Run that allow for fun and exciting punishment scenarios.

LAW IN NYANZARU

It can be assumed that after the Amnians were sent packing, the merchant princes and leaders of the faiths worked together to establish rule of law. While the *Tomb of Annihilation* module never touches on the subject, one can safely assume that the Amnians were probably enslaving those who broke the law.

With these two assumptions in mind, we can infer that in the days after the Amn rule ended, a new system of punishment would have been implemented--one that was harsh enough to keep order, but was not slavery. This is probably why the chultans turned the arena the Amnians built into an entertaining form of criminal punishment. Also, it means they didn't have to build a prison.

But, you can also assume that not all crimes result in an executioner's run. Petty theft, soliciting, pickpocketing, drunken disorderly, etc, these minor crimes are probably not punishable by a run. Also, extremely major crimes probably result in either a spectacularly dangerous run or something more certain. The standard crimes, are the ones that usually result in executioner's runs.

The following tables show example crimes as well as their potential punishments. Most minor crimes involve a few days of labor at the refuse pit in Old City, but also allow minor crimes to be paid off with a fine. Most other crimes are punishable with the Executioner's Run.

MISDEMEANOR CRIMES TABLE

Offense	Punishment
Pickpocketing	1 days labor at the Old City refuse pit, or 25gp fine
Soliciting *	1 days labor at the Old City refuse pit, or 25gp fine
Drunk & Disorderly	2 days labor at the Old City refuse pit, or 50gp fine
Trespassing	2 days labor at the Old City refuse pit, or 50gp fine
Fraud / Forgery	2 days labor at the Old City refuse pit, or 50gp fine
Battery **	2 days labor at the Old City refuse pit, or 50gp fine
Attempted Felony	3 days labor at the Old City refuse pit, or 100gp fine

FELONY CRIMES TABLE

Offense	Punishment
Assault **	Executioner's Run
Arson	Executioner's Run
Larceny (Theft)	Executioner's Run
Burglary	Executioner's Run
Robbery	Executioner's Run
Fencing (Selling Stolen Goods)	Executioner's Run
Breaking and Entering	Executioner's Run
Torture	Executioner's Run
Heresy ***	Executioner's Run
Conspiracy	Executioner's Run

MAJOR CRIMES TABLE

Offense	Punishment
Murder	Certain Death Executioner's Run
Piracy / Smuggling ****	Death by Hanging
Breaking and Entering a Merchant Prince's Villa	Certain Death Executioner's Run
Assault on a Merchant Prince or one of their relatives	Death in the Grand Coliseum
Murder of a Merchant Prince	Torture until Death in the Grand Coliseum

* The practice of prostitution may or may not be legal in Port Nyanzaru. That just depends on how you run your games/world.

** In most places of Faerun, bar fights, duels, and other kinds of fights are not punished as crimes. However, a young man beating a helpless old man or woman, beating a child, or attempting murder would be punished. These listings refer to those types of crimes.

*** Heresy may or may not exist in your game. If it does, the trial portion of the crime probably involves a priest as the prosecutor and the trial would be heard not by a magistrate or representative of the merchant princes, but by the entire council of the merchant princes.

**** As the highest authority of the government in Port Nyanzaru are the merchant princes whose rule comes from their wealth earned through trade, they would have a very harsh view on smuggling and piracy.

CRIME ENHANCEMENTS

Most misdemeanors, or minor crimes, are punishable by a run through a standard Executioner's Run when the crime is committed against a merchant prince or a member of a merchant princes' family, these crimes are often enhanced to Felony crimes and punished by an executioner's run.

Additionally, a merchant prince may enhance a felony against themselves or their family to a major crime if they feel so inclined.

TRIALS

The criminal court process in Port Nyanzaru is fairly simple--there really isn't one. Criminals caught committing a misdemeanor are arrested and given their sentence in the same breath by a guard captain. Felony arrests are taken to the Old City and handed over to the guards that run the Executioner's Run. There, every day, is a representative of the merchant princes council.

This magistrate holds court and determines guilt. Guilty criminals are almost all sentenced to a gauntlet run through Executioner's Run. Those rare few who are found to be innocent are set free immediately with the apology of the magistrate on behalf of the merchant princes. There are usually one or two priests in the crowd willing to hear confessions or offer words of comfort to those about to make a run.

Major crimes are the only crimes in Port Nyanzaru that have a trial that one might consider fair. For major crimes, crowds of hundreds, sometimes as much as a few thousand, will cram into the Goldenthron and watch as the full council of merchant princes will hear a case and deliberate on it's merits. Much of the results of the trial have more to do with the moods of the princes and the politics involved, rather than the evidence.



ENHANCED EXECUTIONER'S RUN

Rather than run Executioner's Run as a "theater of the mind" encounter, I have provided maps and pre-made encounters for several different Executioner's Runs.

There are three different maps:

- **Map:** Executioner's Run - Dry (60x25)
- This version of the Executioner's Run map is designed for first time runs through the gauntlet and/or for hot dry days.
- **Map:** Executioner's Run - Wet (60x25)
- This version of the Executioner's Run map is designed for rainy days or days after heavy rain. You might also use this map for second runs through the gauntlet to make things more interesting.
- **Map:** Executioner's Run - Certain Death (60x25)
- This version of the Executioner's Run map is designed exclusively for major crimes or to challenge criminals that have become famous for surviving the gauntlet.

ENCOUNTERS

I've created six different encounters for the standard Executioner's Run (both dry and watery versions), and two encounters for the Certain Death variant. The encounters get harder as their number goes up. For instance, Encounter 1 on the Dry map is the easiest encounter, whereas, the second Certain Death encounter is extremely hard.

I've also included four other "random chultian criminals" for each map. I recommend not having more than five or six total runners in the encounter, so if you add PCs or NPCs to the run, delete a few of the random criminals to make the encounter run faster.

Each map is also pinned with hazards. Clicking on the pins will open story entries which describe how to handle the hazards. The best way to deal with these Executioner's Run encounters is not as combat encounters, but as Chase Encounters using the Chase rules found in the *Dungeon Master's Guide*.

DINOSAUR GATES

The Executioner's Run map have 3 large starting gates and 4 smaller side gates. This is where they release the dinosaurs and other violent creatures from. To make this entertaining, they release the larger creatures from the rear gates after the criminals have started running (turn 2). The side gates open as the lead criminal passes each pair. They only release small and medium creatures from these gates. On the Certain Death variant, the creatures avoid the traps along the sides and are immune to the caltrops.

For all runs, except certain death runs, you should include 3-4 NPC criminals that should die in the run. One or two might freeze in fear. Another might scramble and attempt to climb the walls near the start. Etc. But the player characters should be made out like heroes if they're making a run. They should be the only ones to survive.

STANDARD EXECUTIONER'S RUN ENCOUNTERS

- **Executioner's Run #1:** 2 deinonychus, 2 velociraptor
- **Executioner's Run #2:** 3 deinonychus, 4 velociraptor
- **Executioner's Run #3:** 4 ghoul, 3 tiger
- **Executioner's Run #4** 3 allosaurus, 4 deinonychus
- **Executioner's Run #5** 3 triceratops, 12 zombie

CERTAIN DEATH EXECUTIONER'S RUN ENCOUNTERS

- **Executioner's Run #1:** 3 allosaurus
- **Executioner's Run #2:** 1 tyrannosaurus rex

OBSTACLES & HAZARDS

There is only one obstacle on the Dry map and there are three on the Wet map. The Certain Death Map has many more hazards.

- **Obstacle, Climbing Nets:** Climbing these nets requires 15 ft. of climbing speed and a DC 10 Strength (Athletics) check. If a character exceeds this check by 5 or more, they can climb at double their normal rate.
- **Hazard, Water:** The mud area around the water hazards is thick and deep. These squares count as difficult terrain. The pools of water are three to four feet deep, making them also difficult terrain, but also deep enough to swim through. The mud does not count as difficult terrain for dinosaurs or jungle beasts, but it does for humanoids. On the other hand, the dinosaurs and jungle beasts do count the water as difficult terrain.
- **Trap, Lightning Spikes:** Any creature that runs through the area of the lightning spikes can avoid the trap entirely with a successful DC 20 Dexterity (Acrobatics) check. Otherwise, the creature must succeed on a DC 16 Strength saving throw, taking 42 (12d6) lightning damage on a failed save, or half as much damage on a successful one. On a failed save the target is also knocked prone.
- **Hazard, Caltrops:** Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save. Dinosaurs are unaffected by caltrops.
- **Trap, Gout of Fire:** Any creature that runs through the area of the poison spout can avoid the trap entirely with a successful DC 20 Dexterity (Acrobatics) check. Otherwise, the creature must succeed on a DC 17 Constitution saving throw, taking 54 (12d8) poison damage on a failed save, or half as much damage on a successful one.
- **Trap, Poison Spout:** Any creature that runs through the area of the poison spout can avoid the trap entirely with a successful DC 20 Dexterity (Acrobatics) check. Otherwise, the creature must succeed on a DC 17 Constitution saving throw, taking 54 (12d8) poison damage on a failed save, or half as much damage on a successful one.
- **Trap, Acid Pit:** A creature that fails to jump over the pit can avoid a fall and grab the edge of the pit with a successful DC 15 Dexterity saving throw. Any creature that enters the acid for the first time on a turn or starts its turn there takes 66 (12d10) acid damage.

ADVENTURE HOOKS

In addition to the two sidequests included in this module, there are adventure hooks for side quests that will be included in later modules in this series. If you do not own those modules or don't think you'll purchase them, you can still use these hooks for your own homebrew versions of these side quests! They are included here, because the characters get the hooks while they're in Port Nyanzaru, but the Sidequests themselves are located elsewhere in Chult or the wider world of Faerun.

SIDEQUEST: AREMAG'S LAIR

Suggested Party Level: 10th to 12th

Description: The dragon turtle that makes the Bay of Chult its territory has had a secret lair for centuries. The old turtle's secret is out though! A pirate has been flush with coin, buying rounds in taverns, and telling tall tales about escaping from Aremag's lair with a sack full of treasure. But now, he's out of coin and he says he'll auction off the location of Aremag's lair to the highest bidder.

Hook: The players should learn of this loudmouth pirate and the bidding war that's started. This adventure hook should only be available after the player characters return from Omu, laden with treasure. The treasure in Aremag's lair may be even greater though.



SIDEQUEST: THE LOST CITY OF MEZRO

Suggested Party Level: 9th to 11th

Description: The city of Mezro was never destroyed. Mezro instead was magically planeshifted to a paradise—a constructed demiplane—by the god-given magic of their immortal defenders. One of those immortals is married to Artus Cimber, and once the threat of the Soulmonger and the Death Curse are over, the immortals have determined that the danger to the city is over. But something has happened since the barae—the immortal defenders of Mezro—shifted the city to their created demiplane. The god Ubato that they worship, has since split into many spirit deities of Chult, and one of those deities was absorbed by the greater deity of the Faerunian pantheon—Shar, the Mistress of the Night. Without the divine power of a god to move the city back to the material plane, the city—and the people—of Mezro are stuck.

Hook: When the evil of the Death Curse is eliminated from the land of Chult, Artus Cimber seeks out the heroes who ended it. He will tell them that his wife, Alisanda, a barae of Mezro and a human paladin has contacted him. They tried to shift the city back, but Ubato did not answer. Artus Cimber seeks the help of the heroes in finding a way to return the city back to the material plane.* Quest: The Lost City of Mezro

SIDEQUEST: KAYA'S CELLAR OF APATHY

Suggested Party Level: 1st to 3rd

Description: Several years ago, Prince Snotgargle, son of Queen Grabstab of the Biting Ant tribe of Batiri goblins, left home after a heated argument with his mother about the future of the tribe. He has been living in Port Nyanzaru's sewers for most of that time, learning about these civilized folks. But living in the civilized world by their rules means money, which he doesn't have. So he's found a way to steal from the folks in the city—namely by pillaging a few shops and inns that he's found access to through the sewers. Kaya, the astute and meticulous elven owner of Kaya's House of Repose, has noticed that things are disappearing from her cellar.

Hook: Once the characters have arrived in Port Nyanzaru, possibly even staying at Kaya's House of Repose, Kaya will have become aware of them. She will seek them out at one of three locations: in her own establishment, at Executioner's Run, or at the Public Bathhouse. When Kaya is in the presence of one or more of the characters, she will tell them of her cellar woes. She's sure it's not one of her guests or employees, but suspects someone has found a magical way of getting into her cellar. If the characters have yet to hire a guide, she offers to pay for a guide's 30-day upfront fees if they handle her problem and stop the thievery. If they already have hired a guide, she'll pay them 100gp to end the problem, and an additional 50gp if they bring back the culprit's alive to answer for their crimes.

KAYA'S REQUEST

If you have already introduced your players to the "owner" of Kaya's House of Repose, you can tell them that the person they met is actually not the owner, but the manager. Or you can simply change this quest so that the questgiver is the NPC you originally introduced them to.

Otherwise, you can use the following to read to the players to introduce the quest to them:

Upon entering the large common room of Kaya's House of Repose, a distinguished elven woman approaches you. "Hello, my name is Kaya. I can tell from your appearance, you are the adventurers from the Sword Coast that everyone is talking about.

"I own this inn, and I have a job for you. For several months, food and supplies have been disappearing from the cellar here. I investigated myself for some time--just long enough to confirm that it's none of my employees or guests. But now I'm at a loss. I can't figure out how anyone could be getting in.

"I understand you're mounting an expedition into the jungle. If you can solve my problem, I'll arrange for any guide in the city to be your guide at no cost to you for 30 days. Or, if you've already hired a guide, I'll pay you 100 gold to solve the problem, but another 50 gold if you bring the culprit to me--alive--so I can ensure they pay for their crimes.

"What do you say?"

THE CELLAR

- **Map:** Kaya's Cellar of Apathy (48x40)

Place the player tokens in the upper-left corner of the map, within the cellar. They should be able to figure out fairly quickly that the drain cover's bolts have been loosened to the point where the whole drain cover can simply be silently lifted away from beneath, making for a quiet entry. They'll also discover that the hole underneath is only large enough for a Small or smaller sized creature. Medium and larger sized creatures won't fit through the hole.

However, anyone who does go down through the hole will see a nearby street grate shedding light about fifty feet away from where they drop down into the sewer drain. These sewers are ancient--dating back to construction of the city even before Amn was in control. While they do carry away human waste, that is disposed of in grates and gutters, that was not their original purpose. These sewers are designed to handle the tropical storms that sometimes dump several inches--if not several feet--of rainfall in a single day.

The player characters should easily follow the sewer path, eventually finding Snotgargle's lair in a tiny cavern he excavated over a year ago and has filled with a few creature comforts.

GENERAL FEATURES

Water. The water in the sewer is relatively "clean". It's not drinkable, even with boiling, but it's still mostly water, not sewage, despite this being called a sewer. For this reason, there are actually several creatures that make their home in the waters of Port Nyanzaru's storm drain sewers. Any time a character enters the water, roll a d4. On a 1-3, nothing happens, but on a result of 4, something in the water attacks. Roll on the following table to determine what happens:

SOMETHING HAPPENS IN THE SEWERS TABLE

1d12 Encounter

1-5 1d3 crocodile

6-8 1d2 swarm of quippers

9-11 1 swarm of poisonous snakes

12 1 plesiasaurus

The table rolls 1d4, on a result of 4, it rolls to determine which random encounter should happen. The encounter (or random encounter) should appear in the Chat window and you can generate and add the monsters to the combat tracker and map from there.

Map Edges. The water pathways at the edges of the map all have extreme hazards, like waterfalls, broken pathways, and heavy mist. This is to deter players from exploring beyond the edges of the map.

OTHER FEATURES

Weak Boards: Choose a few of the plank bridges on the map. If anyone that weighs more than 100lbs. tries to cross the sewer here, the boards snap and they fall through the water. Make sure you roll for to see if something happens and reference the table above if something does.

Darkmantles: Snotgargle has been training darkmantles since he was a wee goblin lad. They've been trained to only drop on creatures other than Snotgargle and Snapdragon. If the characters should easily spot these darkmantles, but whether they recognize them or not is the question. Read the following to them when they are within sight of the metal bridge:

Ahead of you, you see a metal bridge over the sewer water. This area of the sewers appears even older than the ones you've just passed through. Above the metal bridge, you can see that the ceiling has begun to form stalactites as well, giving this area more of a cavernous feel.

- **Encounter:** 4 darkmantle



Snotgargle's Lair. Upon entering this area for the first time, read the following to the players:

Soft candlelight flickers through the dark narrow cave as you enter. Inside, sitting in a small red chair is a goblin. Curled at his feet is one of the largest snakes you've ever seen in your entire life.

The goblin looks up from a book at the same time the snake hisses defensively. There is a hammock in one corner of the room hanging between the wall and a stalagmite as well as an ornate mask hanging on the wall behind the goblin in the red chair.

In heavily accented common, the goblin grins toothily, "Oh, hello! I see you've found my little home. Uh ... what can I do for you?"

Snotgargle may be stealing and he may have a giant poisonous snake—named Snapdragon—as a pet, but he's not evil, nor is he really even aware that what he's doing is "wrong." If the characters fight, he'll defend himself, but if they ask him to come to the surface and they bring him to Kaya, he'll ask for forgiveness.

Kaya will listen to his story and will see this goblin as something curious and possibly useful. She'll reward the players and give Snotgargle a place to stay in the inn while she decides what his fate should be.

In my game, I decided that Kaya would take Snotgargle under her wing and education him in the ways of civilized people, treating him more like a son than a criminal. Snapdragon, his pet will remain at his side.

- **Encounter:** 1 goblin boss (named Snotgargle), 1 giant poisonous snake (named Snapdragon)

SIDEQUEST: WAR BREWING

Suggested Party Level: 2nd to 4th

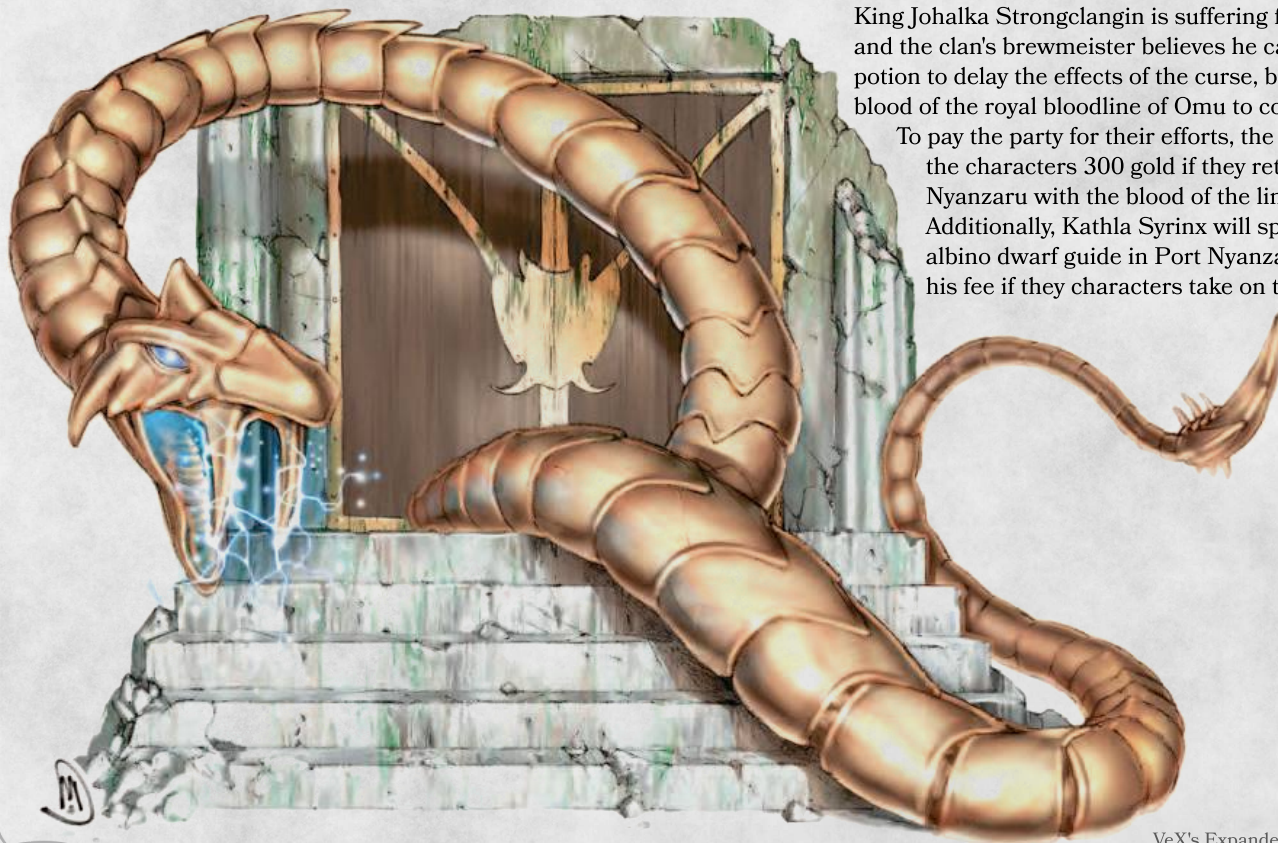
Description: The Strongclangin Clan of albino dwarves are in a state of dispute with the Flaming Fist mercenaries of Fort Beluarian. The acquisition of the fort by the Lord's Alliance in combination with the lack of new treasures being found by the Flaming Fist in the ruins of Mezro has meant that they are looking for a new source of income to pay for their expedition. The sale of 'Charters of Expedition' is only one source. The other source is that they've started charging a fee for anyone using the beach west of the fort that they're now calling Beluarian's Landing. The fee is a flat percentage of value. The problem with this is, the Strongclangin Clan has been carting their gems down to the beach and loading them onto skiffs to be ferried out to waiting ships for hundreds of years. The Strongclangin's are on the brink of starting a war with the Flaming Fist mercenaries over this dispute. But a war might be avoided. But not everyone wants peace.

Hook: The war brewing between the Strongclangin Clan and the Flaming Fist mercenary group is nearing the tipping point. The heroes have begun to make a name for themselves in the city. Their association with Syndra Silvane, and therefore with the Prince Wakanga O'tamu, has put them in a precarious position where they might be able to solve a problem that no one else seems to have figured out. A messenger will find the players somewhere while they're in the city and request that they meet with the merchant princes in the Goldenthron as soon as they can get there.

When the players arrive at the Goldenthron, Jobal, Wakanga O'tamu, and Zhanthi are all in a heated debate with an albino dwarf named Kathla Syrinx. The four of them will explain the situation to the players and offer their possible solution.

The Strongclangin Clan will honor the new deal for beach usage if someone retrieves a vial of blood from the royal bloodline of Omu from the descendants living in Kir Sabal. King Johalka Strongclangin is suffering from the death curse, and the clan's brewmeister believes he can create a powerful potion to delay the effects of the curse, but he needs the blood of the royal bloodline of Omu to complete the potion.

To pay the party for their efforts, the three princes offer the characters 300 gold if they return to Port Nyanzaru with the blood of the line of kings. Additionally, Kathla Syrinx will speak to Musharib, an albino dwarf guide in Port Nyanzaru about lowering his fee if they characters take on this quest.



THE BLOOD OF KINGS

The blood potion won't help the king. But the brewmeister has heard rumors that the death curse is caused by something in the ruins of Omu. He put several rumors together and came up with his plan to save his king. While the potion won't work, he's not far off from the truth, as the Soulmonger is located under the ruins of Omu.

Furthermore, the King is not actually suffering from the Death Curse. The king believes he once died as a young man, but he was only severely poisoned. The priest that cured his ailment told the young dwarf that he'd died to try and scare the adventurous young dwarf prince from roaming off into the jungle alone again.

Actually, the King has been being poisoned by Kathla Syrinx. She used the Death Curse as a convenient cover for the poisoning. The poison she continues to sneak into the King's food won't kill him, but it will make him deathly ill and continue to mimic the symptoms of the Death Curse.

Kathla Syrinx, really Kathla Ashenforge, is an albino dwarf **assassin**. She is the daughter of a rival clan of albino dwarves. Unbeknownst to the players, the Kathla Syrinx has manipulated this situation and plans to thwart the characters efforts and prevent them from returning with the blood. She secretly wants the Strongclangin Clan to go to war with the Flaming Fist mercenaries. For over fifty years, Kathla has been climbing the ranks within the Strongclangin Clan, but she is not truly a Strongclangin member. Her father is King Ort'gak Ashenforge, a rival albino dwarf clan. For centuries, the Ashenforge clan, which controls all three of the mines on the other side of the Bay of Chult, has been slowly expanding within Chult, taking over more territory and mines, growing in power.

Their greed is only outpaced by their determined patience and treachery. Kathla has manipulated the Strongclangin Clan for years to get to this point. Only the clan's brewmeister has thrown a monkey-wrench in her plans.

She has a secret deal with Kwayothé. Kwayothé has hired assassins (Jessamine's assassins) that will follow, track, and kill the player characters somewhere in the jungle once they leave Port Nyanzaru and are past the Flaming Fist patrols and further south than the patrols go.

Her father, King Ashenforge has a secret deal with Liara Portyr (the Flaming Fist blaze in charge of the mercenary company in Chutl). If war breaks out, the Ashenforge clan will provide reinforcements from across the bay to support the mercenaries, and in exchange, once the Strongclangin's are defeated, they will lay claim to the mine, with Liara Portyr as a silent partner.

MUSHARIB

Musharib will lower his fees by half if the characters take on this quest, requiring only 75gp up front for 30 days. He will still honor his deal to be their guide for free if they return to his home of Hrakhamar and retrieve Moradin's Gauntlet.

KIR SABAL

If the player characters reach Kir Sabal and speak to Princess Mwaxanaré, she will agree to providing them with a vial of her blood if they swear an oath that if they find the Skull Chalice of Ch'gakare, they will return it to her.

ASSASSINS

The assassins that are after the party should always be just barely on the Hard or Deadly side. I have provided several different encounters that can be used for when the players are within the level range specified:

- **Encounter, Assassins 2nd to 3rd:** 1 bandit, 1 bandit captain
- **Encounter, Assassins 4th to 5th:** 4 bandit, 2 bandit captain
- **Encounter, Assassins 6th to 7th:** 5 bandit, 5 bandit captain
- **Encounter, Assassins 8th to 10th:** 2 bandit, 2 bandit captain, 1 assassin
- **Encounter, Assassins 12+:** 3 bandit, 3 bandit captain, 2 assassin

For flavor, you can call the bandits "chultan assassins", the bandit captains "chultan assassin captains", and the assassins "chultan master assassins".

AND THE HITS JUST KEEP ON COMING ...

Jessamine will continue to send teams of assassins (at the behest of Kathla and Kwayothé) after the player characters until one of two things happens:

- They succeed in killing the player characters
- Or, the Jessamine believes that the player characters might actually be able to end the Death Curse.

Though Kathla and Kwayothé have an agreement and Kwayothé has hired assassins to follow, track, and kill the player characters—Jessamine controls the assassins. Since Jessamine is secretly wasting away from the Death Curse, if Jessamine believes the player characters are capable of ending it, she will betray Kwayothé.

If this happens, instead, the assassins will not attack the player characters the next time they find them, but instead, they will deliver a message from Jessamine:

Out of the jungle come the lightly armored and darkly clothed silent assassins you've seen before. These are different men and women than the ones that hunted you earlier, but they have the same look of determination and the same dark green clothing that blends into the jungle so well. However, this time, they don't appear to be trying to kill you.

One of the men steps forward, and calls out, "Our mistress, merchant Princess Jessamine sends her apologies, and this letter."

Then the man reaches down and puts a letter on the ground. As one, the assassins back into the jungle darkness and begin to disappear.

If the players choose to try and attack these assassins, use the appropriate encounter, but the assassins will try to withdraw, disengage, run away, etc.

If they choose to open and read the letter, read this to them:

My sincerest apologies, heroes of Chult.

I took on a partner, not knowing just how far their treachery went. I owe you a debt for this fault. A debt I will repay.

Firstly, you are owed an explanation. I have learned the truth, and that is what you are owed. The war brewing between the Flaming Fist mercenary company and the dwarves of Strongclangin Clan was manipulated by outside forces. Kathla Syrinx is not who she claims to be.

Her true identity is the daughter of King Ashenforge, a rival clan of albino dwarves that owns many mines across the bay from the Strongclangin's. She slipped into their midst and seeded distrust and falsehoods, poking anger towards the Flaming Fists.

Additionally, she sought to weaken the Strongclangin's by poisoning their king. I would know this--because I sold her the poison. In my defense, I did not know whom it was intended for at the time. Her poison will not kill the king, but it will continually weaken him--and it mimics the effects of the Death Curse. This I also know to be true, as I am afflicted with the curse.

It took me time to learn the true treachery of Kathla's plan, because she was not the one who hired me to kill you. On Kathla's behest, Kwayothé hired my assassins to hunt you.

Armed with the truth of the matter, I hope you will seek me out in Port Nyanzaru and let me make things right. Even if that means I put the knife in your hand and hold it to my breast myself.

Jessamine, Merchant Princess of Port Nyanzaru

OTHER HELPFUL ADDITIONS

Within this module, I've included a number of other helpful things other than what has been specified in the previous chapters.

PREMASKED MAPS

There is a player's map of Chult included in this module which also includes two different masks. One mask is for if you use the alternate start included in this module and the players arrive in Chult by sailing vessel. You can also use this mask if you decide that Syndra Silvane does not provide your players with a map at all.

The other mask is for when Syndra Silvane provides the players with a map, so you don't have to apply your own mask or use the featureless player map provided with the *Tomb of Annihilation* module.

To apply these masks for VTT play, you'll need to know how to use a digital art program or how your VTT handles masks. On the other hand, if you want to print the map and the mask out, then cut out the mask and attach it to the printed map for Face-2-Face play, you then have a handy handout map that you can cut away pieces of the mask as the players explore areas hidden by the mask.

EXTRA MAPS

This module includes a random encounter map for within Port Nyanzaru, in both day and night variants, a map for gladiator fights in the Grand Coliseum, and a night map for the Warehouse District, a perfectly empty place for clandestine meetings.

- **Map:** Port Nyanzaru Random City Encounter Day (25x25)
- **Map:** Port Nyanzaru Random City Encounter Night (25x25)
- **Map:** The Grand Coliseum (24x22)
- **Map:** Warehouse District Night (32x20)

ABOUT THE MAPS & ART

MAPS

Maps were designed by Aaron Gentry (aka VeX) with colorful and beautiful assets crafted by Ross McConnell of 2-Minute Table Top (<https://2minutetabletop.com/>)

Used with permission.

Ross McConnell of 2-Minute Tabletop is an amazing artist and his maps are extremely affordable and he provides many assets for free personal use on his website and through his Patreon page (<https://www.patreon.com/2minutetabletop/>).

OTHER ART

Some artwork © Grim Press, used with permission. All rights reserved. All other art was created by the module creator (Aaron Gentry aka VeX), or CC0 no-attribution.

MAP-MAKING

I made the maps for this module using assets from 2-Minute Tabletop's that have either been downloaded from the Steam Workshop for Dungeon Painter Studio, or directly from 2-Minute Tabletop's website and then imported into DPS. I use DPS to create much of the map, then export it as and load the map in Photoshop. In Photoshop, I add details, add lighting fx, recolor assets, and further customize the map for the specific story location/encounter.



MAP APPENDIX

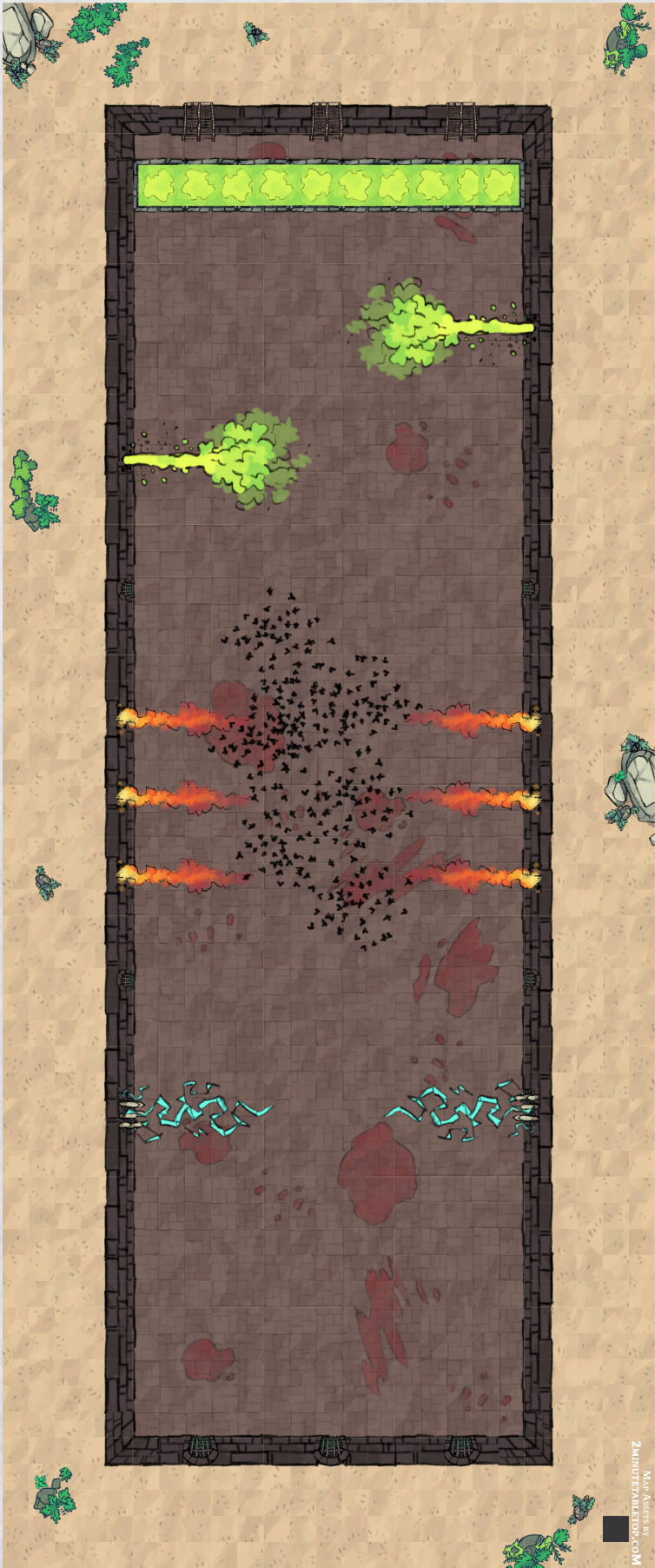
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EXECUTIONER'S RUN - STANDARD, WET



EXECUTIONER'S RUN - CERTAIN DEATH



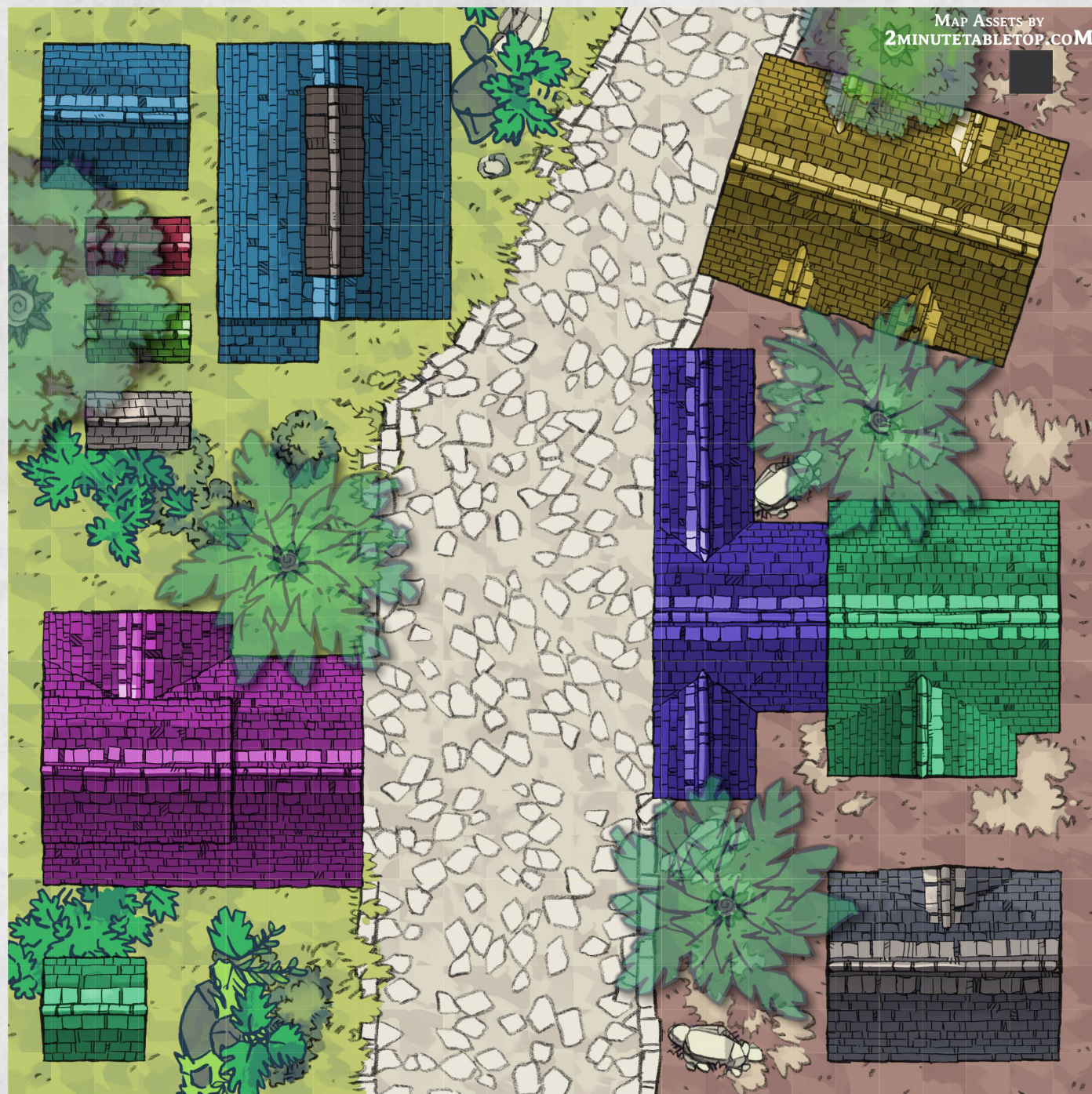
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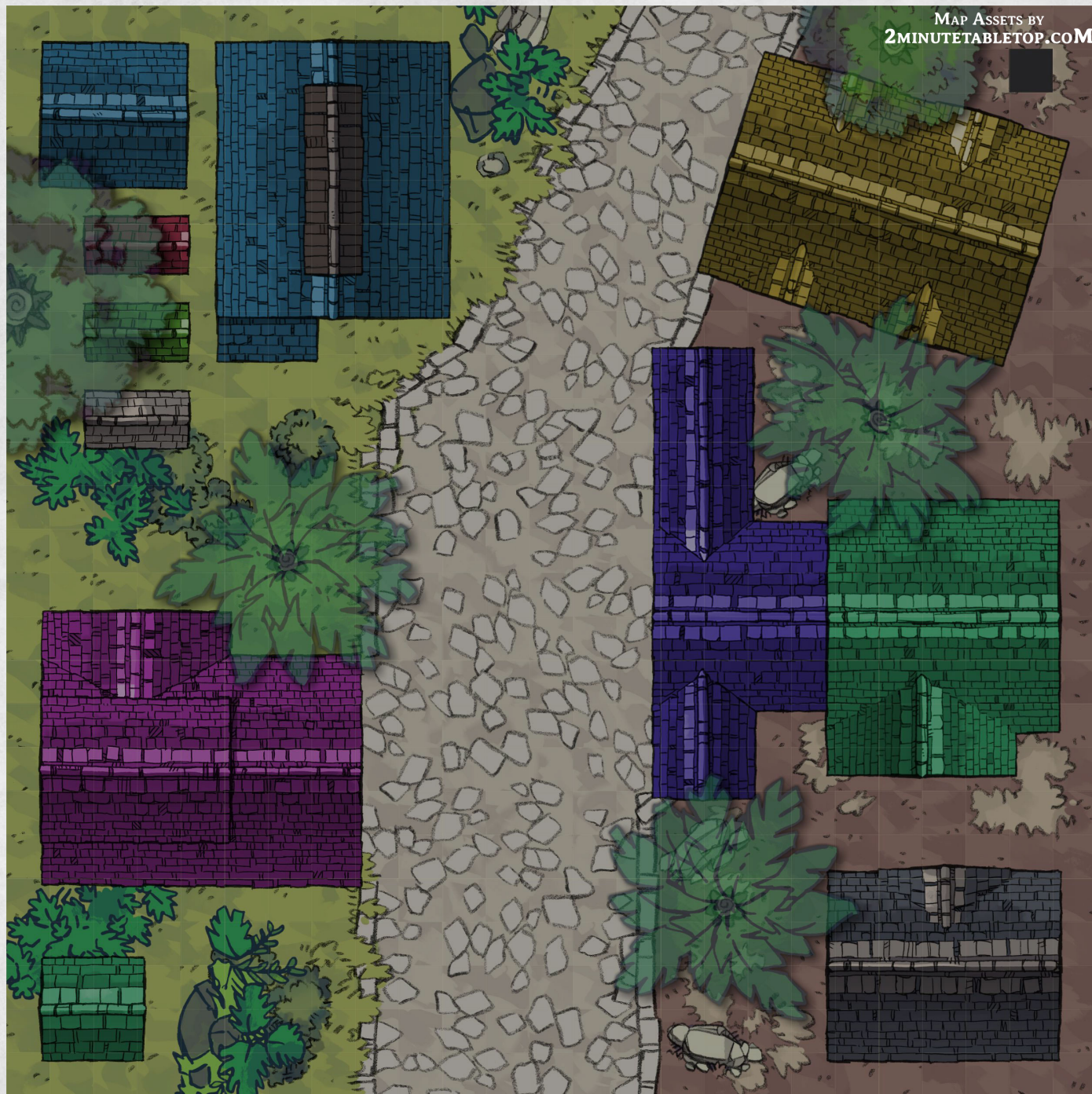
WAREHOUSE DISTRICT (NIGHT)



RANDOM CITY ENCOUNTER (DAY)



RANDOM CITY ENCOUNTER (NIGHT)



KAYA'S CELLAR OF APATHY

