

TOMB OF ANNIHILATION EXPANDED

PART THREE: THE RUINS OF MEZRO

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



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PART THREE, THE RUINS OF MEZRO

EXPANSION OF THE TOMB OF ANNIHILATION CAMPAIGN ADVENTURE

PREFACE

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

Included with this document are thirty-one maps and encounters that expand the jungles of the Chult peninsula in Faerun (the Forgotten Realms).

A 12+ hour adventure add-on for 4th to 7th 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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THE RUINS OF MEZRO EXPANDED

This expansion includes a number of enhancements and expansions of the areas in and around Mezro, an unmapped location in 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

Random Encounters

This document includes 20 random encounter maps for four different environments of Chult – a wide slow-moving murky river, a beachside camp at night, an empty beach, two different jungle maps, and a swamp map. All of these maps have multiple variants for different situations.

Needle's Bones

This product includes a colorful overland map for the Mezro location in Chult as well as two ruins random encounter maps (with three variants each), as there is not a map included with the campaign guide. Now, when your player characters reach Mezro, you can use these maps for your character's explorations of the ruins of Mezro.

Sidequest: Kiskaba Azuul

When the characters arrive in Mezro, they will learn that a magically sealed catacomb entrance has been recently found, and the archeologists hired by the Flaming Fist will tell the characters a tale of another famous archeologist that possesses one of the ancient "keys of Mezro" and where she disappeared, sending them on a quest to get the "key" so the catacomb entrance can be opened. This quest sends them to the ancient hidden city of Kiskaba Azuul. The archeologists also believe the catacomb is locked because it contains a legendary gem capable of bringing the dead back to life—the Eye of Zaltek.

In Kiskaba Azuul, the characters will learn the ancient city has remained hidden for centuries because it was an underground city. The city was abandoned because it was attacked by an army of blue kobolds following the orders of their god-leader, a beholder. Now, the beholder has died but the necromancy of the jungle of Chult has caused the beholder to become a zombie, and the dwindling blue kobold tribe continues to worship the undead beholder. In the chamber where the undead beholder "lives", the characters can find the "key of Mezro".

Sidequest: The Eye of Zaltek

Armed with that key, they can return to Mezro to unlock the catacomb, which contains an ancient magical gem. In fact, the gem that fueled Ras Nsi's necromancy powers—the Eye of Zaltek. After centuries, the legend of the gem has lead many to believe it brought the dead back to life, when in fact, it animates the dead.

The gem is a sentient magic item, is highly dangerous, and must be destroyed. This is the second sidequest, which sends the players on a "Lord of the Rings" style adventure to return the gem to the Heart of Ubtao where a ritual can be performed to destroy the Eye of Zaltek.

RANDOM ENCOUNTER MAPS

A large part of the *Tomb of Annihilation* adventure campaign is the exploration of the jungle peninsula, which involves rolling on the random encounter tables of Appendix B in the *Tomb of Annihilation* campaign guide.

But many players and dungeon masters have also noted that the slog of continual random encounters can get a bit boring. To help alleviate this malaise, I plan to add random encounter maps for as many of the biomes as possible in most of the parts of this series of expansions.

In this particular part of the expansion series, there are two jungle maps, one beach map, one river map, and one swamp map (which can be used for "wasteland" areas if you wish). All of these maps have multiple variants, including day and night versions, versions with roads, etc.

All of these maps can be found in the accompanying .zip file or embedded in this document in the Maps section.

THE RUINS OF MEZRO

One of the locations in the *Tomb of Annihilation* campaign guide where a possible combat encounter takes place, this location was first on my list of places that I felt needed a map. The overland map is from a previous official publication, and honestly, probably should have been included with the 5th Edition adventure in Chult.

There are two ruins maps for random encounters, one day variant, one night variant, and one night variant with a camp site for each.

For information on the Mezro location, see page 74 in the *Tomb of Annihilation* campaign guide, or entry 02.28 Mezro in the *Tomb of Annihilation* campaign module. Additionally, if you're looking for even more to do in Mezro than what this product provides, I would highly recommend the following DMs Guild Adepts program product, [Ruins of Mezro](#).

SIDEQUEST: THE REPOSITORY OF RUUKU OUTPOST

Suggested Party Level: 5th to 7th

Description: Many years ago, Ras Nsi, a former bara that attacked Mezro with a massive force of undead at his back. Ultimately, he was defeated. During his defeat, one of the sources of his power was lost to him. It was recovered by the barae, the holy defenders of Mezro. To protect the object of power, two holy warriors that died in the battle were entombed along with the object and the tomb was locked by a wish spell, the only way to unlock it is another wish spell or one of the "Keys of Mezro".

Hook: The characters upon entering Mezro and encountering Flaming Fist mercenaries, will learn that a new catacomb entrance has been discovered. If they go to investigate it, they will meet two archeologists in the employ of the Flaming Fist mercenary company who are in Mezro to catalogue the finds. These archeologists will explain their theory of what is locked inside and where the characters would need to go to get one of the "Keys of Mezro" to unlock it.



THE ARCHEOLOGISTS

If the characters do investigate the new catacomb entrance that has been found, or even if they're just wandering aimlessly through Mezro, you can have them encounter this pair of archeologists. Read the following to the players:

As you round one of the overgrown avenues, you encounter a pair of two interesting people. One old gnome with white fluffy hair and a pair of thick eyeglasses wearing several different belts with all sorts of interesting tiny tools arranged along them is yelling at another strange individual.

The second person is a sunburnt dwarf with a dark-colored beard with half a dozen books under one arm and he is shaking his finger in the face of the old gnome.

As they see your party approaching, they stop arguing abruptly. The gnome forces a smile and says, "Did the mercs send you? Are you adventurers here to help us?"

The dwarf says, "Obviously, Rin." Then a moment later, turning towards you, the dwarf nods, "My name is Dralma Oakbeard. And this is Rintellio Feathergrass.

"If the mercs sent you to help us, we don't have a way to open this tomb--unless one of you can cast a spell that grants wishes."

The gnome, Rintellio, angrily stamps his tiny foot and snorts, "That's not true. There is a way!"

Dralma, the dwarf, shakes his head, "Don't listen to him. He'd have you tromping off into the jungle in search of a mythical city--"

Rintellio interrupts, "LOST! Not 'mythical'." Then he continues, "There is a city that was abandoned, centuries ago. We know approximately where it is. It was located west of the source of the River Tiriyiki. One of our colleagues went into the jungle several years ago and never came back. But her expedition was ill equipped. The undead are thick in that region and she did not take adequate protection.

Her name is Evereska Yhonnnes, and many years prior, she found one of the four "Keys of Mezro" here in these ruins. A magical item capable of unlocking any door in Mezro. She always wore the key around her neck and she was wearing it when she left to find Kiskaba Azuul--the legendary lost city."

Dralma says, "Rintellio thinks if you track down Evereska's key, you could come back here and unlock this tomb."

If the characters ask what the archeologists think is inside the tomb, this is what they will say:

Dralma and Rintellio both look at each other, then say at the same time, "The Eye of Zaltek."

The two of them will then explain that the carvings on the door in ancient Chultan appear to reference the Eye of Zaltek, a legendary gem that supposedly has the power to bring the dead back to life--something which may actually be a stopgap against the Death Curse.

FINDING KISKABA AZUUL

You can place Kiskaba Azuul anywhere on the map that the characters haven't already explored in the greater undead area northwest of Dungrunglung.

When the characters arrive in the correct area of the hexmap, there are three maps to explore. The first map is on the jungle level, but the characters should fairly quickly discover that the abandoned city has been lost for so long because it was underground. Also, that it isn't abandoned.

They will encounter a group of blue kobolds defending the cavern entrance on the first map, which has both day and night variants. These maps can be found at the end of this document in the Maps section or in the accompanying .zip file.

Then on the second map, which is the first level of the underground ruins, they will encounter a patrol of blue kobolds headed up to the surface to relieve the defenders.

On the third map, the second sublevel, they will find a small city of blue kobolds that still worship their god-leader, despite the fact that it has died and is now a beholder zombie.

GENERAL FEATURES

The kobolds can see in darkness, but they prefer to keep their city lit with a few torches. They guard their city fiercely and worship the beholder zombie with utter devotion, so they are considered highly aggressive. When they are under attack, they will call out in Draconic to the noncombatants in their village where the intruders are so that the noncombatants can circle around and run away.

See the areas below for specific descriptions of individual areas.

THE ENTRANCE TO KISKABA AZUUL

When the characters first arrive in the hex where Kiskaba Azuul is located, you need to decide if they're finding this place in the day or at night and choose the appropriate map:

- **Map:** Kiskaba Azuul Entrance Day (25x25)
- **Map:** Kiskaba Azuul Entrance Night (25x25)

Read the following to the players to start the encounter:

As you come through the jungle, the thick foliage breaks and you see a clearing. Something about this clearing makes you tense. As you begin looking around for a source of your tension, several small stones start flying through the clearing at you.

It takes you a moment to spot where these attacks are coming from.

The kobold defenders have surprise on the characters and can act with surprise in the first round. Only player characters that have a magic item or feature that prevents them from being surprised will be able to act during this first round.

- **Encounter:** 9 kobolds, 1 kobold mage (see the end of this document for NPC statblocks)

The dead / captured can be searched and the following treasure can be found:

- **Treasure:** 25cp, 18sp, 31gp, 1 banded agate, 1 carved bone statuette (25gp value), 1 dagger, 1 bottle of ink, 1 obsidian, 2 potion of healing, 1 rope (silk, 50ft), 1 silver ewer (25gp value), 6 spear.

CLIMBING DOWN

The kobolds have a rope, which they tie to the nearby tree when someone wants to come up. They always have defenders on the surface. Climbing up and down the rope is rather easy, a DC 5 Athletics (Strength) check is all that is needed. Failure does mean a fall of 40ft though, which is 4d6 bludgeoning damage.

GENERAL FEATURES

Below the surface, except in areas within 20 feet of a light source, treat everywhere as dim light. The kobolds noncombatants (children & old) on the second sublevel will flee up to the surface and avoid conflict with the characters.

KISKABA AZUUL, FIRST SUBLEVEL

The kobolds have a rope, which they tie to the nearby tree when someone wants to come up. They always have defenders on the surface. Climbing up and down the rope is rather easy, a DC 5 Athletics (Strength) check is all that is needed. Failure does mean a fall of 40ft though, which is 4d6 bludgeoning damage.

- **Map:** Kiskaba Azuul L1 (33x20)

ENCOUNTERING A PATROL

The characters should encounter another defensive patrol headed up to relieve the defenders on the surface.

- **Encounter:** 9 kobolds, 1 kobold mage (see the end of this document for NPC statblocks)
- **Treasure:** 58cp, 18sp, 41gp, 1pp, 1 banded agate, 1 boots of softness (see the end of this document for Magic Item statblocks), 1 copper chalice with silver filigree (25gp value), 1 everbright lantern, 2 potion of healing, 1 primordial dice (trinket dice with elemental symbols and primordial runes), 4 spear.

SUBLEVEL 1, GENERAL FEATURES

The ruins on this level have been stripped clean by the kobolds of anything useful. The kobolds periodically change the torches lighting the room and keep it lit, as they prefer it lit to continually relying on their darkvision. The stairs going down to sublevel 2 are slightly difficult to navigate for medium or larger creatures, as the kobolds only keep the hole large enough to be comfortable for small creatures.

KISKABA AZUUL, SECOND SUBLEVEL

When the characters first enter this area, read the following description:

As you come down the stairs, several tiny blue kobold children see you and run off screaming in Draconic.

You can hear several doors opening and shouts of alarm in this much larger cavern filled with rebuilt ruins. An old pathway of cobble stones marked with age and neglect marks that this was once a developed city.

GENERAL FEATURES

Treat the areas within 20 feet of a light source as bright light and anything beyond that as dim light. The kobolds of this area will yell and communicate the character's positions so that the noncombatants can circle around and run upstairs, fleeing to safety.

These two large rooms are used as a room where females lay their eggs. The kobolds of Kiskaba Azuul lay their eggs in a communal setting, and they curl up around the eggs to keep them warm. The beds in the rooms are used by males who attend the brooding females.

Because of this, a large defending group of kobolds will form in the hallway outside the rooms, and each room has a small group of females that will defend their eggs viciously. For the kobold females, use a normal kobold statblock.

- **Encounter (Outside):** 10 kobold, 2 kobold mage (see the end of this document for NPC statblocks)
- **Encounter (North Room):** 6 kobold (females)
- **Encounter (South Room):** 9 kobold (females)

The two groups of defending females have no treasure of note, but the defenders outside are carrying some items:

- **Treasure (Outside):** 72cp, 11sp, 24gp, 2pp, 1 bag (small) with 1000 ball bearings, 1 piece of chalk, 1 cleansing stone (see the end of this document for Magic Item statblocks), 2 club, 3 dagger, 1 bottle of ink, 1 lake's call (trinket whistle that sounds like the call of a water fowl), 2 leather armor, 1 longsword, 2 potion of healing, 1 rope (hempen, 50ft), 5 spear, 2 tiger eye.

SECOND DEFENSE

The kobolds have had a bit more time to prepare a defense by the time the characters reach the area to the far north, and all the rooms along the east, west, and north sides of the complex have been emptied so the kobolds can defend this area.

- **Encounter:** 15 kobold, 1 kobold mage (see the end of this document for NPC statblocks)
- **Treasure:** 130cp, 68sp, 57gp, 5pp, 1 azurite, 1 gold locket with a painted portrait inside (25gp value), 1 bullseye lantern, 3 potion of healing, 1 silver spoon (trinket silver spoon with an M engraved on the handle), 1 war pick.

BEHOLDER LAIR

Vogharill, the Undying was once a charismatic and powerful beholder, but now he is a mindless beholder zombie.

Over two hundred years ago, the city of Kiskaba Azuul was abandoned by the original inhabitants. They abandoned the city as an army of blue kobolds, lead by a beholder, attacked. The kobolds worshipped the beholder. As time went by, the beholder eventually died of old age.

But the necromantic magic of the jungle of Chult raised the dead beholder into a beholder zombie and the kobolds continue to worship him. They sometimes push offerings inside to the beholder, but due to his cantakerous nature, they mostly leave him alone in his chamber.

- **Encounter:** 1 Vogharil, the Undying (see the end of this document for NPC statblocks)
- **Treasure:** 1807cp, 508sp, 329gp, 18pp, 1 bandolier, 1 belt of tom-toolery (see the end of this document for Magic Item statblocks), 1 key of mezro, 1 ring of the dead, 1 +1 studded leather armor, 1 wand of identify.

SIDEQUEST: THE EYE OF ZALTEK

Suggested Party Level: 6th to 9th

Description: Historical records say that the fabled gem—the Eye of Zaltek—was a jewel plundered from the dead empire of Maztica. Supposedly, the jewel could restore life to the dead. It is for this reason that for weeks, despite Mezro revealing no new treasures, the Flaming Fist mercenary group continues to scour the city. With the new threat of the Death Curse, their experts believe the Eye of Zaltek may provide a solution.

But unfortunately, they don't know the full history of the Eye of Zaltek. In fact, the item is a corrupt and evil sentient item of powerful necrotic magic. It was used by Ras Nsi to raise an army of undead and attack Mezro with it. In fact, it is the reason Ras Nsi himself turned away from the barae and Mezro and ultimately returned with an undead army at his back.

The evil item must be destroyed to restore Chult and ultimately bring back conditions to help return the real city of Mezro from the pocket realm they moved it to.



Hook: When the players open the tomb in Mezro and find the Eye of Zaltek, it won't take long for the archeologists to discover it's true twisted nature. At that point, the Flaming Fists will offer the characters a hefty reward if they will escort their two experts—Dralma Oakbeard and Rintellio Feathergrass—and the evil Eye of Zaltek to the Heart of Ubtao to perform a ritual to destroy it.

The reward the the Flaming Fist offers is three rare magical items and five thousand gold pieces

OPENING THE TOMB

- **Map:** Vault of the Eye of Zaltek (25x30)

If the characters have the Key of Mezro from Kiskaba Azuul, the door opens easily. Otherwise, it remains locked short of the usage of a *Wish* spell.

GENERAL FEATURES

There are vines hanging down in the mouth of the cave, which is probably why the tomb stayed hidden for so long. The stairs down are narrow and winding, and the tomb remains cool and dry, even if it is hot and raining outside.

The ruins outside have been picked clean of anything useful and are mostly just overgrown rocks in the shape of what used to be buildings now.

RINTELLIO AND DRALMA

Outside, the characters can meet Rintellio and Dralma. If they haven't already met these two, refer to their NPC entries at the end of this document appearance and character.

INSIDE THE TOMB

When the characters first enter the tomb, read the following to them:

Inside the tomb, it's cool and dry. As you reach the bottom of the stairs, you see a glowing purple crystal ball sitting on an altar at the top of the dais across from you. Flanking you on both sides are two large sarcophagai.

If the characters approach the dais, read the following to them:

You feel a cold chill go up your spine as you step towards the dais.

If a good-aligned character attempts to touch or disturb the Eye of Zaltek or if someone attempts to cast *Identify* on it, it will call the two dead barae to it's service. Read the following if this happens:

Your actions are interrupted by the loud sound of stone grinding against stone as the two sarcophagai begin opening. From inside them, two humanoid creatures crawl out and begin approaching you.

- **Encounter:** 2 revived (see the end of this document for NPC statblocks)
- **Item:** The Eye of Zaltek (see the end of this document for Magic Item statblocks)

If the characters don't try to identify the Eye, Rintellio or Dralma will (though their NPC sheet has no spells, they are both minor wizards with a few spells). Once the true nature of the Eye is known, one of the two archeologists will send for on of the Flaming Fist leadership.

At that point, the quest to Destroy the Eye will be offered by the Flaming Fist.

DESTROYING THE EYE OF ZALTEK

To destroy the Eye of Zaltek, the characters must take the Eye to the Heart of Ubtao and perform a ritual. Rintellio and Dralma both know the process, but basically, it is a

Ceremony spell, and they can explain this to anyone in the party that asks about the ritual. Ultimately, the spell is cast as an Atonement ceremony, changing the Eye's alignment back to it's original alignment of Neutral Good. But the Eye will fight the ceremony, causing it to crack and the evil spirit to fly out. You can use this as a hook for future adventures if you wish, or you can decide the Eye is destroyed and the quest is over.

If the characters accomplish this and escort Rintellio and Dralma back to Mezro or Fort Beluarian, they will be rewarded as promised with three rare items and five thousand gold pieces.



MAGIC ITEMS

KEY OF MEZRO

Treasure (gemstone), Legendary

DESCRIPTION

This blue crystal pendant hangs on a mithril chain.

HISTORY

The city of Mezro was second to none in the magical treasures it held in Chult. To protect the most secret and powerful magics of the city, the barae—the holy defenders of the city—created four magical keys that would unlock the most secure doors of the city.

EFFECTS

This "key" will unlock any door in Mezro.

EYE OF ZALTEK

Wondrous item (gemstone), Artifact (requires attunement by an evil aligned character)

DESCRIPTION

This large orb glows purple and has facets like a gem.

HISTORY

Historical records say that the fabled gem—the Eye of ZalteK—was a jewel plundered from the dead empire of Maztica. Supposedly, the jewel could restore life to the dead.

In fact, the item is a corrupt and evil sentient item of powerful necrotic magic. It was used by Ras Nsi to raise an army of undead and attack Mezro with it. It is the reason Ras Nsi himself turned away from the barae and Mezro and ultimately returned with an undead army at his back.

The evil item must be destroyed to restore Chult and ultimately bring back conditions to help return the real city of Mezro from the pocket realm they moved it to.

SENTIENT

The Eye is a sentient magic item, alignment Neutral Evil with Intelligence 19, Wisdom 12, Charisma 15. It has blindsight out to 30 feet and can communicate telepathically with anyone in physical contact with it.

Goal. The Eye has no specific goal, but only wants to attune to a powerful evil individual and achieve more and more power through a necromantic army.

EFFECTS

Necromancer. An attuned character can cast the spell *Animate Dead* as if they had the spell prepared. They can use this power a number of times per day equal to their Intelligence modifier times three.

Aura of Dread. Up to three times per day, the attuned character can cast *Fear* as if they had the spell prepared.

Skeletal Finger. Twice per day, the attuned character can cast *Finger of Death* as if they had the spell prepared.

BELT OF TOM-TOOLERY

Wondrous item (belt), Uncommon (requires attunement)

DESCRIPTION

This tool belt is a well-crafted and ingenious way for a master craftsman to always have his tools handy without carrying around a heavy toolbox of multiple sets of tools. Instead, this magical item contains several sets of tools.

EFFECTS

This magical belt is not unlike a *Bag of Holding* in its effect. It contains an enchantment that allows all the commonly used toolsets by the attuned wearer, and provides those tools at no additional weight.

When the wearer is attuned, the wearer is considered proficient with all tools provided by the belt. However, the belt does not provide double-proficiency if the wearer is already proficient with certain tools.

The tools provided by this belt include:

- Alchemist's Supplies
- Brewer's Supplies
- Calligrapher's Supplies
- Carpenter's Tools
- Cartographer's Tools
- Cobbler's Tools
- Cook's Utensils
- Glassblower's Tools
- Jeweler's Tools
- Leatherworker's Tools
- Mason's Tools
- Painter's Supplies
- Potter's Tools
- Smith's Tools
- Tinker's Tools
- Weaver's Tools
- Woodcarver's Tools
- Disguise Kit
- Forgery Kit
- Herbalism Kit
- Navigator's Tools
- Poisoner's Kit
- Thieves' Tools

BOOTS OF SOFTNESS

Wondrous item (boots), Uncommon

DESCRIPTION

Soft leather boots with a wooly lining. These boots exhibit exceptional craftsmanship.

EFFECTS

These boots are imbued with a magical enchantment that negates the Disadvantage granted to Stealth checks when wearing heavier armors.

CLEANSING STONE

Wondrous item (stone), common

DESCRIPTION

A stone sphere one foot in diameter, engraved with mystic sigils.

EFFECTS

A *cleansing stone* is a stone sphere one foot in diameter, engraved with mystic sigils. When touching the stone, you can use an action to activate it and remove dirt and grime from your garments and your person. Cleansing stones are often embedded into pedestals in public squares in Aundair or found in high-end Ghallanda inns.

EVERBRIGHT LANTERN

Wondrous item (lantern), common

DESCRIPTION

This lantern looks just like a mundane bullseye lantern.

EFFECTS

An *everbright lantern* contains an Eberron dragonshard imbued with the effect of a continual flame spell. This bright light is mounted inside a normal bullseye lantern, allowing the light to be shuttered off. An everbright lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone, just like a mundane bullseye lantern, but its flame never goes out.

Lantern, Bullseye Notes. A bullseye lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

RING OF THE DEAD

Ring, uncommon

DESCRIPTION

This ring is made a single humanoid finger bone that has been spell-shaped into a continuous single ring of solid bone.

EFFECTS

While wearing this ring you can cast the spell *Animate Dead* once per day without expending a spell slot or requiring material components. When used in this way, it can only raise a Skeleton, not a Zombie.

The ring regains the ability to cast *Animate Dead* every evening at sunset.

WAND OF IDENTIFY

Wand, rare

DESCRIPTION

The tip of this silver inlaid hardwood wand consists of a crystal clear ovoid gem.

EFFECTS

This wand has 3 charges. While holding it, you can expend 1 charge as an action to cast the *identify* spell from it. The wand regains 1d3 expended charges daily at dawn.

NPCs

KOBOLD MAGE

Small humanoid (blue kobold), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 32 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	16 (+3)	10 (+0)	8 (-1)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses darkvision 60 ft., passive Perception 10

Languages Draconic, Goblin, Orc, Common

Challenge 4 (1100 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spellcasting. The kobold mage is a 7th-level spellcaster. Its spellcasting ability is Intelligence. The kobold mage has the following wizard spells prepared:

- Cantrips (at will): chill touch, fire bolt, mage hand, ray of frost
- 1st level (4 slots): detect magic, mage armor, magic missile, shield
- 2nd level (3 slots): misty step, suggestion
- 3rd level (3 slots): counterspell, fireball, fly
- 4th level (2 slots): greater invisibility, ice storm

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. Or *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



DRALMA OAKBEARD

Medium humanoid (dwarf), neutral good

Armor Class 12 (leather armor)
Hit Points 30 (5d8 + 10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	14 (+2)	12 (+1)	12 (+1)

Skills History +6, Perception +5, Religion +6, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Dwarvish, Gnome

Challenge 1 (200 XP)

Perceptive. The archeologist has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

RINTELLIO FEATHERGRASS

Small humanoid (gnome), lawful good

Armor Class 13 (leather armor)
Hit Points 25 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	16 (+3)	12 (+1)	10 (+0)

Skills History +6, Perception +5, Religion +6, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Dwarvish, Gnome

Challenge 1 (200 XP)

Perceptive. The archeologist has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Warhammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d8 - 1) bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.



VOGARILL, THE UNDYING

Large undead (beholder), neutral evil

Armor Class 15 (natural armor)

Hit Points 125 (15d10 + 45)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	8 (-1)	5 (-3)

Saving Throws Con +6, Wis +2

Damage Immunities poison

Condition Immunities poisoned, prone

Senses darkvision 60 ft., passive Perception 9

Languages understands Draconic, Deep Speech, and Undercommon but can't speak

Challenge 7 (2900 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The beholder zombie can make one bite and two eye ray attacks every round.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Ray. The zombie uses a random magical eye ray, choosing a target that it can see within 60 feet of it.

1 Paralyzing Ray. The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

2 Fear Ray. The targeted creature must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3 Enervation Ray. The targeted creature must make a DC 14 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

4 Disintegration Ray. If the target is a creature, it must succeed on a DC 14 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger nonmagical object or creation of magical force, this ray disintegrates a 10-foot cube of it.

Lair Actions

Options. When fighting inside its lair, a beholder can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the beholder can take one lair action to cause one of the following effects:

Slimy Terrain. A 50-foot square area of ground within 120 feet of the beholder becomes slimy; that area is difficult terrain until initiative count 20 on the next round.

Grasping Walls. Walls within 120 feet of the beholder sprout grasping appendages until initiative count 20 on the round after next. Each creature of the beholder's choice that starts its turn within 10 feet of such a wall must succeed on a DC 15 Dexterity saving throw or be grappled. Escaping requires a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check.

Surface Eye. An eye opens on a solid surface within 60 feet of the beholder. One random eye ray of the beholder shoots from that eye at a target of the beholder's choice that it can see. The eye then closes and disappears. The beholder can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

REVIVED

Medium undead (barae), neutral

Armor Class 13 (leather armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Str +7, Con +7, Wis +6, Cha +7

Damage Resistances necrotic, poison

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 13

Languages cannot speak

Challenge 5 (1800 XP)

Regeneration. The revived regains 10 hit points at the start of its turn. If the revived takes fire or radiant damage, this trait doesn't function at the start of the revived's next turn. The revived's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Turn Immunity. The revived is immune to effects that turn undead.

Actions

Multiattack. The revived makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

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

The skeleton art on page 6 is by Bob Greyvenstein, used with permission by Grim Press.

All other art used in this expansion was either created by the author (Aaron Gentry aka VeX), or was obtained as Royalty Free-Use art.

MAP-MAKING

I made the maps for this expansion 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.



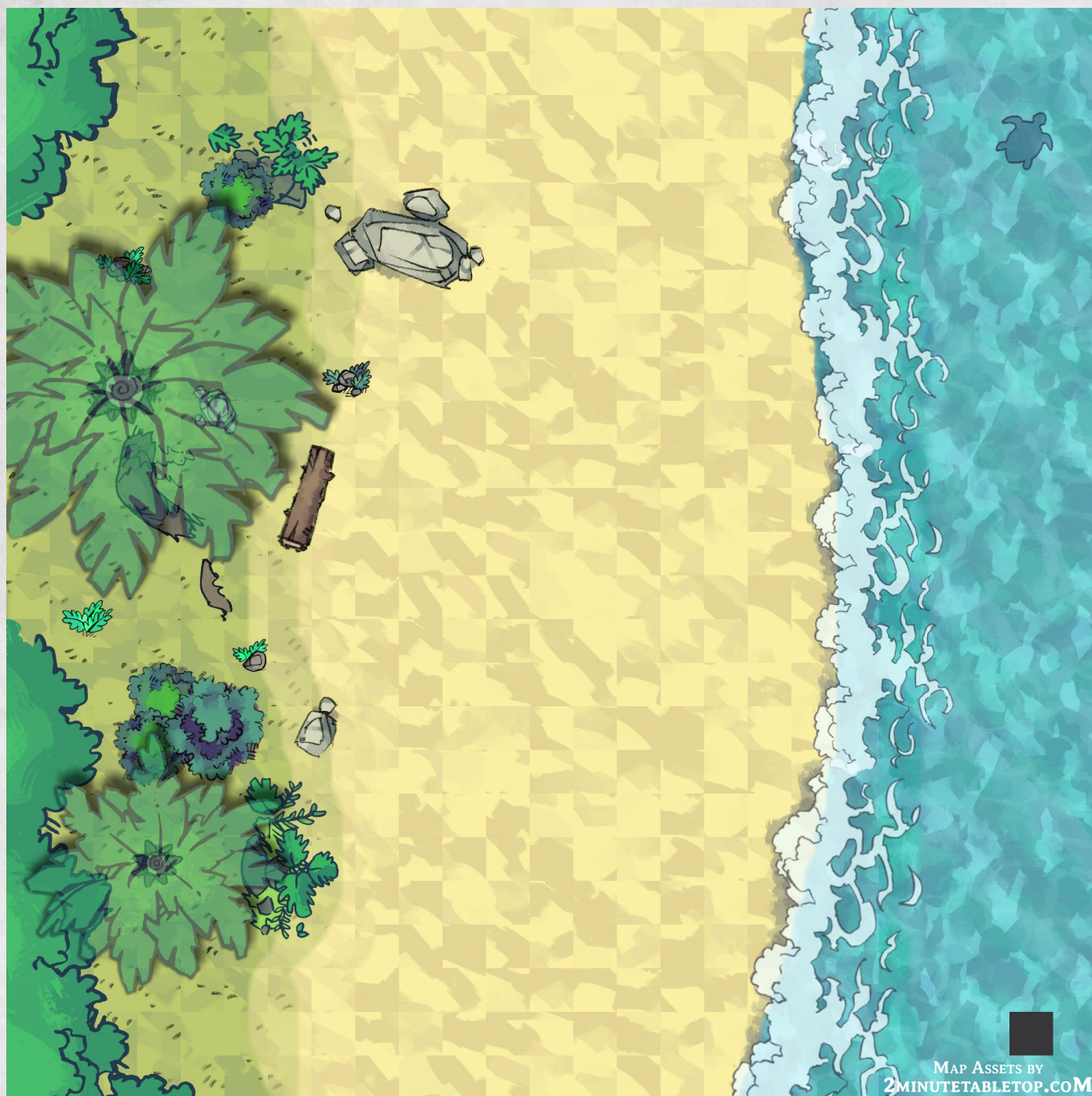
MAP APPENDIX

RANDOM ENCOUNTER MAP

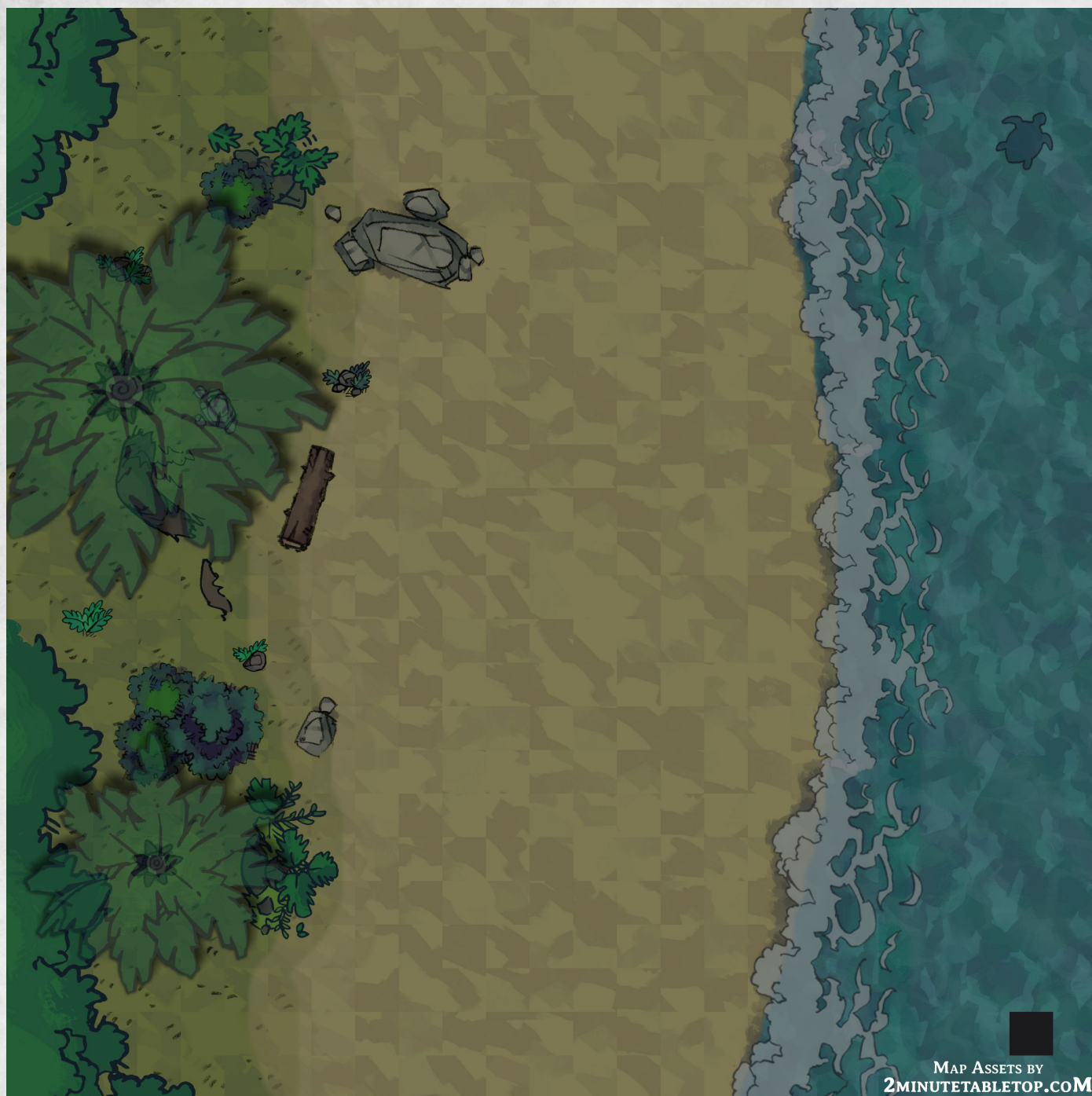
BEACH 02, CAMP NIGHT



BEACH 02, DAY

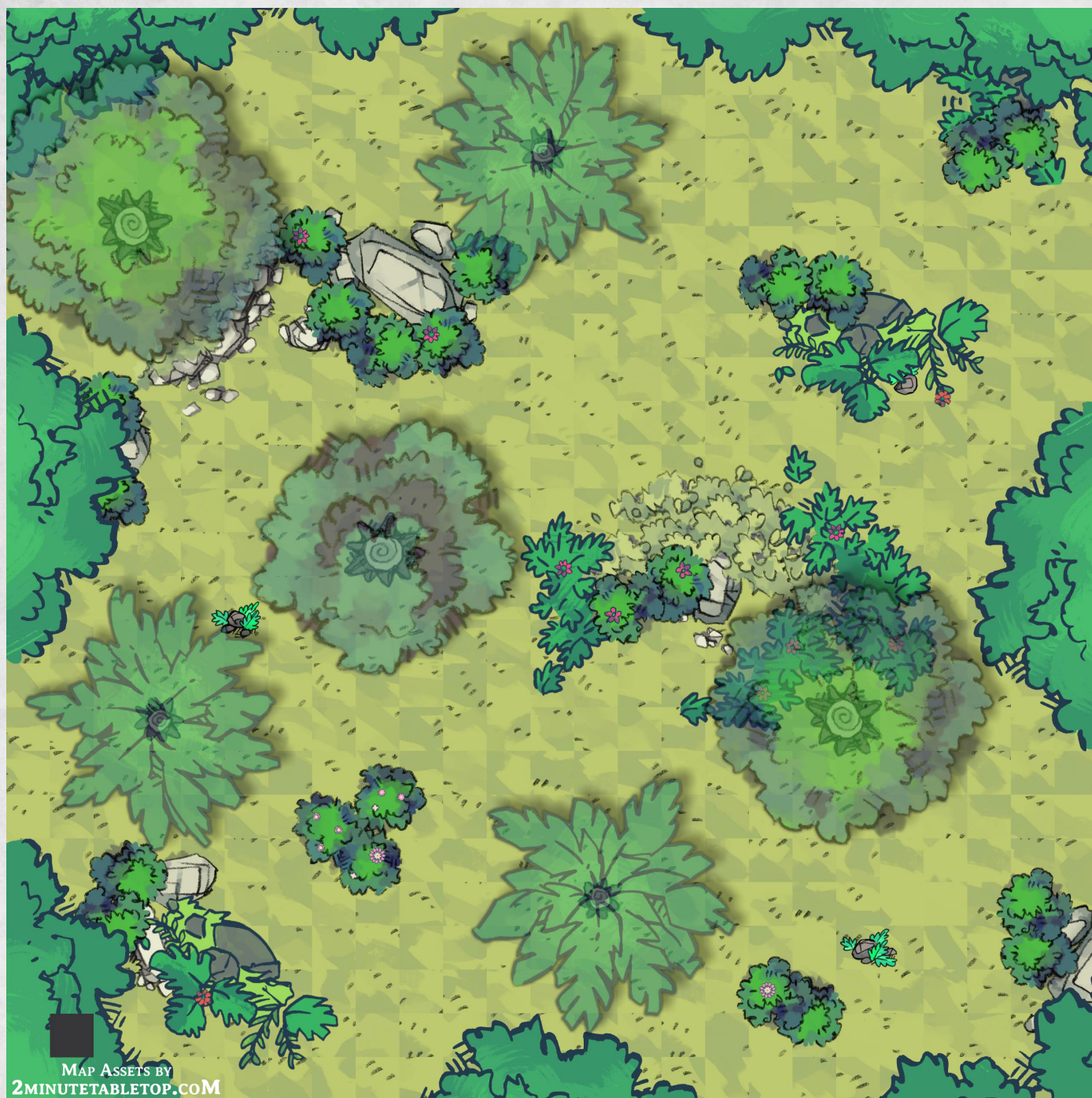


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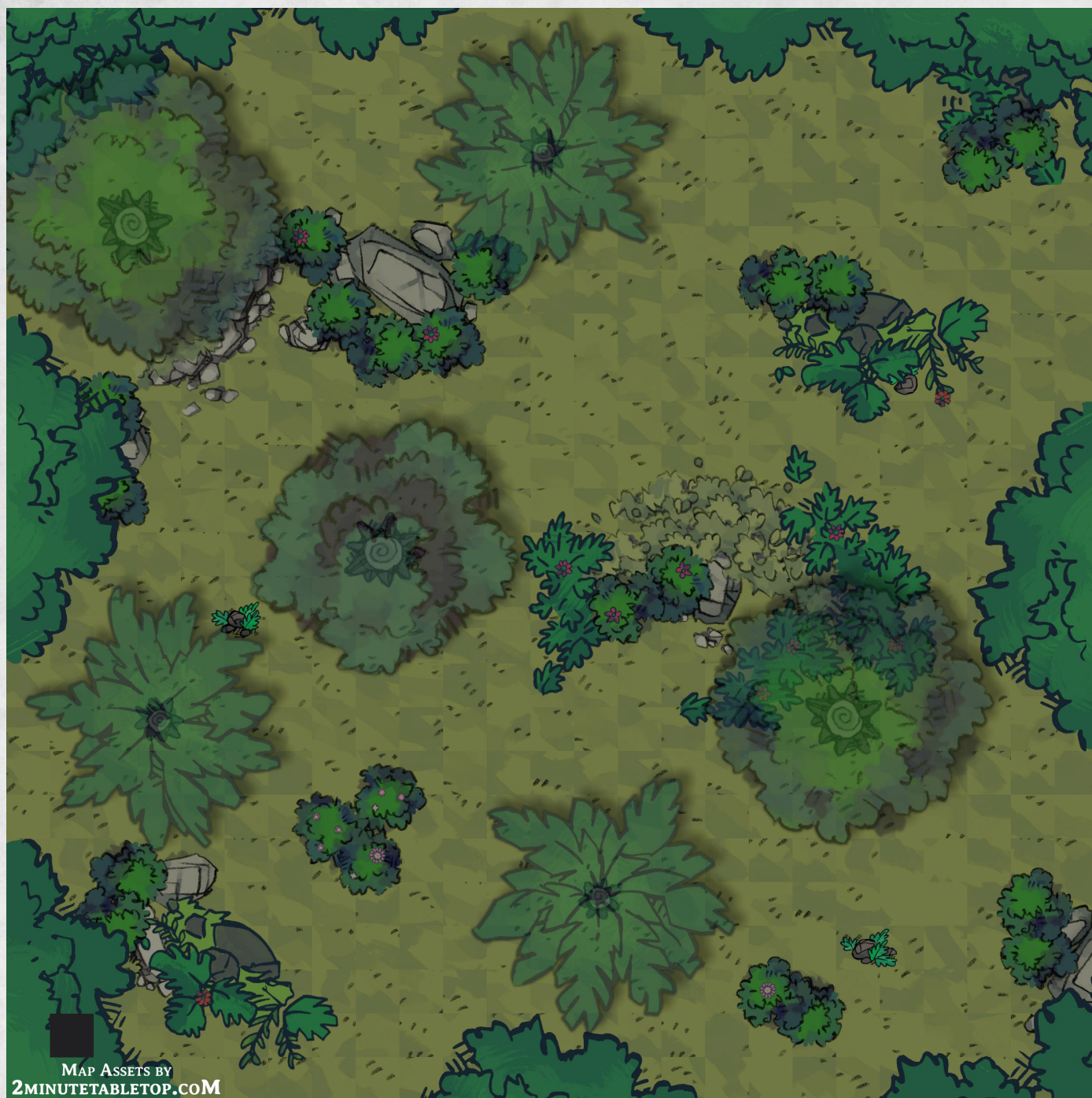


MAP ASSETS BY
2MINUTETABLETOP.COM

JUNGLE 04, DAY

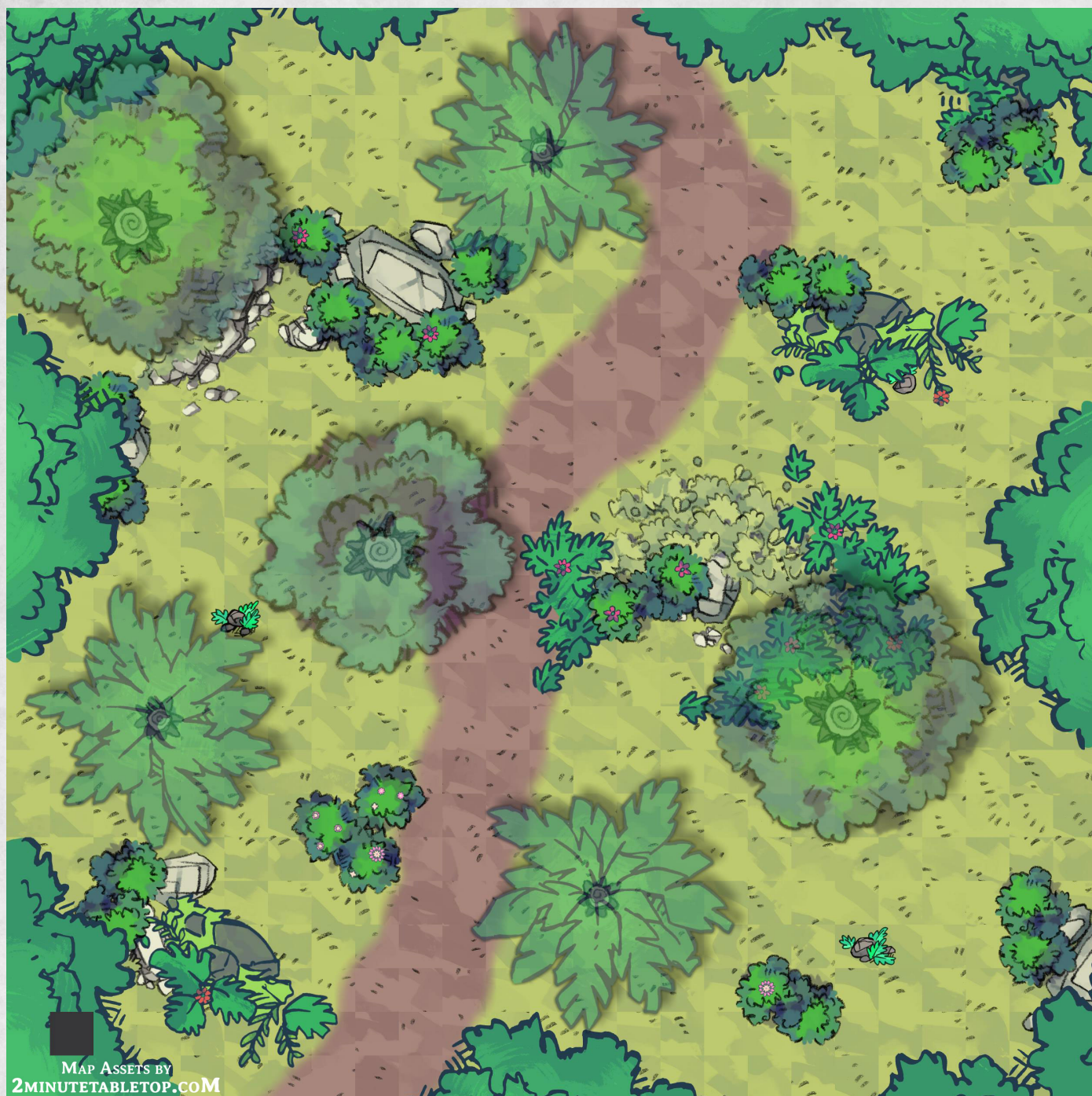


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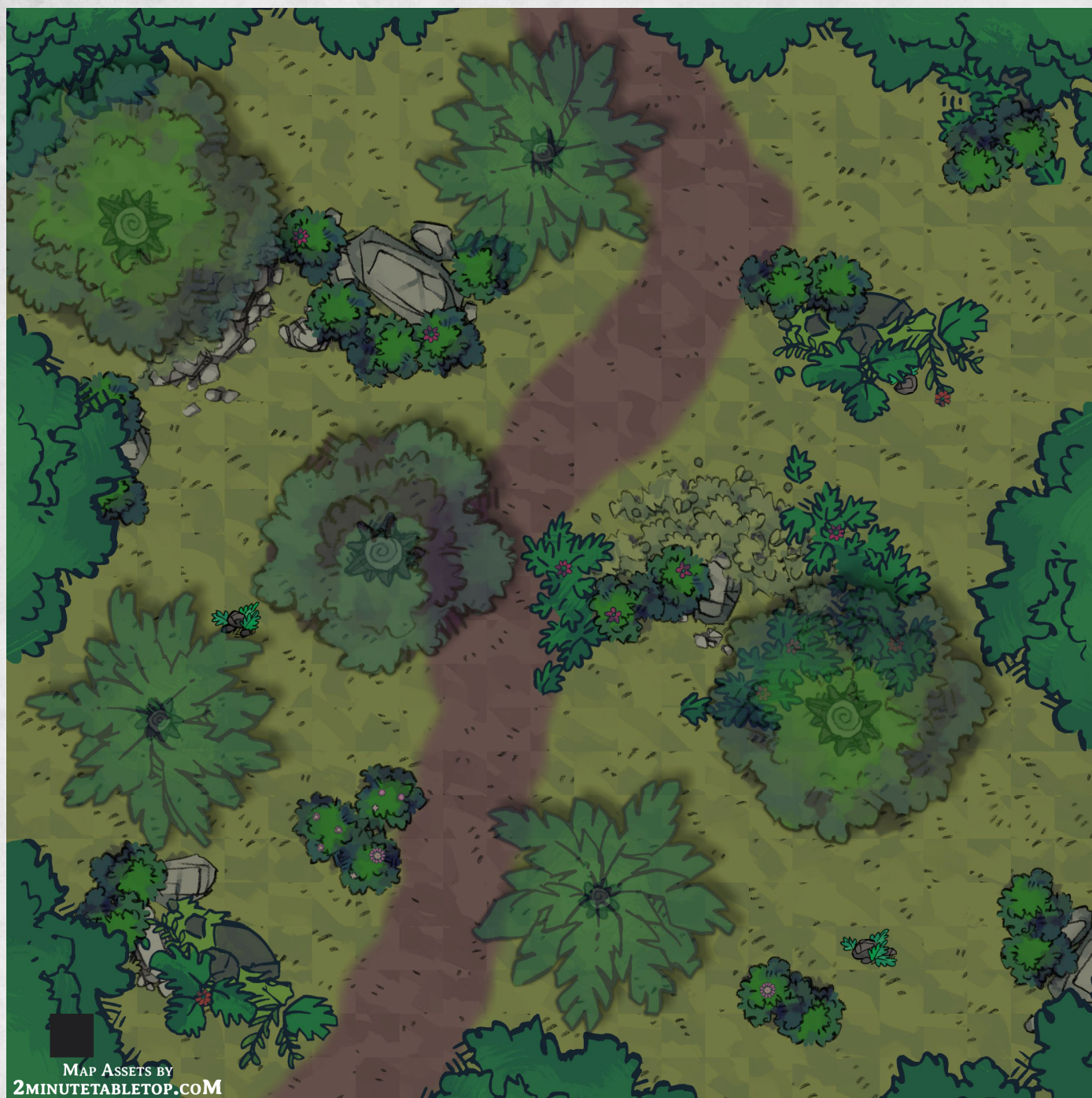


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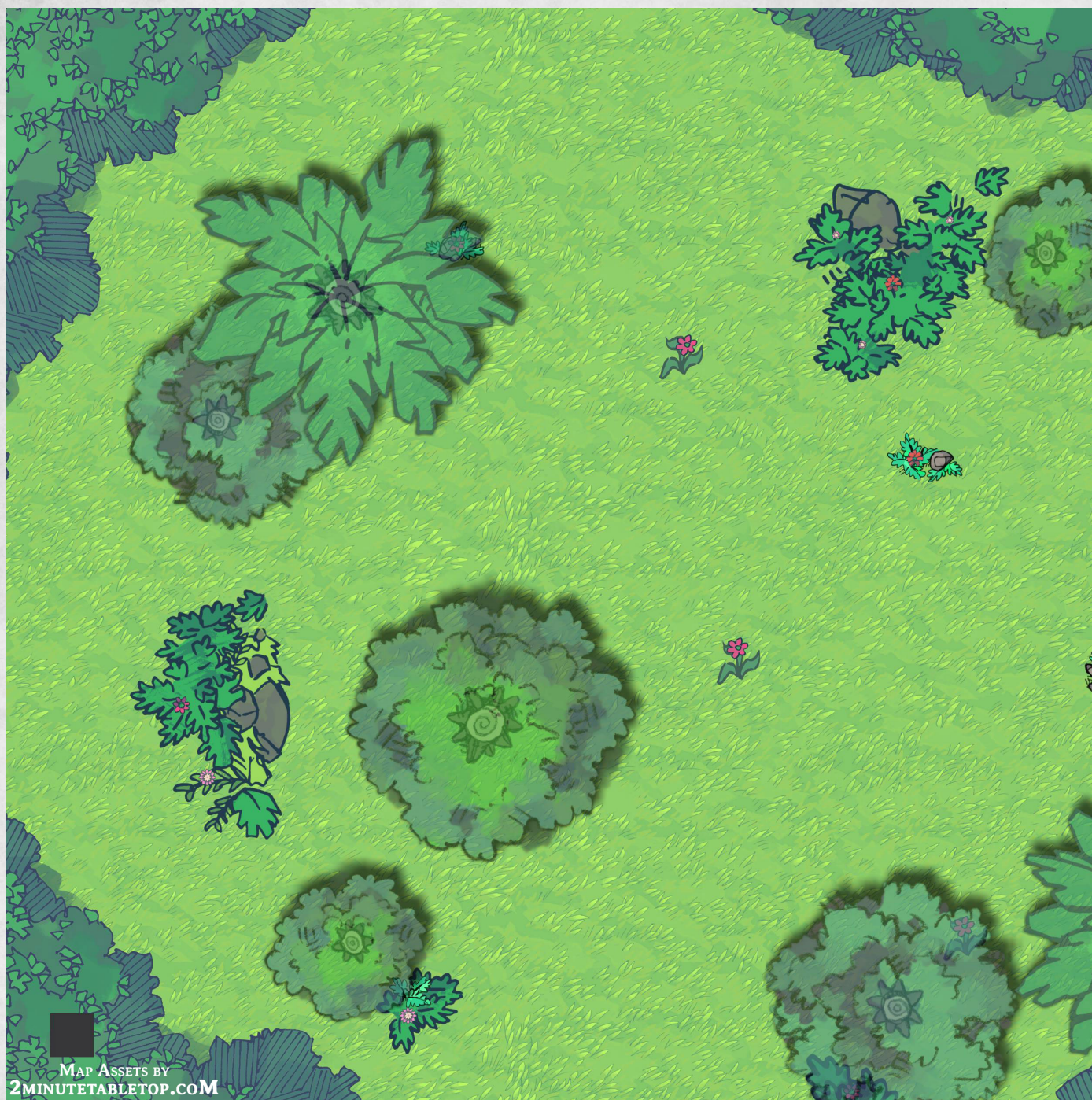
JUNGLE 04, ROAD DAY



JUNGLE 04, ROAD NIGHT



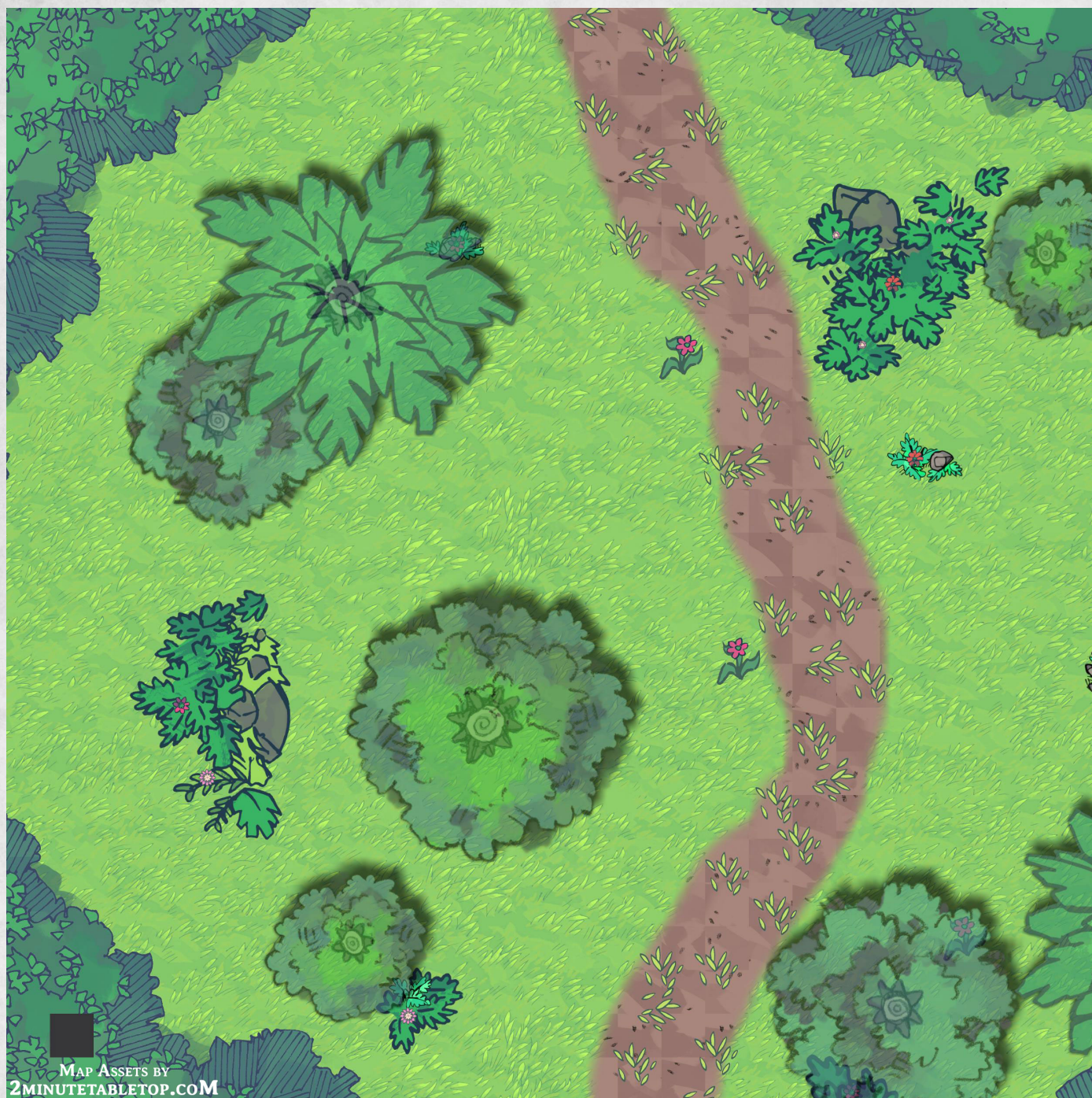
JUNGLE 05, DAY



RANDOM ENCOUNTER MAP
JUNGLE 05, NIGHT



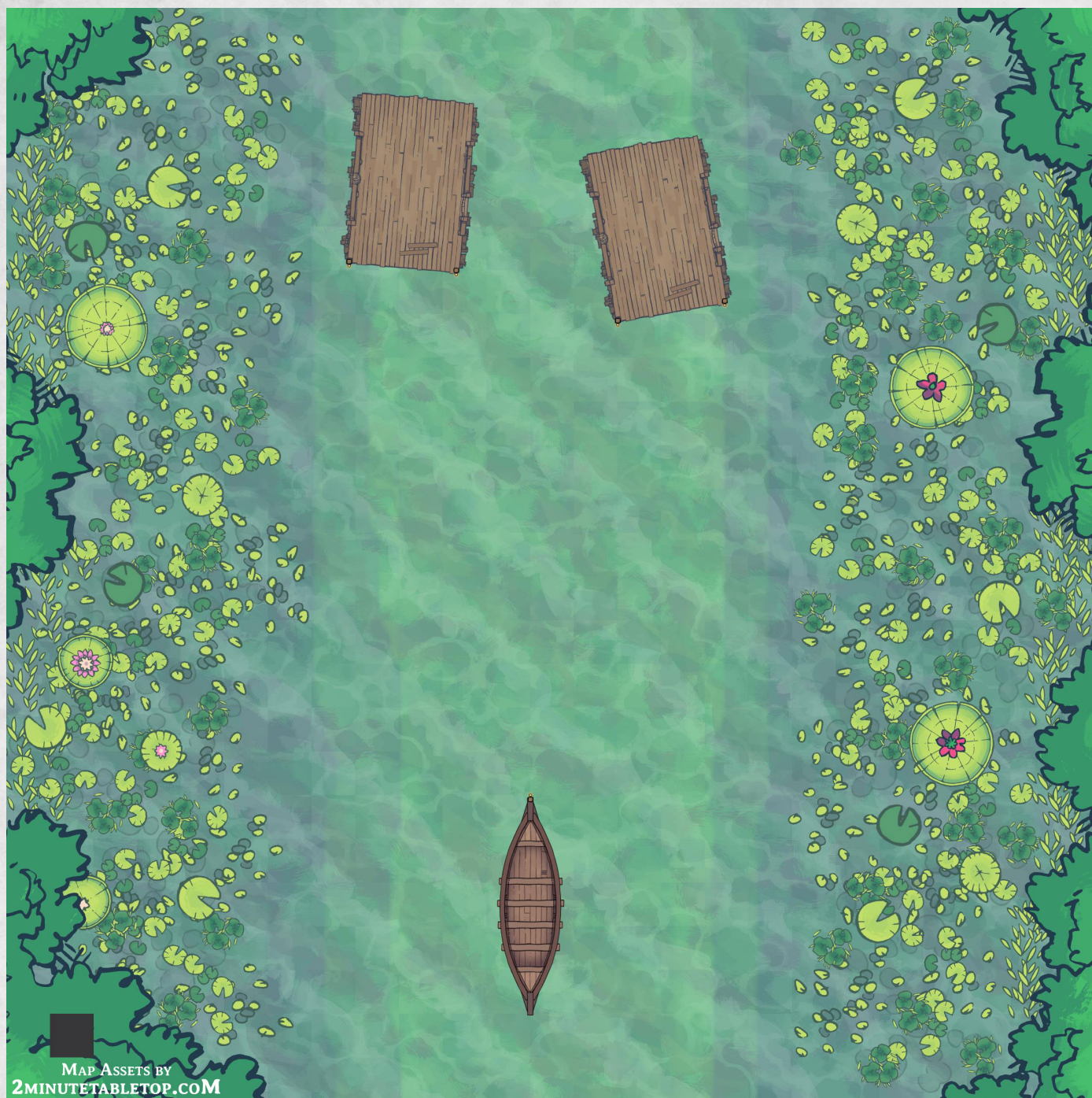
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JUNGLE 05, ROAD NIGHT



JUNGLE 06, RIVER CANOE BARGES DAY



JUNGLE 06, RIVER CANOE BARGES NIGHT



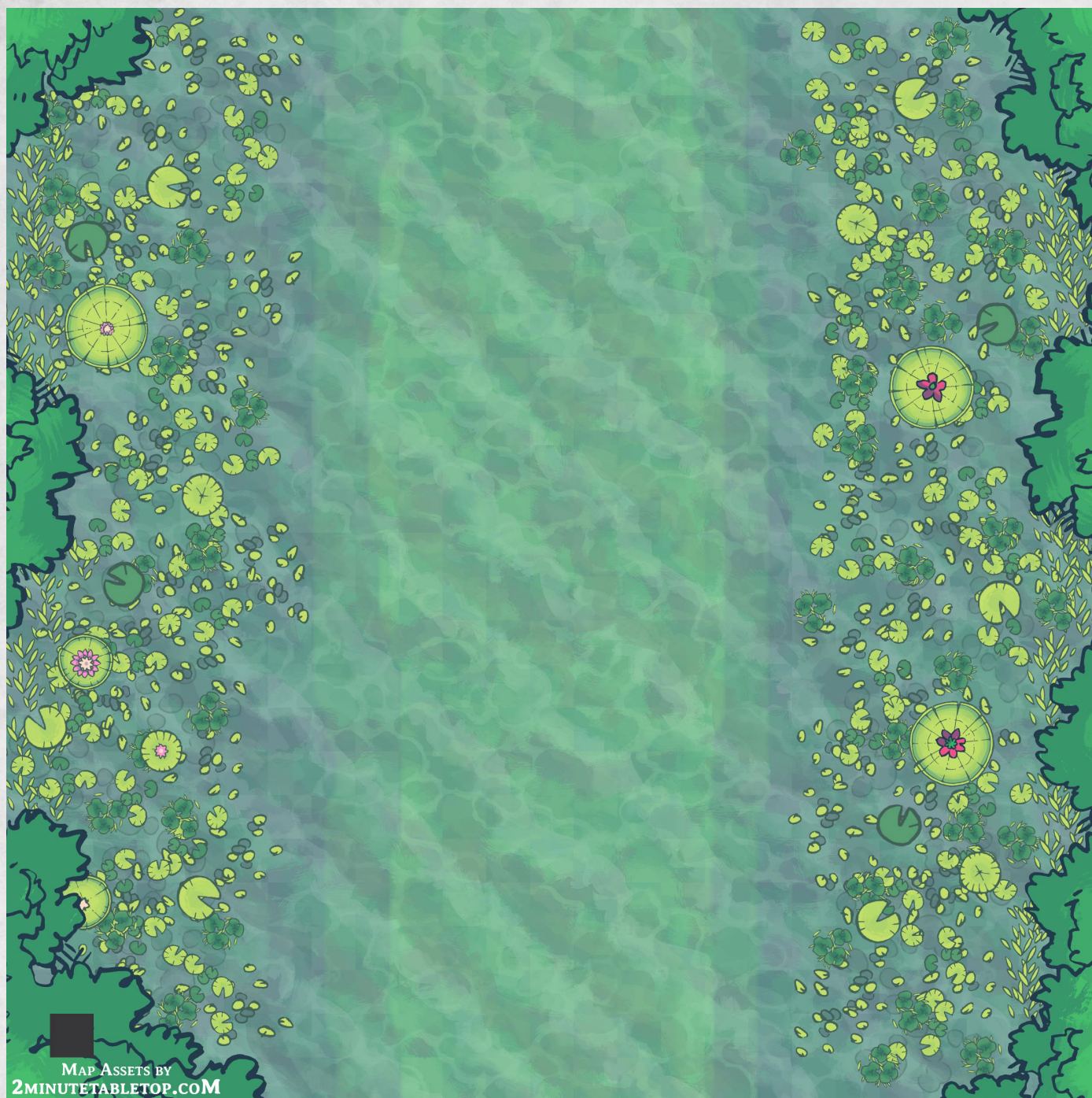
JUNGLE 06, RIVER CANOE DAY



JUNGLE 06, RIVER CANOE NIGHT



JUNGLE 06, RIVER EMPTY DAY

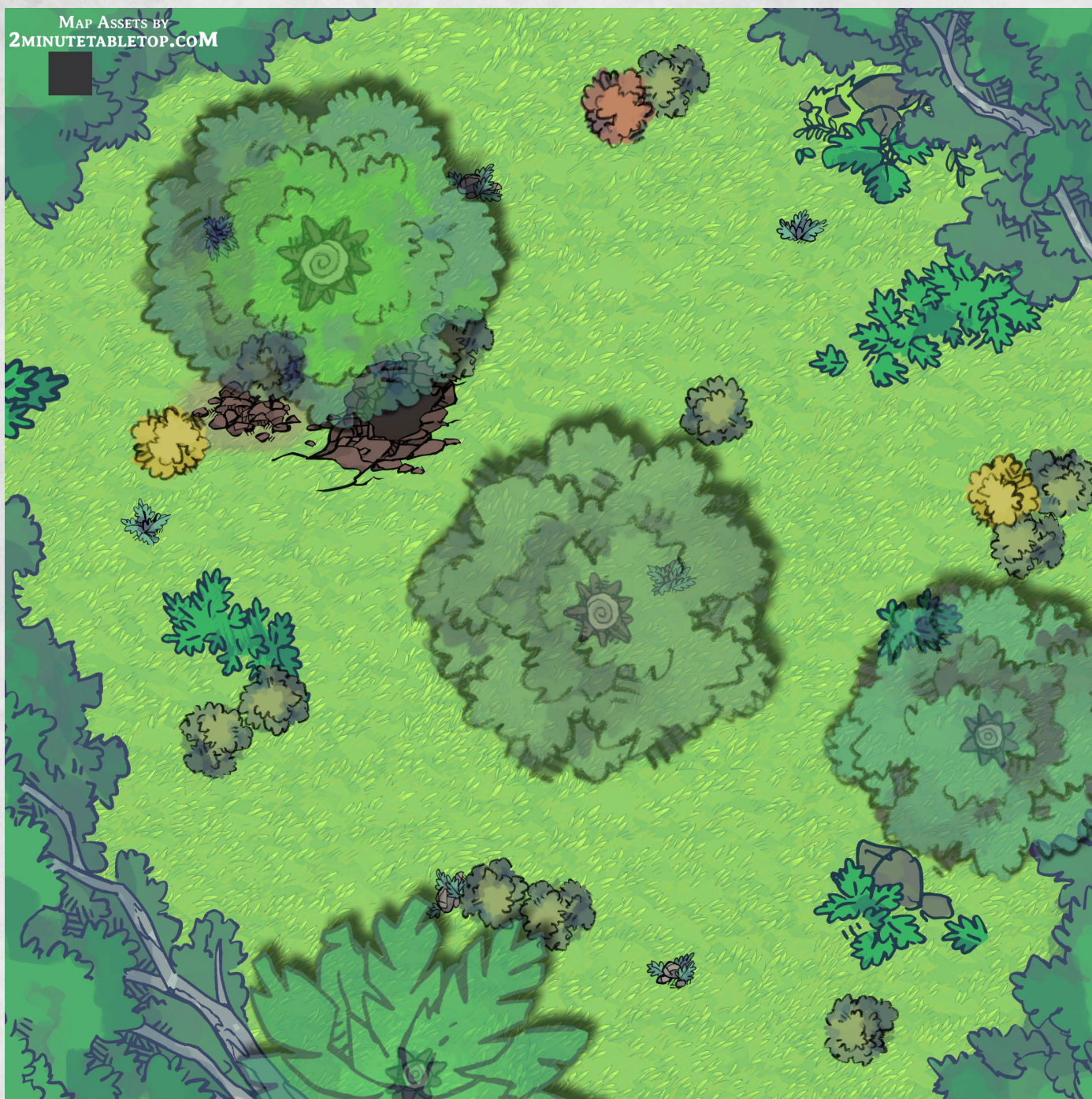


JUNGLE 06, RIVER EMPTY NIGHT



MAP ASSETS BY
2MINUTETABLETOP.COM

KISKABA AZUUL ENTRANCE, DAY



KISKABA AZUUL ENTRANCE, NIGHT



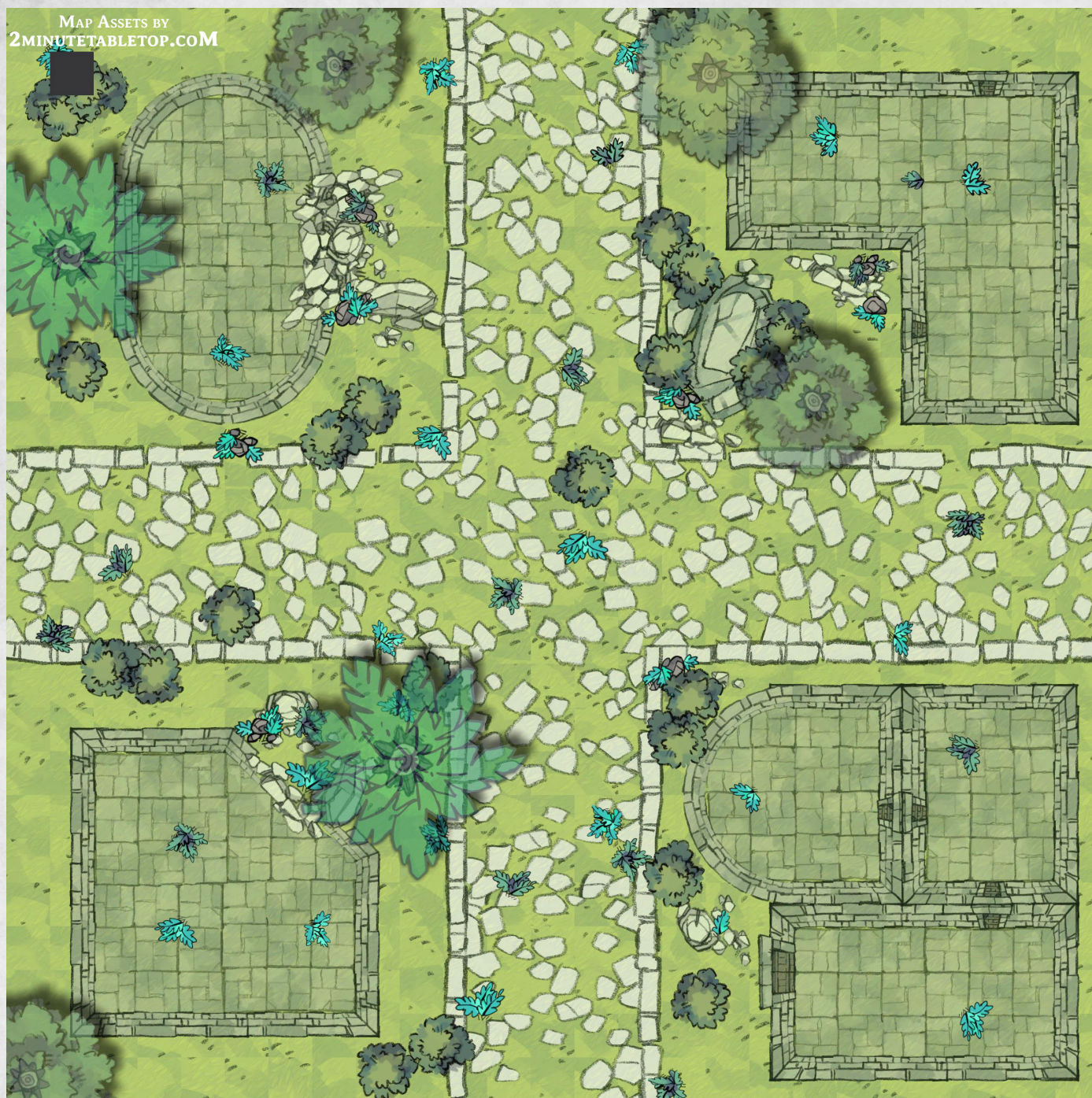
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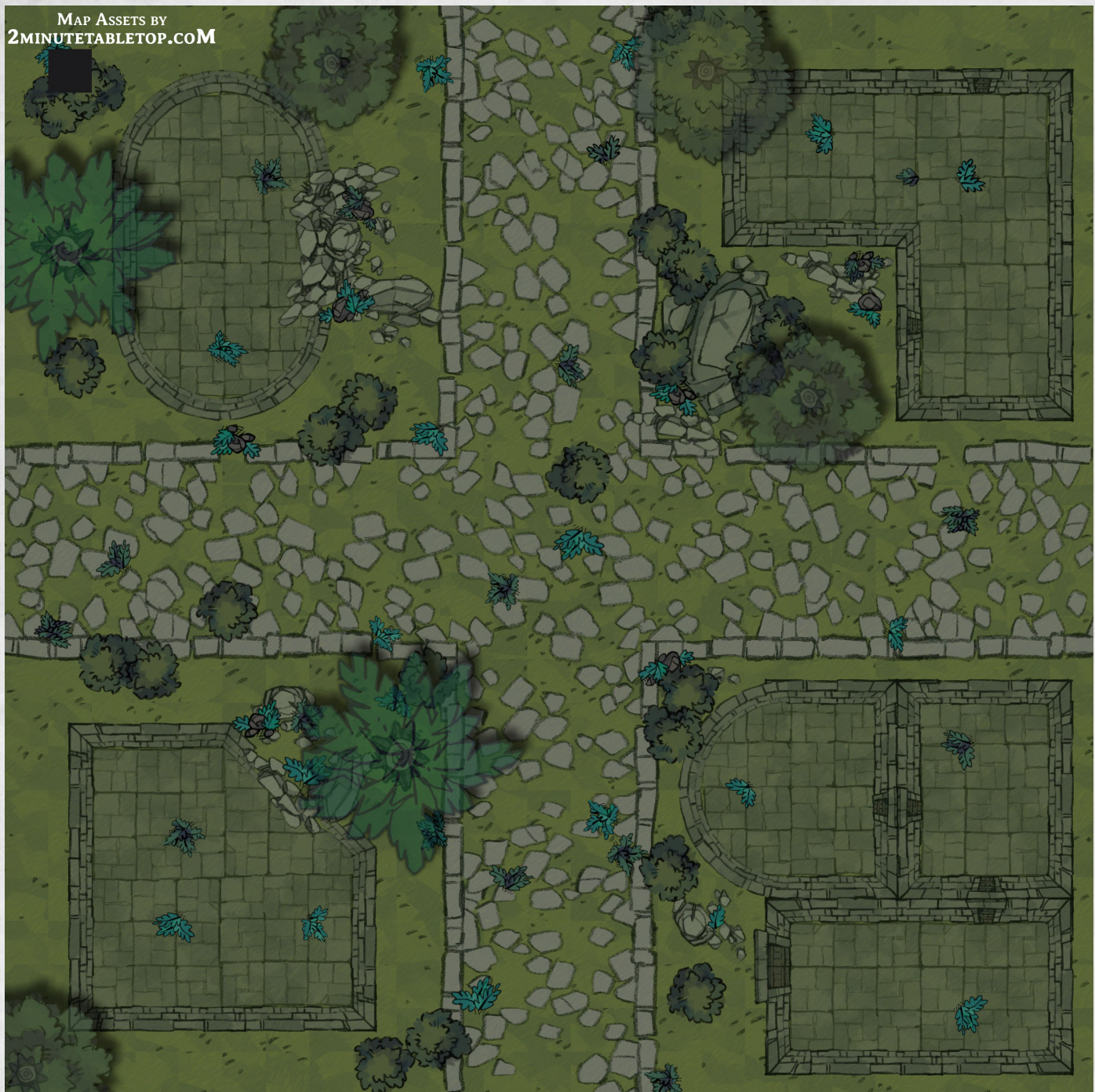
KISKABA AZUUL LEVEL 2



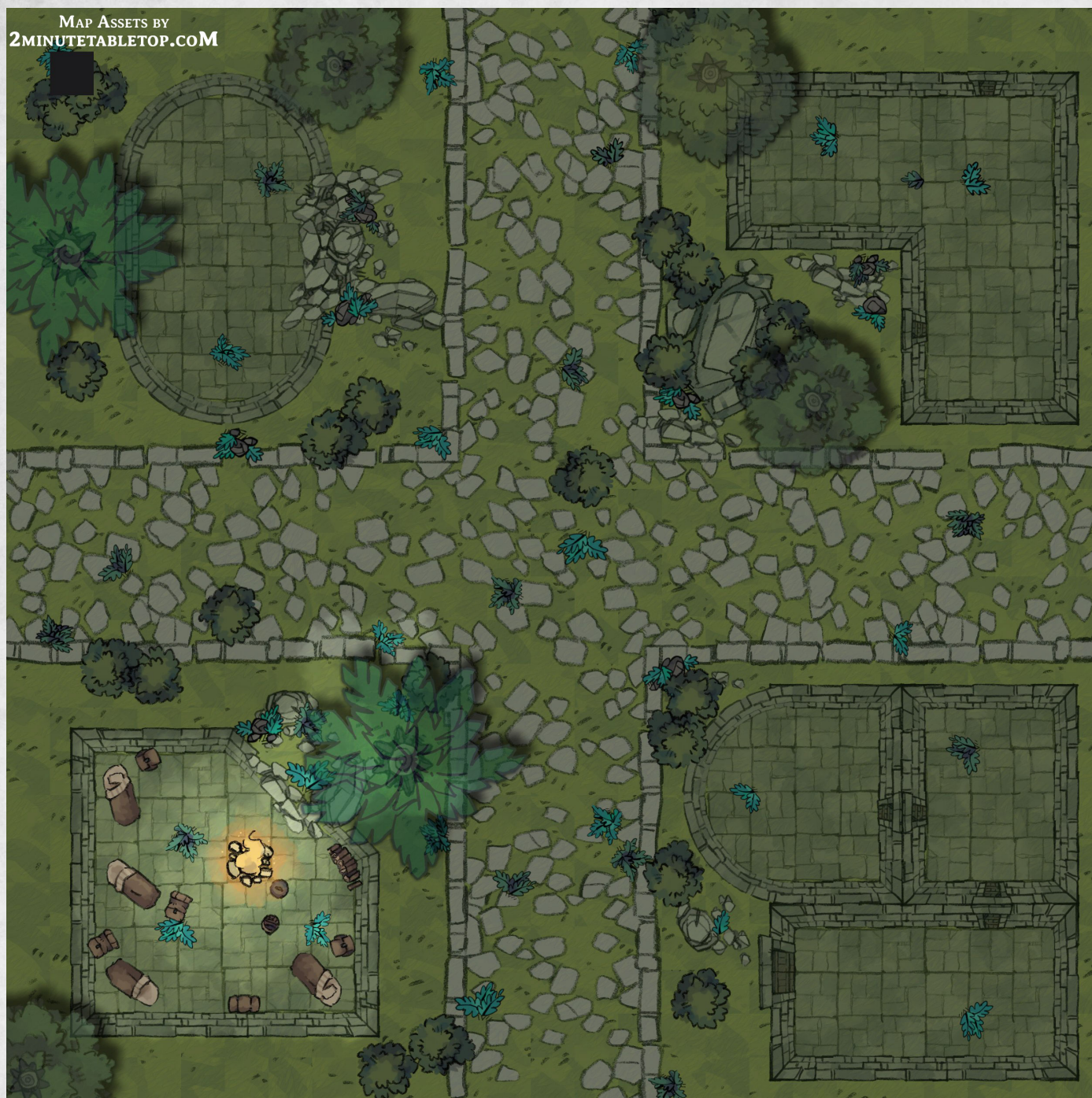
RUINS 01, DAY



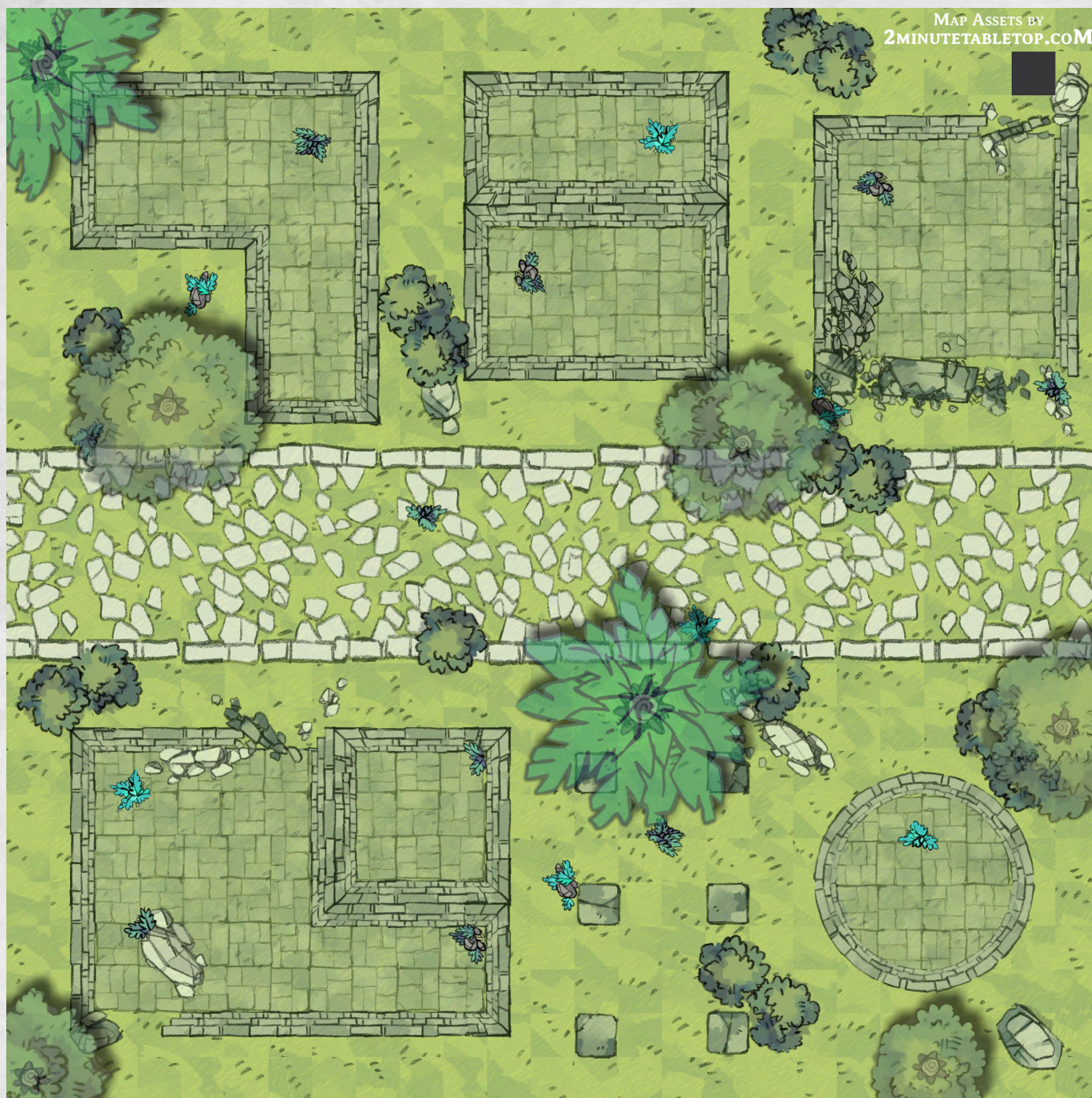
RANDOM ENCOUNTER MAP
RUINS 01, NIGHT



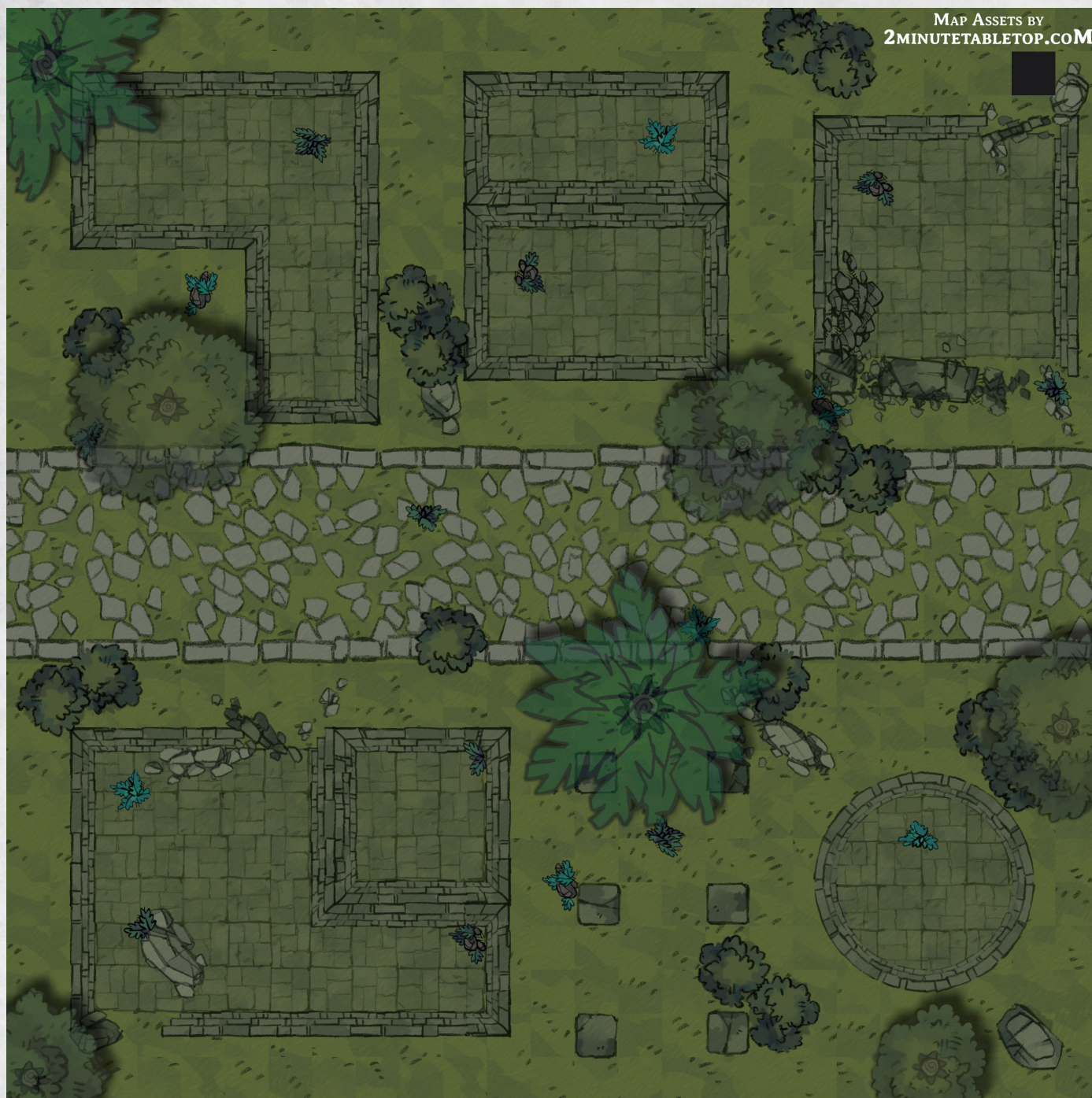
RUINS 01, CAMP NIGHT



RUINS 02, DAY



RANDOM ENCOUNTER MAP
RUINS 02, NIGHT



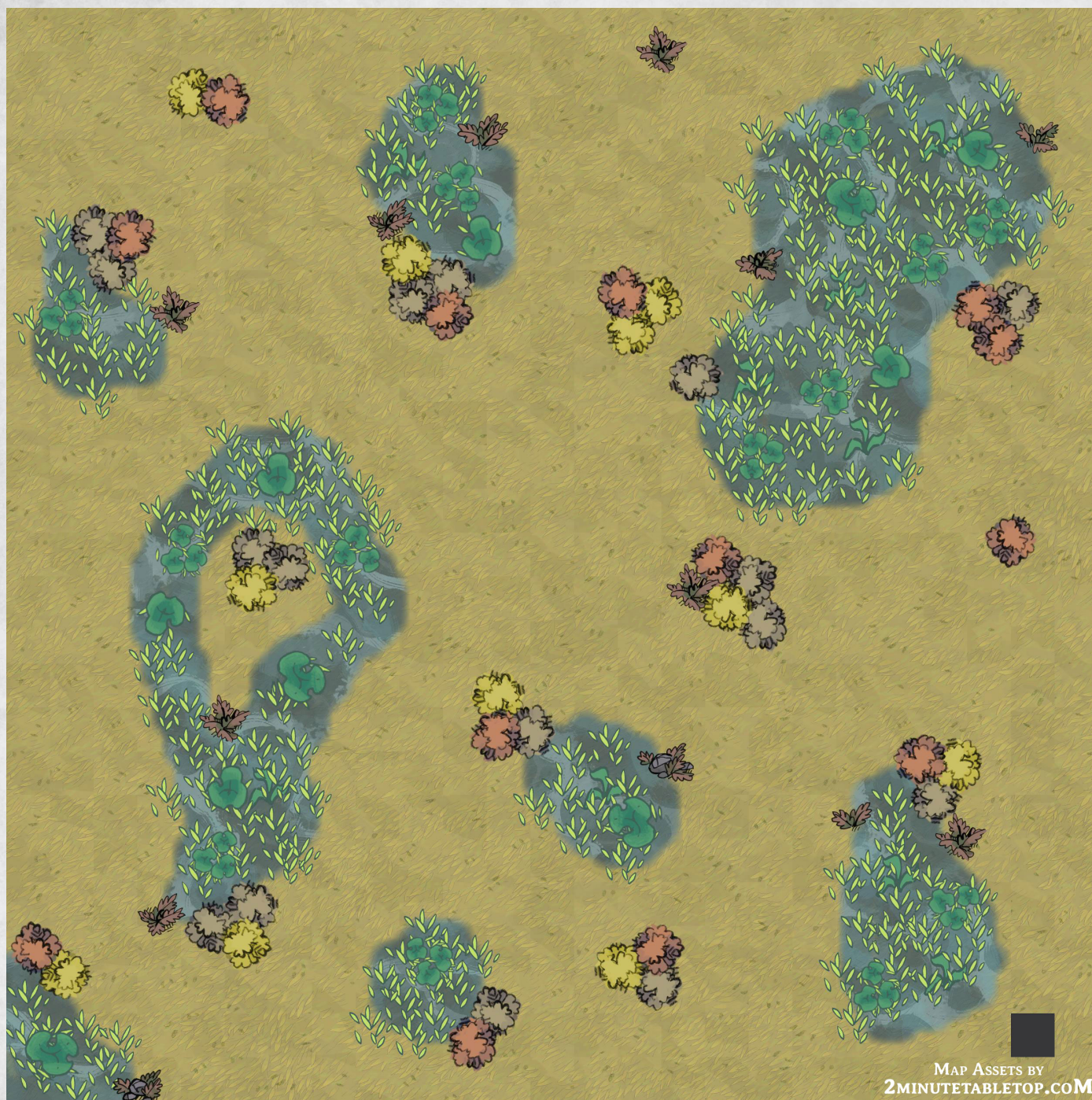
RUINS 02, CAMP NIGHT

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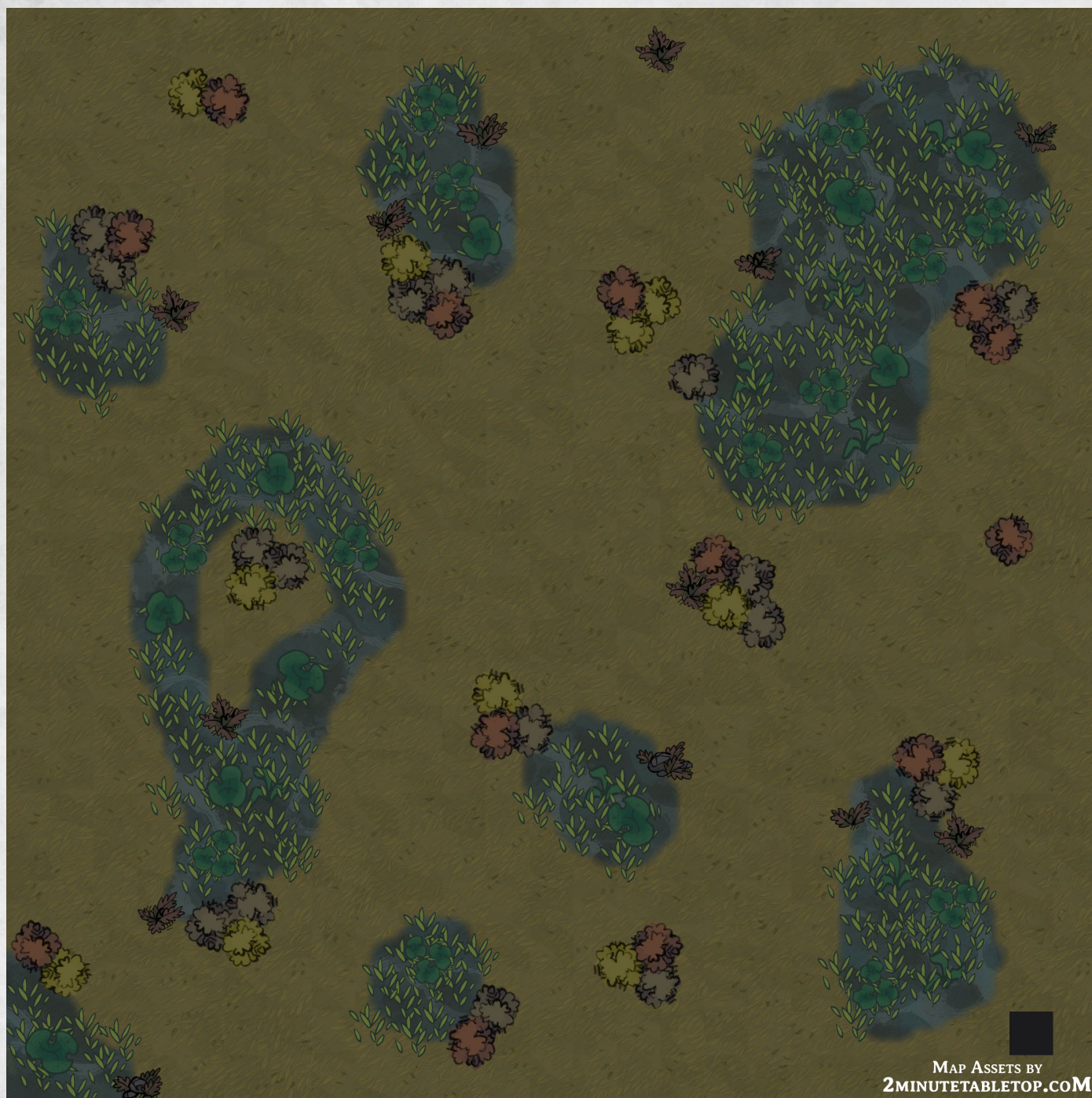


RANDOM ENCOUNTER MAP

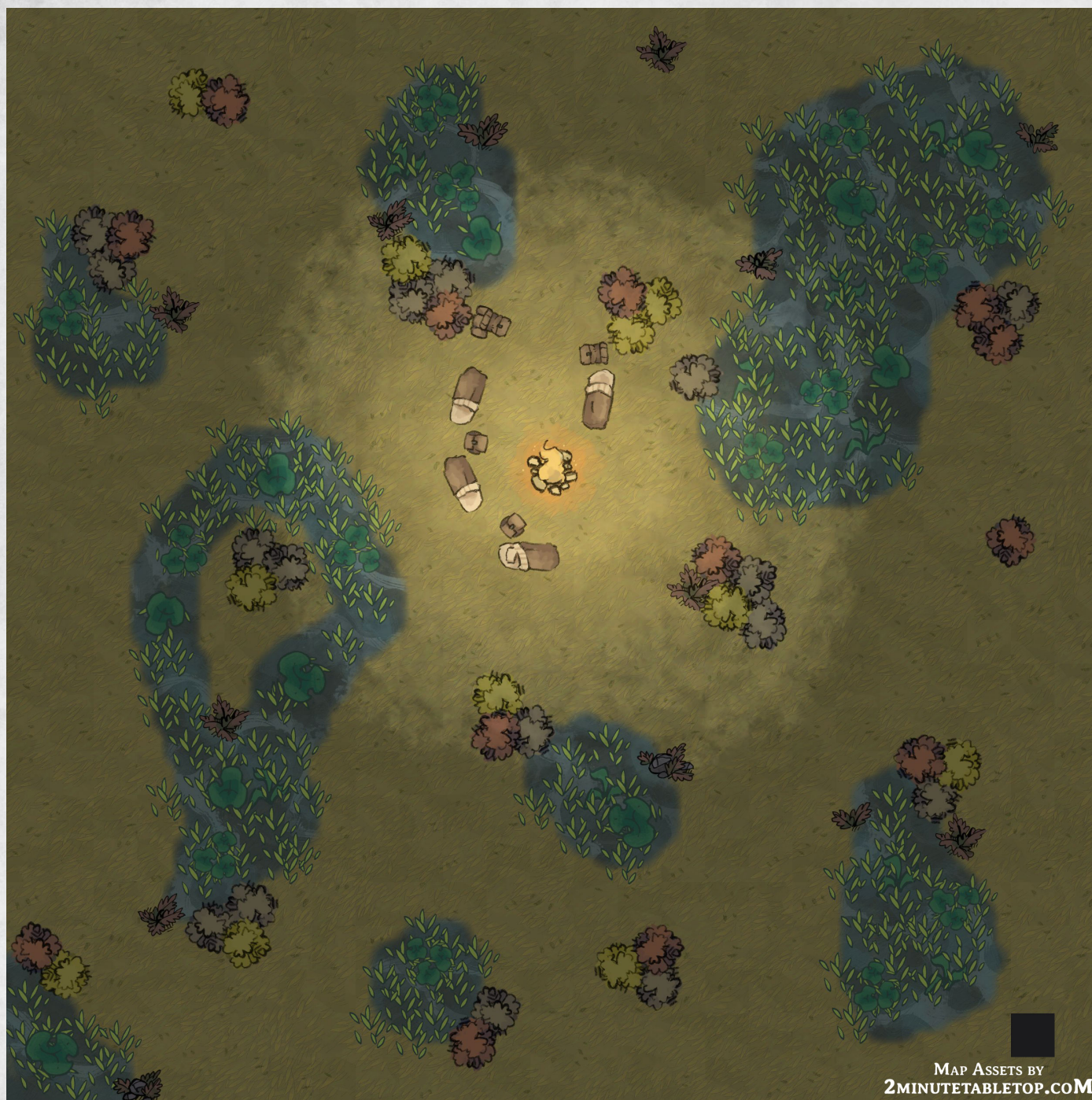
SWAMP 01, DAY



RANDOM ENCOUNTER MAP
SWAMP 01, NIGHT



SWAMP 01, CAMP NIGHT



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VAULT OF THE EYE OF ZALTEK

