

Mythmakers

FORGOTTEN REALMS

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Jungle Treks

by Teos Abadía and Eric Menge



Six Short Adventures to Supplement
Your Exploration of the Jungles of Chult.
For Characters Levels 1 - 10.



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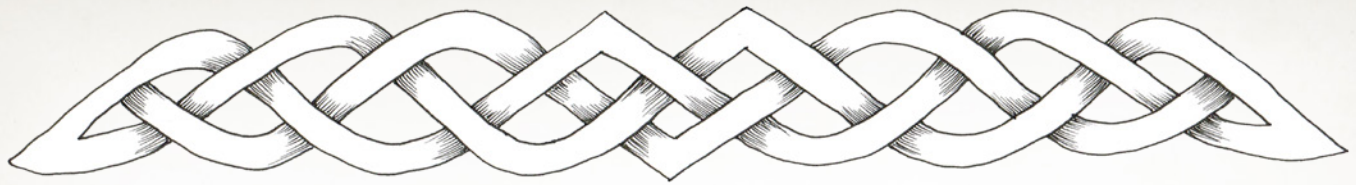
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Introduction

This product is intended to supplement the *Tomb of Annihilation*TM campaign published by Wizards of the Coast® by providing short adventures that you can insert as needed. Each of these adventures can be played in a single session and will flesh out the vast wilderness that is the jungles of Chult.

While reference to *Tomb of Annihilation* is helpful, it is not necessary to use this supplement. The adventures don't even have to be set in Chult! They can easily be dropped into any jungle setting. With a little work, you could also use them in any campaign setting's wilderness.

Adventure Format

At the beginning of each adventure is a brief summary that describes the challenge presented. After this summary, the adventure is broken into four sections.

Background. This section provides an overview of previous events relevant to the current adventure.

Setup. This section details possible hooks for using this adventure in your campaign. Feel free to disregard these hooks and make up your own!

Running the Adventure. After Setup, you will find one or more sections containing all of the details on how to run the adventure. The name of these sections changes to reflect what is going on in the adventure.

Conclusion. This section discusses how to wrap up the adventure and how to handle any possible long-term consequences.

Monsters. This section is an alphabetical list of the stat blocks of monsters that you might need while running the adventure.

Maps. The maps are the last section of each adventure. Not every adventure has maps.

Adventure Overviews

This supplement includes the following six adventures for you to use for your campaign.

- **Tavern Trouble.** Use this adventure to start off your jungle trek! The party meets a contact at a tavern who has valuable information, but the contact is in trouble. Foes have come to settle debts. At the same time, a hunter enters the tavern with some strange lizards, which escape and swallow an important talisman. Find the right lizard, fight off the foes, and save the contact!
- **If Looks Could Kill.** An herbalist explorer in the jungle needs help. A catoblepas herd is making their way through a swamp, killing everything they encounter, including valuable plants. Her request seems simple, but other members of her expedition have their own requests and are at odds with each other.
- **Ambush from Above!** As the adventurers travel, they are attacked by grungs who swing from vines above. The grungs are all members of Team Pig, which they hold in humorously high esteem. Characters can use this to end the adventure peacefully, perhaps gaining allies.
- **Mystic River.** As the adventurers travel downriver, they enter a stretch of river infused with elemental or magical qualities.

The party must navigate dangerous white water, avoid carnivorous plants, and dodge the tail of a brontosaurus! A tiny elemental spirit adds humor to the adventure.

- **Mudslide!** A torrential rain creates a dangerous environmental hazard in jungle-covered hills that can bury the party or sweep them into a different adventure. Even worse, mischievous monsters made of mud complicate survival.
- **Beautiful Plumage.** Tropical harpies have infested a Chultan ruin in the jungle. Their beautiful song lures victims to them, forcing them to climb a dangerous tower. At the same time, a cursed magic item is animating the skeletal remains of the harpies' meals below the tower. Meanwhile, a goblin queen's ghost wants revenge and will use any trespassers as her tool of vengeance.

Adjusting Adventures

The adventures provide challenges for characters from levels 1 to 10. Monsters are tiered for each level by using an Average Party Level (APL). To calculate the APL of the party: add up all of the character's levels, divide by the number of characters, and round to the nearest whole number. Once you have the APL, consult the tables in each adventure to see the suggested foes.

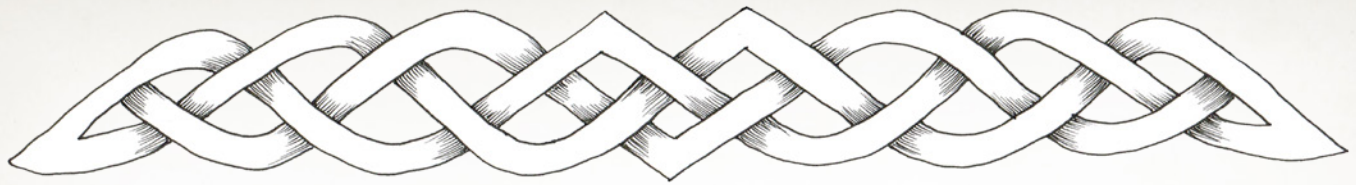
Traps, hazards, and skill checks use three tiers:

TIER	LEVELS
Low	1 - 4
Mid	5 - 7
High	8 - 10

Tiered DCs or damage have a value for each tier, separated by a forward slash (low tier/mid tier/high tier). When the adventure calls for a DC 10/15/18 skill check, parties with APLs 1-4 would use the first DC of 10. Similarly, a trap inflicting 1d8/2d10/3d10 damage would inflict 3d10 to a party of APL 8-10.

Always feel free to adjust the adventure as you see fit for the challenge level your players will enjoy!





Tavern Trouble

The party's contact is in trouble! Foes have come to settle debts and have cursed the contact, who will soon wither and die. The foes have a charm which can reverse the effect. Unfortunately, a hunter has entered the tavern with some strange lizards, which escape and create chaos. Find the right lizard, fight off the foes, and save the contact!

Background

Use this adventure at any time when the party is headed to a tavern to meet a guide or a contact who has valuable information. For *Tomb of Annihilation*, the tavern used in this adventure could be the Thundering Lizard in Port Nyanzaru (p. 23), a rough-and-tumble tavern in or near Fort Beluarian (p.55) or Camp Vengeance (p. 47), or a small tavern you add to the jungle near a Harper or Emerald Enclave outpost.

Setup

The scene begins as the adventurers enter the tavern. They should know a description or the name of the contact or guide they seek. This adventure uses a half-orc contact by the name of Grotok. Change it to fit your needs.

This adventure can use theater of the mind or minis. If using a map or minis, a tavern sized roughly 60 feet by 60 feet can work well. See the **Jungle Tavern Map**. The lizards should be more of a terrain feature, rather than using minis to represent each one.

Read or paraphrase the following:

Flickering braziers create pools of yellow light and the pungent smoke that wafts through this rough tavern. Ale and worse stain tables and the worn plank floor. The tavern is nearly full, but amidst the smoke and people you glimpse myriad beast heads decorating the walls.

The barkeep is too busy to greet you, engaged by a halfling woman standing on a stool, gesticulating wildly at a large crate resting on the bar.

Your contact is at the bar. Grotok does not look well, face pale and eyes blinking, as several nearby patrons mock him.

The party can enter and approach the people in the bar. Depending on their actions, they may notice a few things.

Contact. Their contact, the half-orc Grotok, does not look well. From afar, a DC 20 Wisdom (Medicine) check reveals Grotok seems stricken by some affliction, similar to a poison or disease but it's neither of those. The DC is 10 if adjacent to Grotok. He is being harassed by the Copper Blades Gang.

Copper Blades Gang. Any attempt to read the situation reveals them as hostile towards Grotok. Their exact numbers and expertise varies by APL, but their leader is named Washa and nicknamed "The Crusher." The gang is currently working for the Red Wizards of Thay (or other group of your choosing), though they won't easily reveal their affiliation. Grotok crossed their employer (or perhaps the employer wants Grotok dead to prevent the party from making progress). At your discretion, the Copper Blades may recognize the party either by reputation or through their employer. They will readily admit what they have done and

are itching for a fight.

Halfling Saleswoman, Quinny. Quinny the hunter is attempting to sell these colorful lizards to the barkeep. She found them as eggs in the jungle, has no idea what they are, but they hatched and now they glow sometimes! She wants 20 gp, and the barkeep will have none of it.

Barkeep, Wilten. Wilten is fed up with the halfling and not noticing the Copper Blades Gang. Fights aren't unusual in the tavern, but they usually die down quickly, and Wilten isn't above forcing the parties to pay for repairs or be banned from the tavern.

When the party confronts the Copper Blades or tries to help Grotok, proceed with the next section.

Chaos in the Bar!

When the party approaches Grotok, read or paraphrase the following:

The leader of the gang laughs, mocking you. "Your friend will soon die. How much will you pay me to give you the charm to undo the curse? Hmm... on second thought, our employer wouldn't like that. What do you think, Copper Blades?"

One of the gang members lifts up a chair, pulling it back as if to threaten to strike you with it. As he does so, the chair strikes the halfling at the bar. She bumps into the large crate, which crashes onto the floor! Dozens of blue lizards dart out of the crate, crawling over and under everything and everyone, including the gang.

One of the lizards scurries into the gang leader's belt pouch. She pulls out the lizard, which seems to be swallowing something round and intricately carved. The lizard's abdomen glows bright blue, and the gang leader yelps as it shocks her. The lizard drops to the floor. "Get that lizard," commands the gang leader, "and kill them!" she says, pointing at you!

The combat features three elements: saving the contact, recovering the charm from a lizard, and defeating the gang.

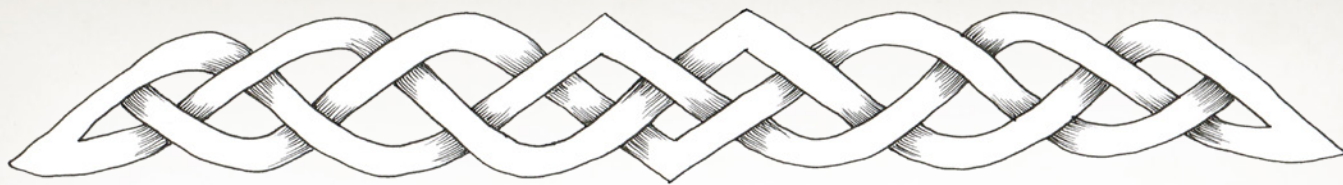
Saving the Contact

Grotok begins to wither away under the effects of the curse. At the end of each round, Grotok loses a third of his hit points, dropping unconscious at the end of the third round. Beginning at the end of the fourth round, Grotok makes a death saving throw, dying on three failures. Rolling three successes or a roll of a 20 has no effect due to the curse. An adjacent character may prevent Grotok from failing a death saving throw with a DC 15/17/19 Wisdom (Medicine) check as an action.

Saving Grotok requires an adjacent character who is holding the charm to succeed at a DC 15/17/19 Intelligence (Arcana or Religion) or Wisdom (Medicine) check. A character gains advantage if Grotok has received a spell such as *lesser restoration* or *greater restoration*. No check is needed if the spell *remove curse* is cast and the charm is held adjacent to Grotok (in either order), but the spell alone will not end the effect until the charm is brought to him.

Recovering the Charm

It is obvious to the party that a lizard swallowed a charm,



and that charm can undo the curse killing Grotok. Unfortunately, all the lizards that are scurrying across the tavern look the same. Worse, the lizards seem to periodically glow, shocking anyone in contact with them!

Finding the Right Lizard. As an action, a DC 16/18/22 Wisdom (Perception) or Intelligence (Arcana) check allows a character to identify the lizard with the charm (as its belly glows, the silhouette of the charm can be seen inside). If the characters have killed or confined at least six lizards, the DC drops to 12/14/16.

Grabbing a Lizard. A lizard can be grabbed as an attack (AC 12) or as an action with a DC 12/14/16 Dexterity (Sleight of Hand) check. However, grabbing a lizard scares it, resulting in a shock for 1d6/2d6/3d6 lightning damage. A lizard grabbed at random has a 1-in-12 chance to be the one with the charm within (see Finding the Right Lizard, above). Once the correct lizard is grabbed, the creature can be killed without a check and the charm extracted, or a DC 10/12/14 Wisdom (Animal Handling or Nature) check can be used to cause it to spit up the charm.

Studying the Lizards. A DC 11/13/15 Wisdom (Animal Handling) or Intelligence (Nature) check reveals that the lizard's lightning defense needs some time to recharge. After this check has been made, a character can make a Wisdom saving throw when grabbing a lizard to avoid the damage.

What Quinny Does. Quinny runs about frantically. Characters can calm her with a DC 10/12/14 Charisma (Diplomacy) check. Once calmed, she tells the party how to grab a lizard (see Studying the Lizards). In addition, each round her efforts to help result in one party member gaining inspiration.

Other Actions. Reward creative ideas the party may have to confine the lizards or find the gem. You might grant advantage on checks or substitute their ideas for the ones above.

Defeating the Copper Blades

The gang fights to subdue and tries to minimize collateral damage, in order to avoid trouble with the barkeep, merchant princes, or other authorities. They plan to drag the characters out of the bar and kill them in a dark alley.

You can reduce the difficulty of the fight by having lizards shock gang members, and/or some gang members spend actions grabbing a lizard (at a 1-in-12 chance of grabbing the right one).

APL	MONSTERS
1	5 tribal warriors, 1 sacred stone monk
2	5 sacred stone monks, 1 apprentice wizard
3	5 sacred stone monks, 1 spy
4	5 sacred stone monks, 2 spies
5	6 spies, 1 martial arts adept
6	5 spies, 1 martial arts adept, 1 bard
7	4 martial arts adepts, 1 bard
8	4 martial arts adepts, 1 bard, 1 illusionist
9	5 martial arts adepts, 1 bard, 1 illusionist
10	4 martial arts adepts, 1 illusionist, 1 gladiator

Conclusion

If the characters are victorious, surviving gang members other than Washa may give up information on who hired them, at your discretion. If spared, two of them may return the favor, should the party run into trouble later.

If Grotok was saved, he can now provide the party with the information they seek. Additionally, he can share leads to other areas to explore in *Tomb of Annihilation*, or another adventure featured in this supplement. If Grotok is a guide, he tells Jobal (*Tomb of Annihilation* p. 26) of their deeds and provides his services for half price for the duration of the contract.

Treasure

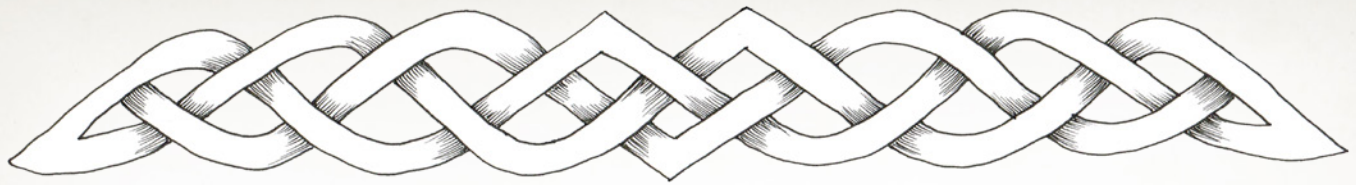
Washa recently recovered a pair of *gloves of thievery*, but has not discovered their use. The gang carries a total of 50/90/150 gp worth of coin and gems.

The charm is not normally valuable, but would be of great interest to some shaman or witches. In particular, Nanny Pu'Pu (*Tomb of Annihilation* p. 73) would accept it as payment for the rite of stolen life in lieu of either the gemstone or the sacrifice (she will provide the sacrifice instead of the party).

XP Award

In addition to XP for defeating the APL's monsters, award each character 100/325/575 XP if they managed to save their contact.





Monsters

APPRENTICE WIZARD

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	10 (+0)	11 (+0)

Skills Arcana +4, History +4
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Spellcasting. The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mending*, *prestidigitation*
1st level (2 slots): *burning hands*, *disguise self*, *shield*

ACTIONS

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

BARD

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)
Hit Points 44 (8d8+8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3
Skills Acrobatics +4, Perception +4, Performance +6
Senses passive Perception 15
Languages any two languages
Challenge 2 (450 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The bard has the following bard spells prepared:

Cantrips (at will): *friends*, *mage hand*, *vicious mockery*
1st level (4 slots): *charm person*, *healing word*, *heroism*, *sleep*, *thunderwave*
2nd level (3 slots): *invisibility*, *shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/Day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

GLADIATOR

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6
Skills Athletics +10, Intimidation +5
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

ACTIONS

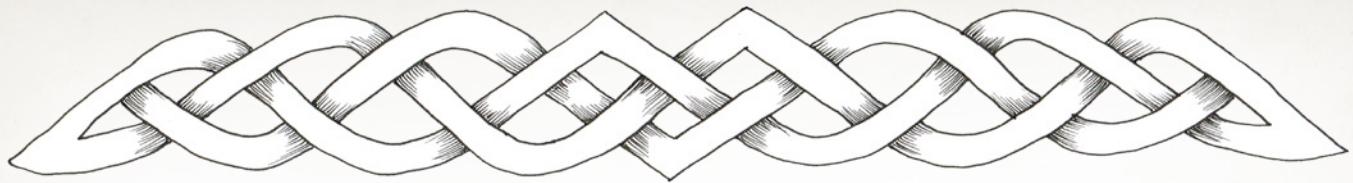
Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.



ILLUSIONIST

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 38 (7d8+7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Saving Throws Int +5, Wis +2

Skills Arcana +5, History +5

Senses passive Perception 10

Languages any four languages

Challenge 3 (700 XP)

Spellcasting. The illusionist is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The illusionist has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *minor illusion*, *poison spray*

1st level (4 slots): *color spray*,* *disguise self*,* *mage armor*, *magic missile*

2nd level (3 slots): *invisibility*,* *mirror image*,* *phantasmal force**

3rd level (3 slots): *major image*,* *phantom steed**

4th level (1 slot): *phantasmal killer**

*Illusion spell of 1st level or higher

Displacement (Recharges after the Illusionist Casts an Illusion Spell of 1st Level or Higher). As a bonus action, the illusionist projects an illusion that makes the illusionist appear to be standing in a place a few inches from its actual location, causing any creature to have disadvantage on attack rolls against the illusionist. The effect ends if the illusionist takes damage, it is incapacitated, or its speed becomes 0.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

MARTIAL ARTS ADEPT

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 60 (11d8+11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +5, Insight +5, Stealth +5

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 3 (700 XP)

Unarmored Defense. While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The adept makes three unarmed strikes or three dart attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (adept's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10+3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

SACRED STONE MONK

Medium humanoid (human), lawful evil

Armor Class 14

Hit Points 22 (4d8+4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	9 (-1)

Skills Acrobatics +4, Athletics +3, Perception +4

Senses tremorsense 10 ft., passive Perception 14

Languages Common

Challenge 1/2 (100 XP)

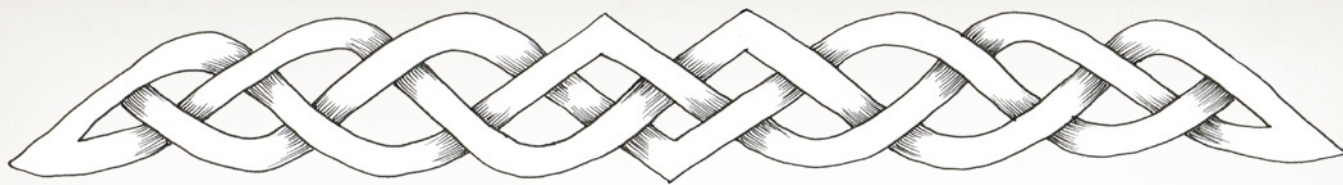
Unarmored Defense. While the monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Unarmored Movement. While the monk is wearing no armor and wielding no shield, its walking speed increases by 10 feet (included in its speed).

ACTIONS

Multiattack. The monk makes two melee attacks.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.



SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

TRIBAL WARRIOR

Medium humanoid (any race), any alignment

Armor Class 12 (hide armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	11(+0)	12 (+1)	8 (-1)	11(+0)	8(-1)

Senses passive Perception 10

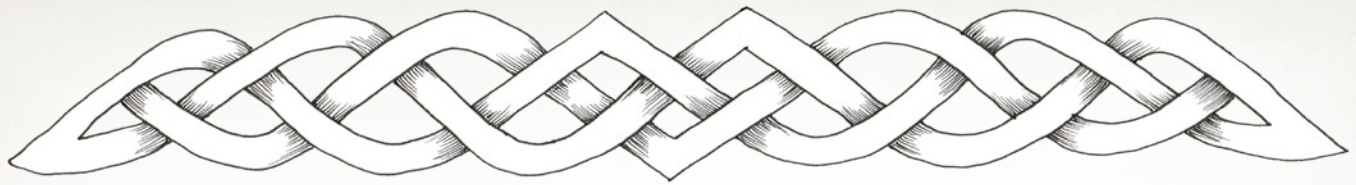
Languages any one language

Challenge 1/8 (25 XP)

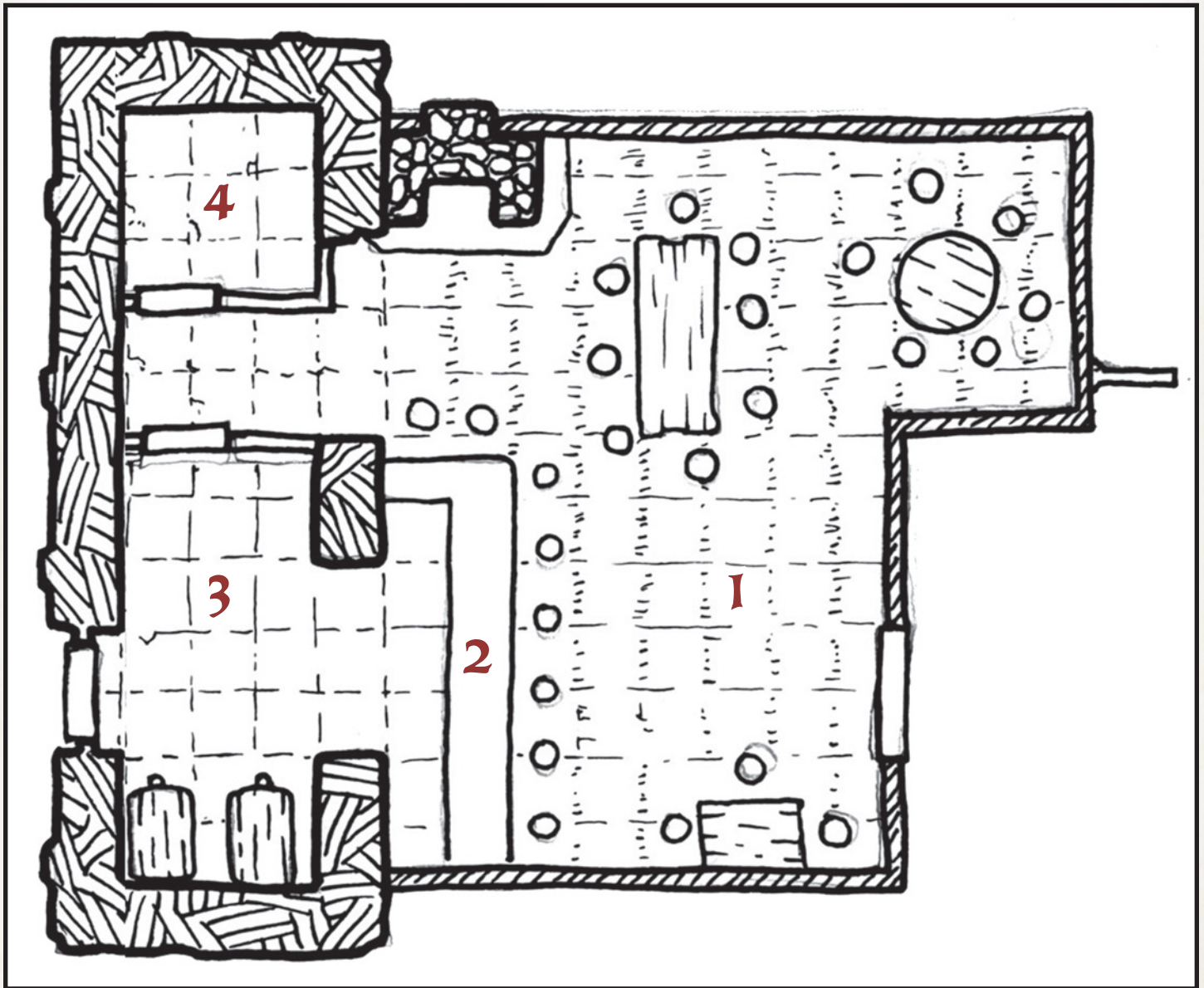
Pack Tactics. The warrior has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

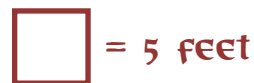


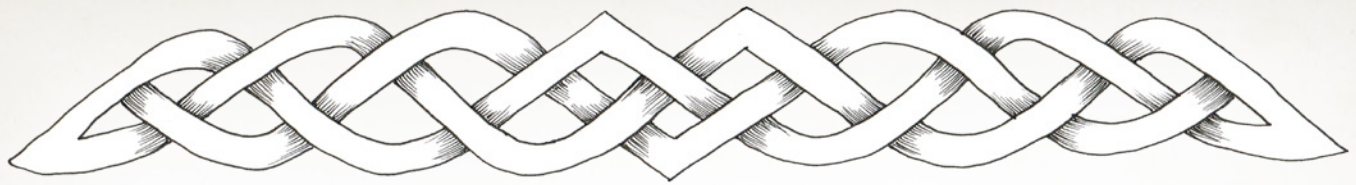
JUNGLE TAVERN Map



Key

- 1 - Tap Room
- 2 - Bar
- 3 - Buttery and Pantry
- 4 - Storage





If Looks Could Kill

An herbalist explorer in the jungle needs help. A herd of catoblepones (plural of catoblepas) is making their way through a swamp, killing everything they encounter, including valuable plants. Her request seems simple, but other members of her expedition have their own requests and are at odds with each other.

Background

Much of the wealth of the merchant princes of Port Nyanzaru comes from the jungles of Chult. Merchant Prince Jessamine (*Tomb of Annihilation* p. 26) in particular is dependent upon the jungle as it is the source of many of the exotic plants, spices, and poisons that she exports to the north.

Jessamine periodically sends expeditions into the jungle to collect resources. The expeditions remain in the field for weeks at a time. The most recent expedition is led by Onyekava. Her expedition entered the jungle nearly a month ago and has encountered some difficulty with a dangerous herd of catoblepones.

Set Up

There are many ways to incorporate the expedition into your campaign. The party could stumble across the expedition in the jungle. The party also could find evidence of its passing and follow it, as it is large and leaves an obvious trail behind it.

Alternatively, Jessamine sends the characters with supplies to re-equip the expedition. She knows exactly where the expedition is located because she is in daily magical contact with the cleric of Sune who accompanies the expedition.

Another option is for the party to need a particular herb for some reason. Jessamine is currently out of stock of that herb in Port Nyanzaru. She has sent Onyekava to collect those herbs.

Grotok, the contact from the adventure *Tavern Trouble*, could have told the party about Onyekava's expedition and could even recruit them to help resupply it.

The Expedition

When the party first encounters the expedition, it has set up camp just northeast of the swamps that surround the Aldani basin on the east bank of the Soshenstar about 20 miles upstream from Camp Vengeance.

Members of the Expedition

The expedition is made up of the following members.

Onyekava

Onyekava (N female Chultan druid) is an herbalist and the leader of the expedition. She hires its members and sees to their wages. She plots the route, identifies and collects the valuable plants, and prepares the herbs for transport. Jessamine gave her a *portable hole* to help her transport the most valuable plants.

Onyekava feels great responsibility for the safety of the expedition as well as the need to return to Port Nyanzaru with sufficient resources to enrich Jessamine. Her pay is a percentage of the value of what she brings back. As a consequence, she is under

a great deal of pressure. If a male character expresses romantic interest in her, Onyekava may return interest if the person is charming and noble in bearing if not in name.

As an herbalist, Onyekava has most herbs found in the jungle on hand. She can make insect repellent, even though that violates Prince Kwayothé's monopoly. She can also make and sell any of the poisons you deem appropriate from the list of poisons on *Dungeon Master's Guide* p. 257.

Onyekava is attracted to Melisembé, but is put off by his judgement of her willingness to collect poisonous herbs. She assumes that he doesn't understand business and he'll come around eventually. Zukesa, because of her reputation, can only demand low wages, and Onyekava likes saving money. However, Zukesa's attitude has been a drag on morale. Onyekava thinks Awa-Eti is a sneaky little snake, but she needs his skill as a guide. Onyekava trusts Itri implicitly and wouldn't dream of entering the interior of Chult without her.

Melisembé

Melisembé (CG male half elf priest of Sune) is a dashing handsome half elf whose mother was a moon elf and father was a Chultan adventurer. He was orphaned at an early age when his parents were killed exploring a dungeon in the jungle. He was raised at the Temple of Sune in Fort Nyanzaru (*Tomb of Annihilation*, p. 21), where his parents had left a sizeable fortune for him to inherit. Melisembé has accompanied the expedition to collect rare herbs for cosmetics that the temple uses. He casts *sending* daily to communicate with Jessamine in Port Nyanzaru.

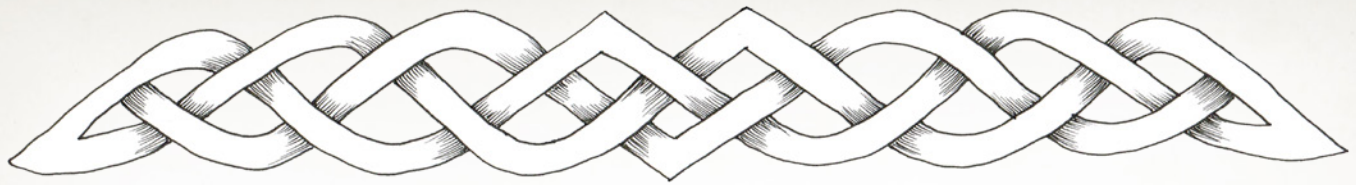
If one of the characters is attractive, pays attention to appearances, and is morally good aligned, Melisembé expresses romantic interest. He sees beauty everywhere and is equally disposed toward men or women.

Melisembé has an on-again-off-again affair with Onyekava. It is currently off again as he has learned that she is collecting poisonous herbs. He strongly disapproves of this practice. Melisembé and Zukesa were wildly attracted to each other when they first met, but after one night they got to know each other more and neither liked what they found. It's been nothing but sniping ever since. Melisembé appreciates Awa-Eti's competence but ignores him otherwise. Melisembé likes Itri a lot, treating her like the mother he never really knew.

Zukesa

Zukesa (LE female Chultan gladiator) is the warder in charge of security for the expedition. She oversees the guards, makes sure the camp is defended at all times, and personally leads the defense of the expedition against attackers.

Zukesa used to be a gladiator in the Grand Coliseum in Port Nyanzaru but she got a reputation for having too many "accidents" in her fights. Prince Ekene-Afa (*Tomb of Annihilation*, p. 25) barred her from future fights, forcing her to seek other employment. Zukesa is not looking for romantic relationships at the moment, but might consider it if one was offered. She prefers women to men, but regardless of gender she likes conflict. Potential lovers would need to be able to stick up for themselves and be able to stand up to her.



Zukesa respects Onyekava's money and her connections, but she doesn't think much of the botanist otherwise. She considers her tryst with Melisembé a mistake. She should have known better than to get involved with a priest of love. Awa-Eti is a useful pair of eyes and far more observant than he lets on. Itri is a nag, telling her how to do her job and how to interact with people.

Awa-Eti

Awa-Eti (CN male Chultan spy) is the chief guide for the expedition. He plots out the course through the interior of Chult and does his best to guide the expedition through the myriad dangers of the jungle. That the expedition has not met with disaster is thanks to his skill. Awa-Eti has a family back in Port Nyanzaru and wishes to survive to return to them. He is very cautious and keeps a low profile in camp, letting others take command.

Like all guides, Awa-Eti is an underling of Jobal, the merchant prince who controls guides and sellswords (*Tomb of Annihilation*, p. 26). He notes of all the locations that Onyekava visits to pass along to Jobal. He also watches all the interactions in the camp, noting any event or information that might be of value to someone back in Port Nyanzaru. The party is definitely of interest. He memorizes any dungeons they have explored, any treasures

they've found, and any secrets they've uncovered. He'll then sell that information to as many people as he can back at the port.

Awa-Eti likes Onyekava well enough. She's easy to work for if you avoid stressing her out. The cleric is a sucker and can be counted on to fall for any bleeding-heart tale. Zukesa is a formidable opponent, but she can be baited and misdirected. He respects Itri as she has lived long enough to become middle-aged, and that's an impressive skill for a porter. He enjoys her stories. They make the expedition more fun.

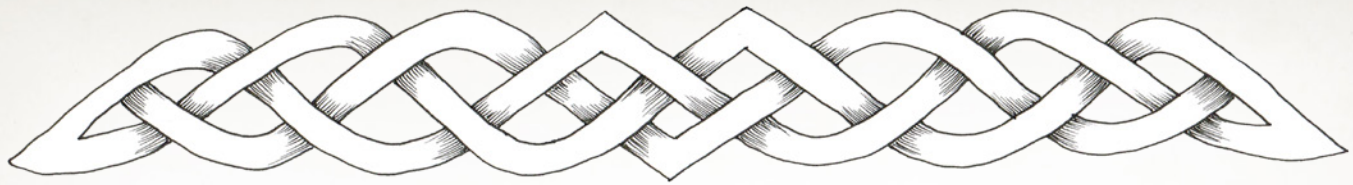
Itri

The head porter for the expedition is Itri (NG female Chultan bard), a middle-aged woman who has survived many trips into the Chultan interior. She organizes the porters for the expedition and oversees all the supplies. Three of her children are on the expedition. Two are porters and one is a warrior.

Itri is a wellspring of lore about the land of Chult, being well versed in its legends and history. She is a great source of rumors and possible locations to explore in Chult. She would recognize Princess Mwaxanaré, who can be found at Kir Sabal (*Tomb of Annihilation* p. 69), as the ruler of Chult, and her voice would carry great weight among the commoners of Port Nyanzaru.



From Left: Zukesa, Melisembé, Onyekava, Itri, Awa-Eti



Itri is loyal to Onyekava because she pays well and treats the porters fairly. She likes Melisembé because he is generous with his healing prayers. She has a strained relationship with Zukesa, whom she considers a bully. She tries to temper the warden's more violent tendencies with gentle admonishments. Itri likes Awa-Eti well enough. She doesn't know that he is selling information about the expedition to others, but if she found out, it wouldn't surprise her.

Guides

The guides (LN male and female Chultan scouts) help Awa-Eti get the expedition through the jungle. They scout out camp sites, alert the expedition to approaching dangers, and hunt. There are four guides at the beginning of the expedition, but they suffer losses as the expedition continues.

Porters

A number of laborers (N male and female Chultan commoners) have joined the expedition to help tote things, cook, and clean. There are 20 porters at the beginning of the expedition and also will suffer from attrition.

Warriors

The warriors (N male and female Chultan tribal warriors) protect the expedition. They are sometimes pressed into toting duties, which they dislike. There are 12 of them at the beginning of the expedition but their numbers decrease over time.

The Expedition Camp

The camp is a series of tents set up around a central clearing. The clearing is used to sort and dry any of the plants collected by the expedition. See the **Expedition Camp Map**.

At least three warriors and one guide are on watch at any time. Awa-Eti has strung a rope with bells on it at ankle height around the perimeter of the camp as an alarm. Mindless undead and many dinosaurs aren't smart enough to avoid it.

1. Onyekava's Tent

This large pavilion tent is used by Onyekava. She has a cot with mosquito netting, several chests of clothes, and two large folding tables for sorting and identifying herbs. She keeps the *portable hole* on her person at all times, which contains her wealth, consisting of 500/1,000/2,000 gp. One of the chests has 6 vials of basic poison (*Player's Handbook*, p. 153).

2. Melisembé's Tent

Melisembé's tent is pavilion style. He has a cot with mosquito netting, a chest of clothes, a folding table and two chairs, and a small shrine to Lady Firehair. He decorates the tent with beautiful feathers of exotic birds.

3. Zukesa's Tent

Zukesa's tent has a cot with mosquito netting, a chest of clothes, a folding table and two chairs, and a weapon stand for her many weapons. Zukesa keeps three vials of basic poison in her chest. She has one vial of poison on her.

4. Awa-Eti's Tent

Awa-Eti's tent has a cot with mosquito netting, a chest of clothes, a folding table and two chairs. His chest has a false bottom, found with a DC 15 Intelligence (Investigation) check. Inside

are all his observation notes, as well as a romantic letter from his wife back in Port Nyanzaru.

5. Itri's Tent

Itri sleeps here and uses the tent to store a lot of the more valuable supplies for the expedition. Her tent has a cot with mosquito netting and a chest of clothes. The rest of the tent is crammed with supplies.

6. Porter Tents

The porters stay in these tents, grouped four to a tent. They have bedrolls and haversacks for their possessions.

7. Warrior Tents

The warriors stay here, grouped two to a tent. They have bedrolls and haversacks for their possessions.

8. Guide Tent

All four guides stay here in this tent. They have bedrolls and haversacks for their possessions.

Meeting the Expedition

When the party first reaches the expedition's camp, Itri meets with them. She logs the receipt of any supplies they brought and has her porters collect them. She then asks the characters if they would speak with Onyekava, as she has a task she needs done. If they agree, she guides them to Onyekava's tent. If the characters refuse, they may stay in the camp if they don't make trouble. In an hour, Onyekava comes to them.

Onyekava's Request

Onyekava asks the party to help with the catoblepones that are polluting the swamp. She wants them dead as soon as possible to preserve the herbs she needs to collect. She doesn't say what the plants are. She offers a reward of 50/100/200 gp if they kill the catoblepones AND preserve her plants. If the party agrees to her offer, she sends them to Awa-Eti, who will guide them.

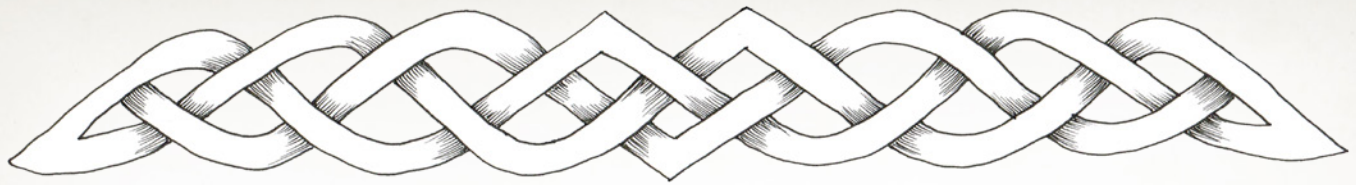
Melisembé's Plea

After the party meets with Onyekava and before they meet with Awa-Eti, Melisembé approaches them and asks to speak in confidence. While he wants the catoblepones dead, the herbs that Onyekava wants preserved are hemlock. He asks that the characters wait until the catoblepones destroy the hemlock before slaying the beasts. He offers to cast spells without charge whenever they visit the camp. He regularly prepares *lesser restoration* and *remove curse*.

If the characters inform Onyekava about Melisembé's request, she tells them to ignore it and spare the herbs. She isn't angry at him for going behind her back. He's learning business!

Zukesa's Offer

When the party meets Awa-Eti, Zukesa is there as well. She wants the party to capture one of the catoblepas calves for her. This would need to be done without Onyekava finding out. If the party asks why she wants it, she says she knows people who like rare and dangerous beasts but won't share her contact. Prince Ifan Talro'a (*Tomb of Annihilation*, p. 25) pays high rates for dangerous creatures. Characters who make a DC 15 Intelligence (History) check know that catoblepas can be trained as mounts for evil warriors.



If the party agrees to capture a calf, Zukesa offers to help them fight the rest of the herd. With a DC 12/14/16 Charisma (Persuasion) check, she sweetens the offer with 25/50/100 gp. If the party turns her down, she does not accompany them into the swamp.

If the characters tell Zukesa about Melisembé's request, she sneers at his squeamishness and advises them to disregard it and save the herbs.

Awa-Eti's Advice

Awa-Eti asks if the party has fought these beasts before. If not, he gives them the following advice.

- Keep your distance.
- They have an absolutely nauseating stench that follows them everywhere.
- They can kill you with a glance, but only if you're close. You don't even have to be looking at them for this to kill you!
- The best tactic is to trap the creatures so that they can't move and pepper them with missile weapons from a distance.

Awa-Eti does not participate in any fight with the catoblepones unless bribed for 10/25/75 gp. Even then, he hangs back and uses ranged weapons.

Awa-Eti knows about Zukesa's side project and is getting a cut of the profits since he has to sneak the calf back to Port Nyanzaru without Onyekava finding out.

Calling the Herd

Awa-Eti guides the party to the part of the swamp where the catoblepas herd is foraging. It takes 90 minutes of travel to reach this part of the swamp. Refer to **Catoblepas Encounter Map**.

GENERAL FEATURES

The catoblepones are putrefying this part of the swamp.

Terrain. Low-lying areas have a foot or two of water and a great deal of mud and are difficult terrain. The slightly higher-elevation hummocks are dry, but they are thick with trees. The trees can provide cover at your discretion.

Weather. The weather is a typical hot and humid day in Chult.

Light. The swamp has bright light until the sun sets.

Smells and Sounds. The swamp is strangely quiet near the catoblepones as other creatures have fled the area. The stench of rot and decaying animal flesh becomes stronger the closer the party gets to the beasts.



Finding the catoblepas herd is very easy. They have left a trail of dead plants in their wake. The party merely needs to follow along the trail to find the monsters. Awa-Eti has no problem tracking the creatures down.

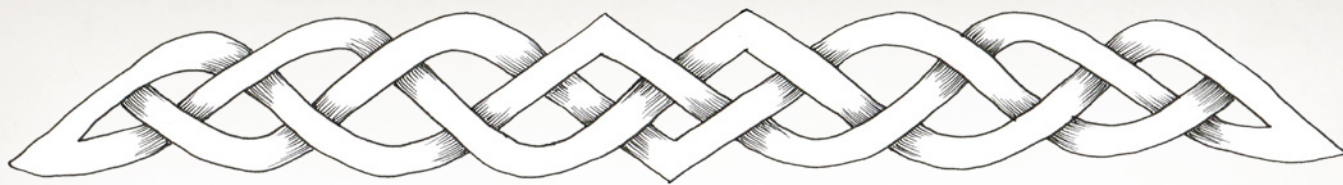
When the party encounters the catoblepas herd, read or paraphrase the following, adjusting the text for the size of the herd:

Meandering through the swamps is a herd of repulsively ugly beasts. They seem to be an amalgamation of a warthog and a hippopotamus with a long serpentine neck and stumpy legs. Their hides are covered with warts, scabs, and bits of encrusted dung. The smell is revolting, and as you watch, one releases a flatulence that willts the nearby plants.

The catoblepones are mean-spirited, territorial creatures. They are amazingly stupid and easy to deceive. They fight viciously, using their *death ray* as often as possible. They are easily tricked and can be lured into chases or ambushes. The calves are unaffected by the *stench* of the adult catoblepones.

To capture a calf, the party must reduce it to 0 hit points or otherwise incapacitate it. If the party agreed to help Zukesa capture a calf and kills it anyway, she is positively furious. She won't attack the characters, but she does everything in her power to get back at them later.

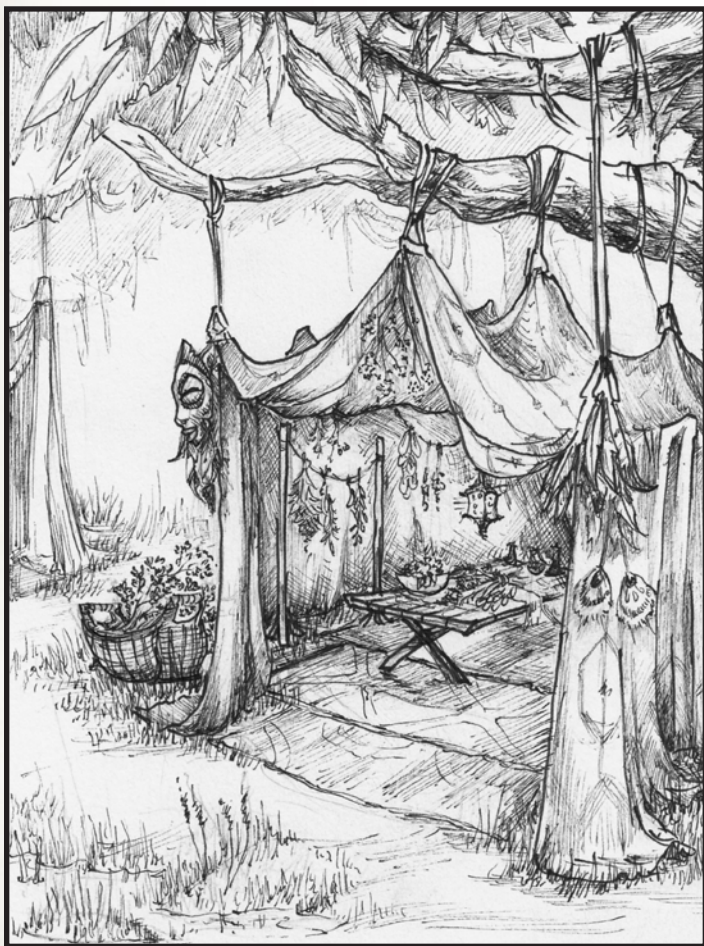
If the party waits three hours before attacking, the catoblepones destroy all the hemlock in the area. A DC 10 Intelligence (Nature) check identifies the plant. If Zukesa is with the party, she insists the party keep its agreement with Onyekava, but won't attack them. Awa-Eti says nothing, but reports back to Onyekava.



To determine the size of the catoblepas herd, use the following chart.

APL	MONSTERS
1	1 catoblepas calf (use carrion crawler)
2	2 catoblepas calves (use carrion crawler)
3	1 catoblepas, 1 catoblepas calf (use carrion crawler)
4	1 catoblepas, 2 catoblepas calves (use carrion crawler)
5	1 catoblepas, 3 catoblepas calves (use carrion crawler)
6	2 catoblepones, 1 catoblepas calf (use carrion crawler)
7	2 catoblepones, 2 catoblepas calves (use carrion crawler)
8	2 catoblepones, 4 catoblepas calves (use carrion crawler)
9	3 catoblepones, 2 catoblepas calves (use carrion crawler)
10	4 catoblepones, 4 catoblepas calves (use carrion crawler)

Once the catoblepones are dead, Awa-Eti leads the party back to camp. If they captured a calf, he leaves them outside the camp and directs them to go talk to Onyekava while he preps the beast for transport down the river. At this point, Zukesa pays them their promised reward.



When the party meets with Onyekava, she summons Awa-Eti to vouch for the death of the catoblepones and survival of the herbs. If the party allowed the catoblepones to destroy the hemlock, she is not pleased, and she penalizes the party half of her reward.

If the party got rid of the hemlock, Melisembé provides free spellcasting (not including material components) whenever the characters are in the camp.

If the characters inform Onyekava that Zukesa took one of the catoblepas calves, she demands that Zukesa slay the beast. Zukesa reluctantly does so. She blames the characters for Onyekava finding out, regardless of whether she has any actual proof, and she stays mad for a long, long time. If she paid the characters for capturing the calf, she demands her money back.

Conclusion

If the party was successful in slaying the catoblepones while managing to keep peace with the members of the expedition, they are welcome to use the expedition camp as a base to rest, heal, and pick up supplies. The expedition does move around a lot, so the party would need to coordinate to determine its location.

The expedition can be a reoccurring source of adventure leads. The expedition may encounter other terrible beasts and need the help of the party. Rampaging dinosaurs, thieving goblins, marauding firenewts, and restless undead are all possible dangers. Itri knows much about Chult, especially its legends and folklore. She has tales about the Heart of Ubtao (*Tomb of Annihilation* p. 59), Kir Saval (p. 68), Nangalore (p. 74), and Orolunga (p. 80). At your discretion, she might have information on the lost city of Omu (p. 91). Artus Cimber (p. 212) and Dragonbait (p. 218) may be present as well.

Onyekava and Melisembé are potential love interests for characters (possibly Zukesa as well, but there will be a lot of drama). Alternatively, characters could try to mend their broken relationship. If successful, the two would credit the party for their happiness.

Long term, Awa-Eti is a dangerous threat for the party, as he sells all the information about them he can. If the party is not careful, they will find themselves the targets of thieves, pirates, and worse, as information about them, their deeds, and their wealth spreads through Chult and Port Nyanzaru.

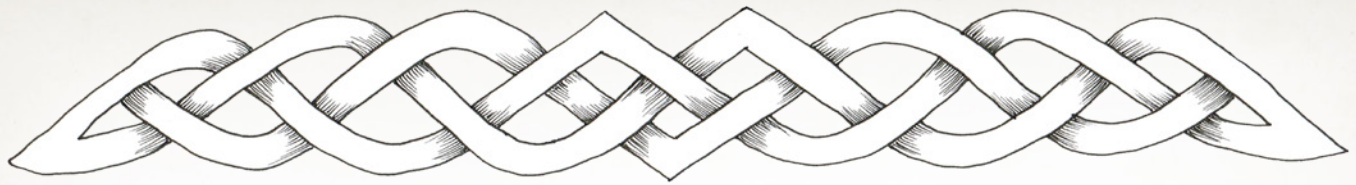
If the party attacks the expedition, Jessamine finds out about it from Melisembé in a *sending* or when she doesn't hear from the expedition. She uses her significant resources to find out who was responsible for the attack. The characters have made a powerful enemy who has numerous assassins and a wide variety of poisons at her disposal. She's not unreasonable. She'll accept a hefty fine and service as repayment.

Treasure

The party earns 50/100/200 gp from Onyekava for slaying the catoblepones. The party can earn another 25/50/100 gp from Zukesa for capturing the calf.

XP Award

Award XP for defeating the APL's monsters. If Zukesa or Awa-Eti helped the party, they receive a share of the XP as well.



Monsters

BARD

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +4, Performance +6

Senses passive Perception 15

Languages any two languages

Challenge 2 (450 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The bard has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*

1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*

2nd level (3 slots): *invisibility, shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/Day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

CARRION CRAWLER

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Keen Smell. The carrion crawler has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. The carrion crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The carrion crawler makes two attacks: one with its tentacles and one with its bite.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

CATOBLEPAS

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	3 (-4)	14 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 5 (1,800 XP)

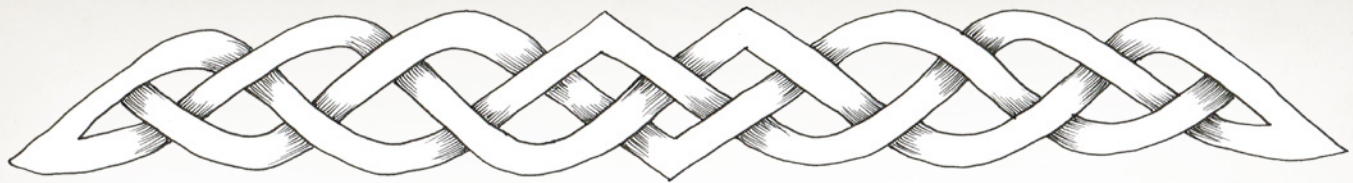
Keen Smell. The catoblepas has advantage on Wisdom (Perception) checks that rely on smell.

Stench. Any creature other than a catoblepas that starts its turn within 10 feet of the catoblepas must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of any catoblepas for 1 hour.

ACTIONS

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the start of the catoblepas's next turn.

Death Ray (Recharge 5-6). The catoblepas targets a creature that it can see within 30 feet of it. The target must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 necrotic damage. The target dies if reduced to 0 hit points by this ray.



DRUID

Medium humanoid (any race), any alignment

Armor Class 11 (16 with barkskin)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The druid has the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame, shillelagh*

1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*

2nd level (3 slots): *animal messenger, barkskin*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with shillelagh or if wielded with two hands.

GLADIATOR

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

PRIEST

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8+5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attack to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following priest spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

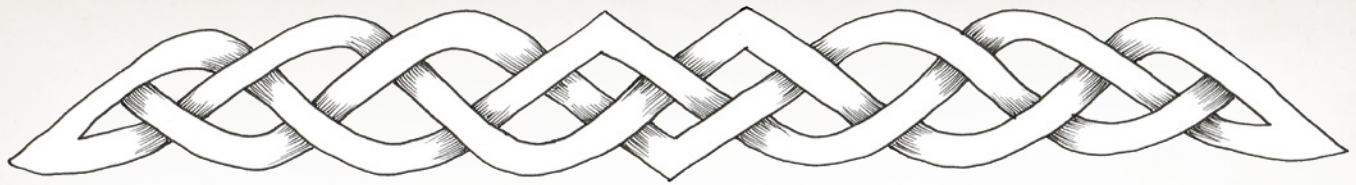
Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

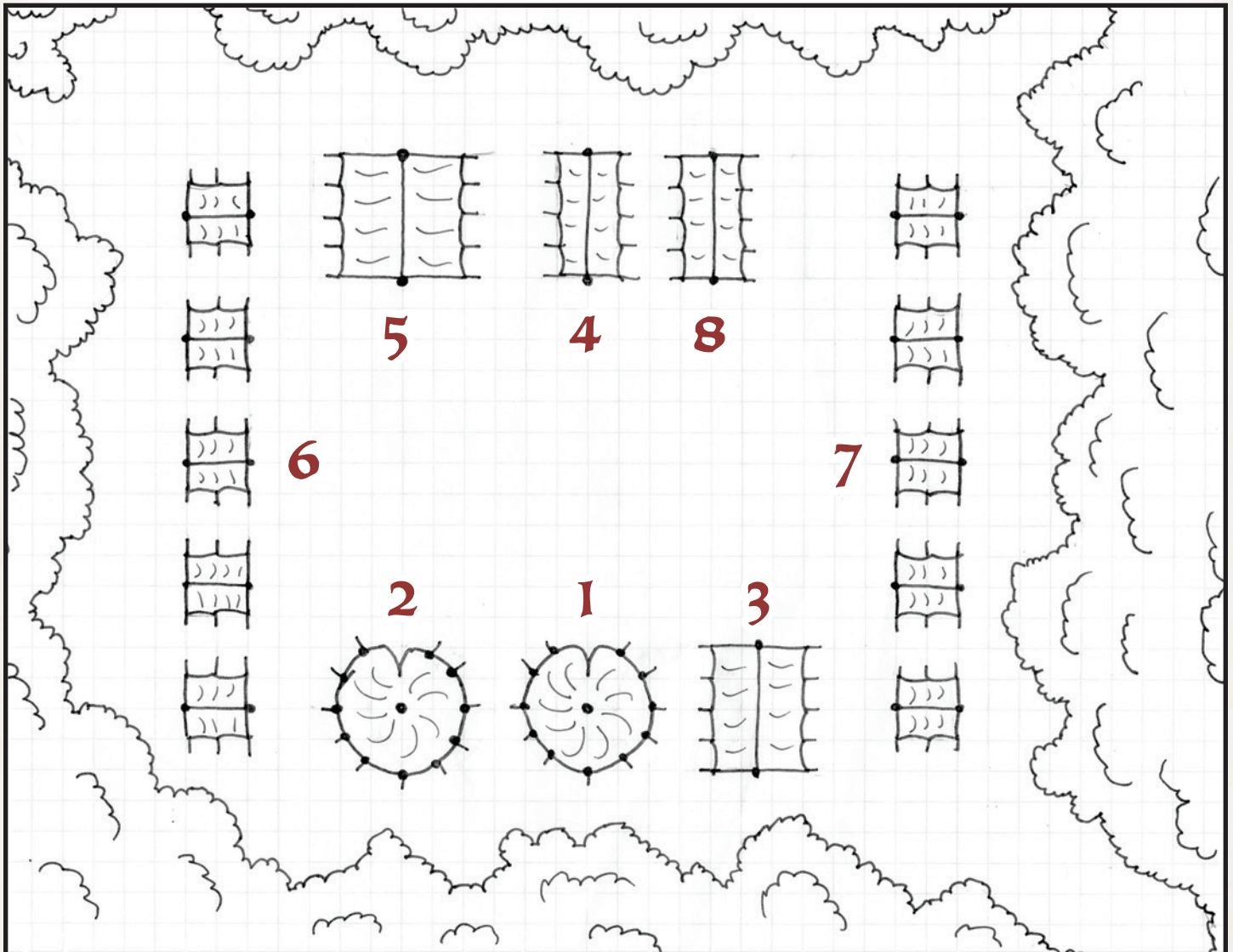
Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



Expedition Camp Map

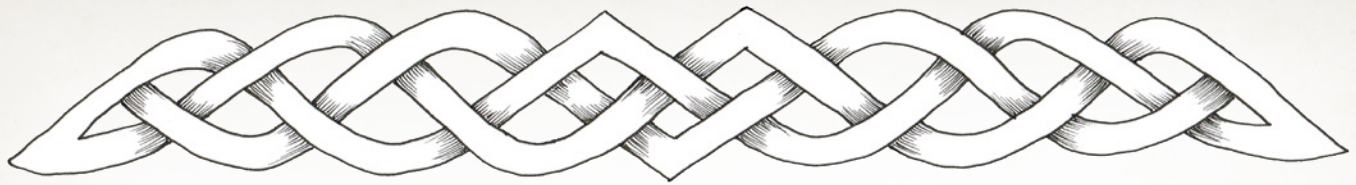


Key

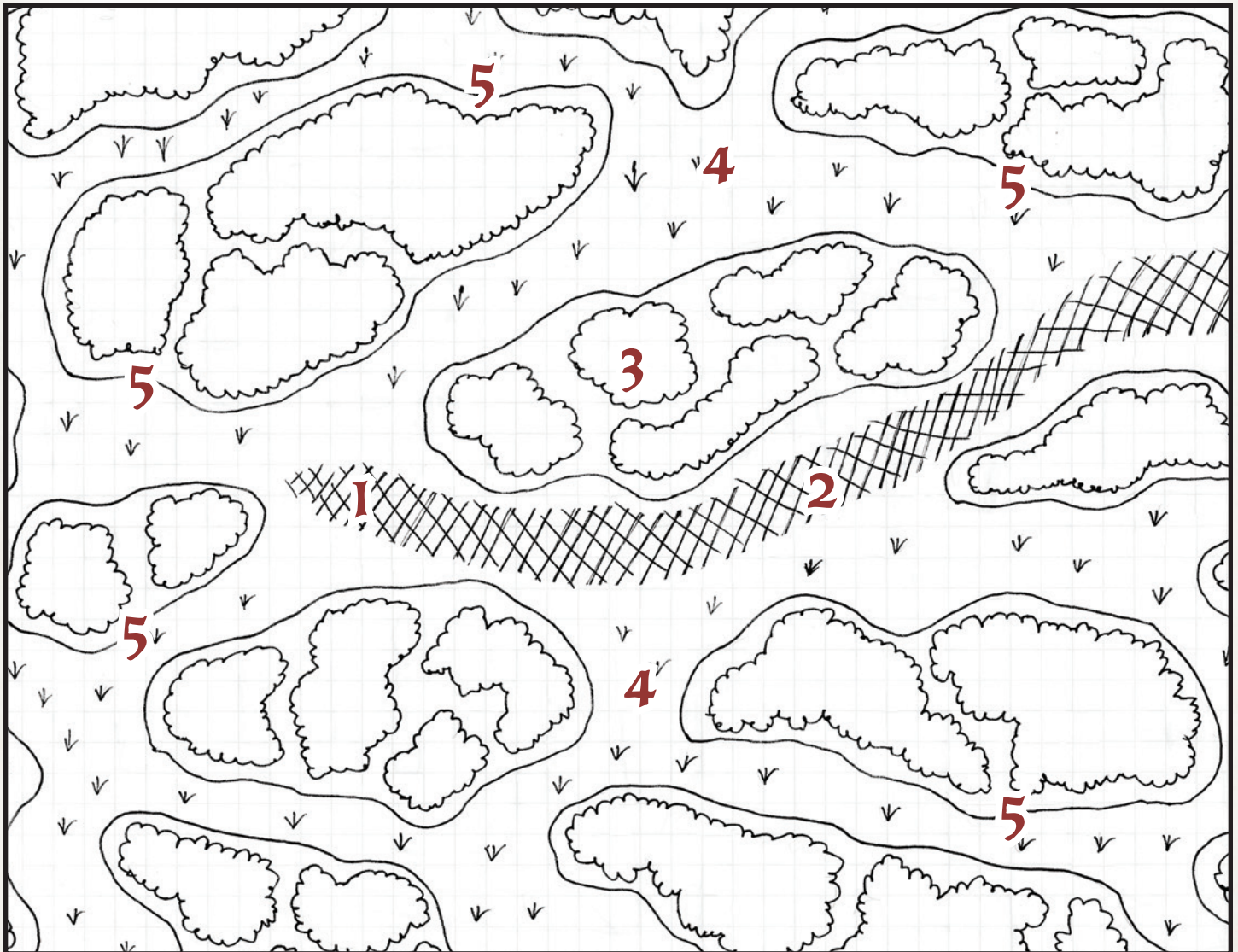
- 1 - Onyekava's Tent
- 2 - Melisembe's Tent
- 3 - Zukesa's Tent
- 4 - Awa-Eti's Tent
- 5 - Itri's Tent

- 6 - Porter Tents
- 7 - Warrior Tents
- 8 - Guide Tent

□ = 5 feet



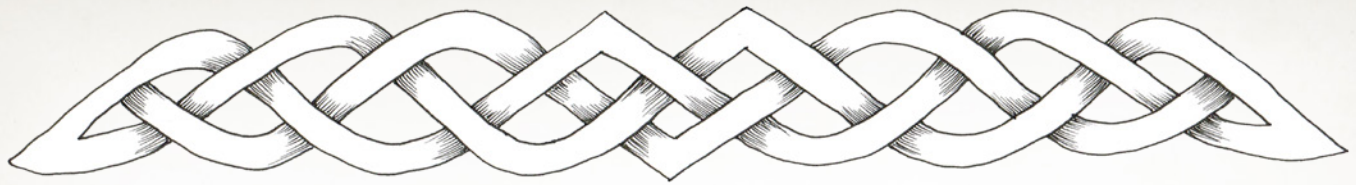
Catoblepas ENCOUNTER Map



Key

- 1 - Catoblepas Herd
- 2 - Trail of the Catoblepas Destruction
- 3 - Dry Land Hummocks
- 4 - Wetlands
- 5 - Hemlock Plant

□ = 5 feet



Ambush from Above!

As the adventurers travel through a narrow jungle trail, they are attacked by grungs who swing from vines overhead. The grungs are all members of Team Pig, which they hold in humorously high esteem. Characters can use this to end the adventure peacefully, perhaps gaining allies.

Background

Through a series of coincidental events, an elder grung named Gricka happened to twice see a pig just before moments of great fortune (finding a giant fly to eat and finding the remains of an adventurer, which included a wood-carving kit). Tales of Gricka's fortune spread (and grew into tall tales) and now the whole clan has the pig as their totem animal. They carved necklace emblems of the pig and now do everything in the pig's name, even shouting "For the pig!" as they charge into battle. They managed to convince a cyclops not to eat them and to join Team Pig. Now she also yells "For the pig!" in Giant when rushing into battle. Their new tendencies have changed their alignment to Neutral.

Team Pig has immense pride. Part of the fun of this adventure is trying to communicate to the players how these carved pig symbols clearly mean something to them (they hold them up or pound them for good luck) and how the grungs show unusual care for one another (becoming very sad if one of their members falls in battle). This might cause adventurers to consider parley.

If befriended, Team Pig can become allies. They won't travel with the party, but can be convinced to lend a hand with some challenge. They can also show up at an opportune time to save the party from some wilderness terror, screaming "For the pig" as they come to the rescue, of course!

Setup

Use this adventure when the party is traveling down a narrow jungle trail, either on foot or mounted. With some minor changes, the ambush could be used along a narrow river, with foes crossing over the river. If so, use a slow current and provide access to the elevated banks so characters can move about and reach foes.

Read or paraphrase the following:

The primeval jungle presses in from both sides, ancestral trees and layers of tall ferns growing atop moss-covered ridges on either side of you. Vines strangle the trees and stretch across the leafy canopy above.

Allow characters in the lead to attempt a DC 10/12/14 Wisdom (Perception) check. If any succeed, read or paraphrase the following. Otherwise, proceed to For the Pig! further below.

Your keen eyes discern movement atop the ridges on either side. Spotted frog-like creatures hide below the tall fern fronds. Each carries weapons, crouched and ready to strike. They each wear an unusual carved wooden symbol around their necks. The symbol is that of a smiling pig.

At APLs 7-10, they may also spot that one of the mounds is a giant (a cyclops to be exact). Ferns have been piled over her to conceal her.

Characters may each take one action before the ambush begins. If they speak to the ambushers or otherwise try to be peaceful, they may attempt a DC 12/14/16 Charisma (Diplomacy) check to convince them to begin a dialogue. The check is made with advantage if the argument is convincing. If the characters and ambushers do not have a language in common (Grungs do not speak Common), the check is made with disadvantage. Using an illusion or summoning magic to cause a pig to appear could grant success without the need for a check.

For the Pig!

If the party is surprised, or if they attack or fail at diplomacy, the grungs launch their attack.

The underbrush explodes with movement as frog-like humanoids with smooth green skin rush forward. Some grab onto vines and swing down from the ridges toward you. Others fire small bows. They are all shouting something, the same thing, in their strange croaking language. Some clutch their wooden symbol while attacking, as if it is tremendously important.

At APLs 2 and higher, there may be grung wildlings (reddish-purple color) or elite grungs (gold color). Choose one of the grungs to be the leader, Gricka. At APLs 7-10 there is a cyclops, named Hara.

Ridges. On either side of the trail are 10-foot-tall ridges. These can be climbed with a DC 10 Strength (Athletics) check. The grungs start atop the ridges.

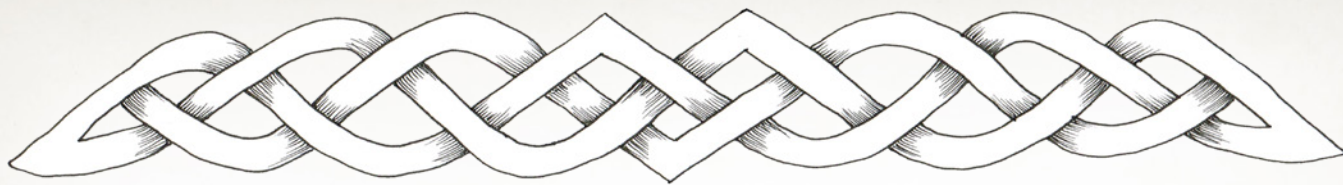
Vines. The grungs have trained extensively in these maneuvers, all in honor of the pig. As their movement, they can swing from one ridge to the other, taking an attack as they cross over the jungle path. To do so, they must make a DC 12 Strength (Athletics or Acrobatics) check. If the result is a 7 or lower, they slip and fall, landing prone next to an adventurer and cannot attack this turn. If the result is a 15 or higher, they do not provoke an opportunity attack during their movement.

Tactics

The attack is nothing personal – the monsters are just trying to please the pig! Maybe if the grungs prove themselves in combat, the pig will show up!

Grungs. Half of the grungs stay on the ridges firing bows, while half use the vines. Those using the vines love to high-five one another as they cross.

Grung Wildlings. At APLs 5 and higher, these grungs have already cast *barkskin*. They cast *spike growth* and *plant growth* on the trail and ridge. They have the purple grung poison variant: a creature poisoned by the grung feels a desperate need to soak itself in liquid or mud. It can't take actions or move except to do so or to reach a body of liquid or mud. (There is plenty of mud where the ridge meets the trail.)



Grung Elite Warriors. They first use their *mesmerizing chirr* (and will use it as often as possible), then use the vines. These grungs have the gold grung poison variant: a creature poisoned by the grung is additionally charmed and can speak Grung. Charmed adventurers are invited to join the Almighty Pig!

Cyclops. Hara the cyclops is loyal to the grungs, clearly looking to them for guidance. She also holds up a crude pig symbol and yells about the mighty pig in Giant. She plays defense, readying actions to hurl rocks at anyone approaching the ridges. If anyone successfully climbs a ridge, she engages them in battle (swinging across on a stout vine to another ridge if necessary).

Team Pig mourns each loss and surrenders or routs if the battle is going poorly.

APL	MONSTERS
1	6 grungs
2	2 grung wildlings, 4 grungs
3	1 grung elite warrior, 7 grungs
4	2 grung elite warriors, 5 grungs
5	3 grung elite warriors, 2 grung wildlings, 6 grungs
6	6 grung elite warriors, 2 grung wildlings, 4 grungs
7	4 grung elite warriors, 2 grung wildlings, 1 cyclops
8	6 grung elite warriors, 2 grung wildlings, 1 cyclops
9	7 grung elite warriors, 2 grung wildlings, 1 cyclops
10	8 grung elite warriors, 2 grung wildlings, 1 cyclops

Conclusion

Should the party befriend Team Pig, the grungs can periodically appear in times of need, sharing new information or even saving the party from an overwhelming encounter. Team Pig to the rescue!

At your option, Gricka or Hara could have information or maps leading to a *Tomb of Annihilation* plot hook or to another adventure in Jungle Treks.

Treasure

The grungs have 10 copper/silver/gold pieces each.

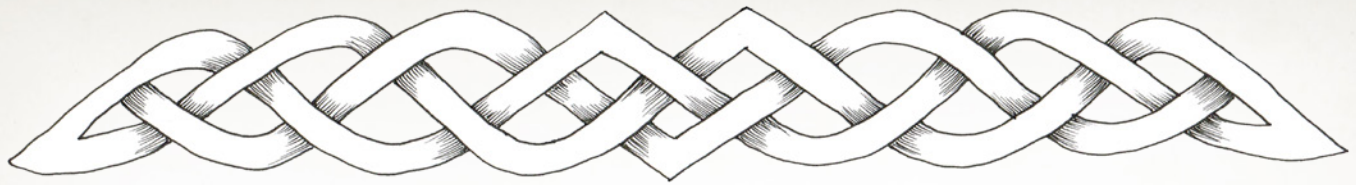
Gricka carries a tiny carved ivory pig, which she found after one of her pig sightings. Through the intervention of an elemental spirit, it now functions as a figurine of wondrous power similar to a goat of travail (or a goat of terror at APLs 7-10) but the creature is a giant pig (statistics as a giant boar). Gricka is unaware of this, but an adventurer may notice its magic and tell her.

Hara carries a sack with 5/15/30 gold pieces, several tasty fruit including 20 sinda berries and some wildroot (*Tomb of Annihilation*, p. 205), a thick blanket, and a sheaf of papers whereupon she has scrawled 'poetry' - crude phrases such as "grung good," "grungs only friend ever," and "pig real? I think real."

XP Award

Award XP for defeating the APL's monsters, even if the monsters were befriended and not killed.





Monsters

CYCLOPS

Huge giant, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	8 (-1)	6 (-2)	10 (+0)

Senses passive Perception 8

Languages Giant

Challenge 6 (2,300 XP)

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

ACTIONS

Multiattack. The cyclops makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

GRUNG

Small humanoid (grung), neutral

Armor Class 12

Hit Points 11 (2d6 + 40)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +4

Skills Athletics +2, Perception +2, Stealth +4, Survival +2

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 12

Languages Grung

Challenge 1/4 (50 XP)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on DC 12 Constitution saving throw or take 5 (2d4) poison damage.

GRUNG WILDLING

Small humanoid, neutral

Armor Class 13 (16 with barkskin)

Hit Points 27 (5d6 + 10)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (+0)	15 (+2)	11 (+0)

Saving Throws Dex +5

Skills Athletics +2, Perception +4, Stealth +5, Survival +4

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 14

Languages Grung

Challenge 1 (200 XP)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The grung wildling is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It knows the following ranger spells:

1st level (4 slots): *cure wounds, jump*

2nd level (3 slots): *barkskin, spike growth*

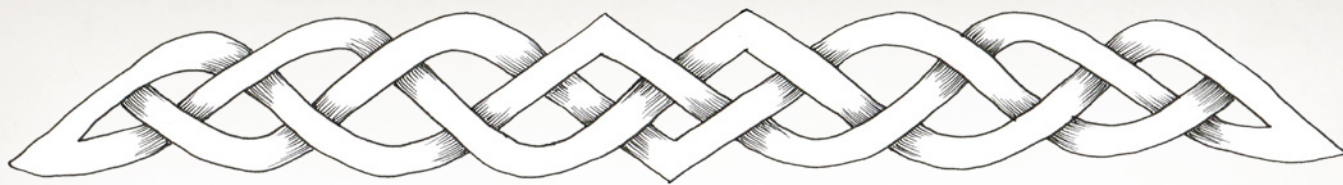
3rd level (2 slot): *plant growth*

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 5 (2d4) poison damage on a failed save.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 5 (2d4) poison damage on a failed save.



GRUNG ELITE WARRIOR

Small humanoid (grung), neutral

Armor Class 13

Hit Points 49 (9d6 + 18)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +5

Skills Athletics +2, Perception +2, Stealth +5, Survival +2

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 12

Languages Grung

Challenge 2 (450 XP)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

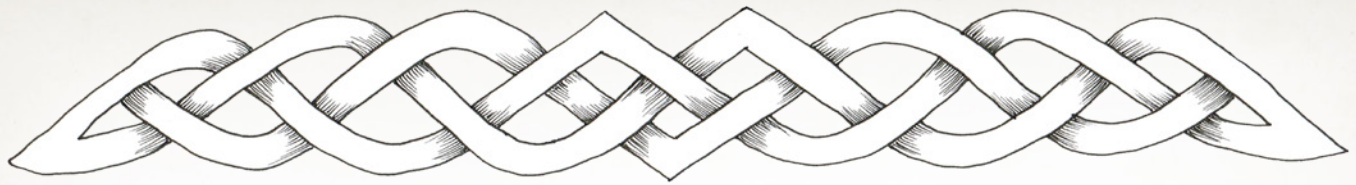
Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

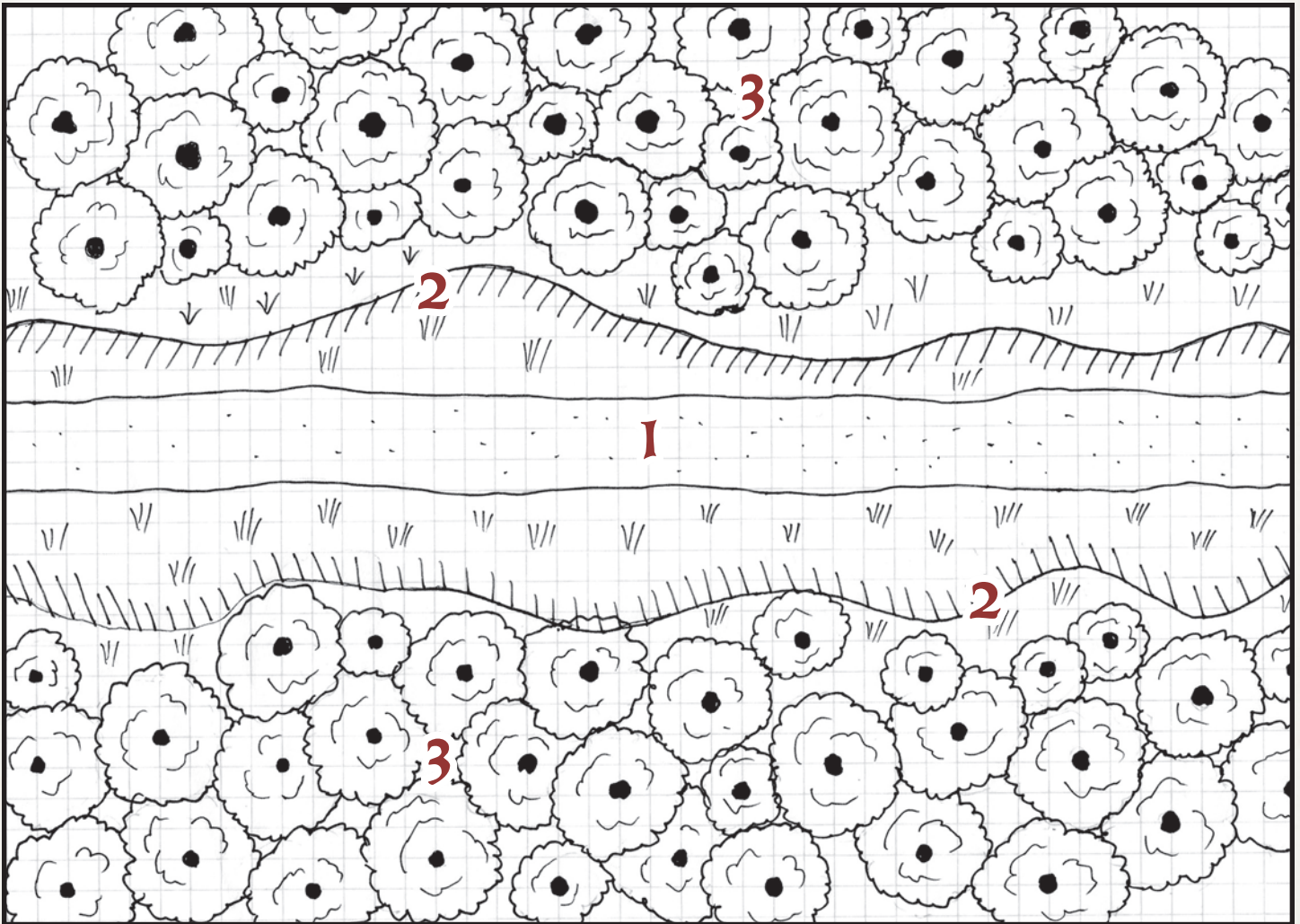
Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 5 (2d4) poison damage on a failed save.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 5 (2d4) poison damage on a failed save.

Mesmerizing Chirr (Recharge 6). The grung makes a chirring noise to which grungs are immune. Each humanoid or beast that is within 15 feet of the grung and able to hear it must succeed on a DC 12 Wisdom saving throw or be stunned until the end of the grung's next turn.



Trail Ambush Map



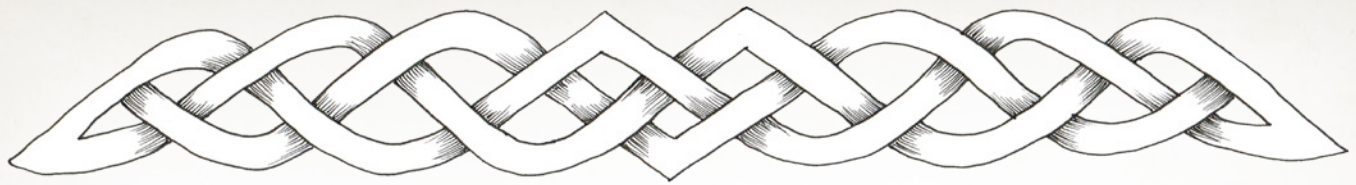
Key

1 - Trail

2 - Ridge

3 - Trees with Vines

□ = 5 feet



Mystic River

As the adventurers travel downriver in a canoe, they enter a stretch of river infused with elemental or magical qualities. The party must navigate dangerous white water, avoid carnivorous plants, and dodge the tail of a brontosaurus! A tiny elemental spirit adds humor to the adventure.

Background

The jungles of Chult are dense and impede overland travel. Instead, the rivers are the highways of this land and provide the easiest form of access to the interior of the subcontinent. Easy is a relative term when discussing Chult.

Setup

Use this adventure when the party is traveling along a river. For each canoe, note the navigator (who sits in the back and steers), and the paddler (who sits in the front and propels the craft).

Canoes have 50 hit points. Hazards listed below indicate whether they inflict damage on the canoe. If the canoe takes 25 or more points of damage, the paddler is at disadvantage on all checks. Encourage the characters to find ways to hold the boat together. Clever ideas can keep a canoe together or prevent it from taking more damage, even if it takes more than 50 points of damage. This gives characters other than the paddler or navigator something to do!

Traveling the River

Read or paraphrase the following:

The river you have been traveling begins to change. First, it is the canopy. The trees are thinning somewhat, allowing shafts of light to play across the surface of the river, brightening the area. The foliage seems more vibrant, the water clearer, and even the very air seems different. The current of the river, up until now placid and quiet, begins to quicken.

If the party is traveling upriver, the direction of the current magically changes so that the current is now flowing with them.

Any relevant skill checks above a DC 10 reveal that the river seems safe in every way. This portion of the river seems magical or supernatural, but the source is not clear. If you wish, this could be the remains of the Spellplague, proximity to the Feywild, or something else of your choosing. The area can even be temporary or intermittent -- present now, but not present the next time they visit this spot in the river.)

The Chwínga

A tiny elemental spirit takes an interest in the party.

A small doll-like creature with ebony skin, no more than 6 inches tall, peeks out from a fern as you pass. The creature has dark curly hair framing a white mask-like face. It tilts its head from one side to the other as it peers at you.

Allow the party to react, perhaps speaking to it or trying to discern its nature. A DC 10 Wisdom (Insight) check shows that it is merely curious, and very shy. A character native to Chult may identify it with a DC 15 Intelligence (Nature) check. Other characters may have heard of chwínga with a DC 22 Intelligence (History) check. *Tome of Annihilation* p. 217 provides information you may wish to share.

After a few moments, continue.

A leaf falls from a tree into the river, and the creature jumps from the river bank, landing on the leaf. The leaf is going the same speed as your canoe.

So long as they do not mistreat it, the chwínga will follow the party until the end of the adventure. It will watch the party with great curiosity and may bestow its *magical gift*, cast *guidance* or *resistance* on party members at opportune moments -- especially if they are attempting something courageous or clever. During this adventure, consider allowing the chwínga to cast its spells at range or have it touch a canoe and still benefit the person making a check.

Rapids!

The river speeds up as the characters encounter white water. Read or paraphrase:

The banks of the river climb higher, forming a canyon. At the same time, the current speeds up, water foaming as eddies twist and churn. Up ahead you see jagged rocks and a series of short waterfalls!

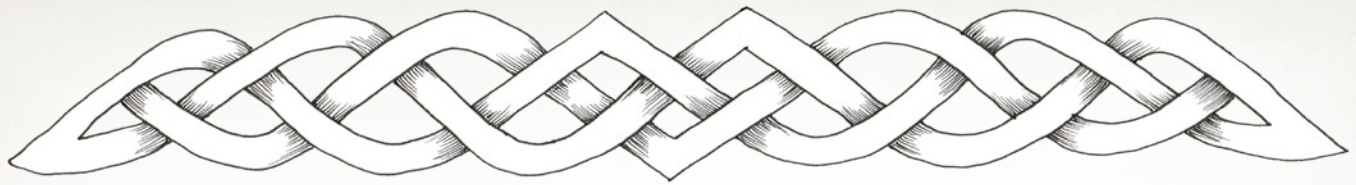
Banks. The banks are ten feet high -- too high for most characters to jump atop of and too steep to climb. If a character can find a way to reach the bank, they may follow along (and face some of the dangers as well).

Navigating the Rapids. Have the navigator of each craft attempt a DC 12/14/16 Wisdom (Perception) check to chart a course. Have the paddler on each craft attempt a DC 12/14/16 Strength (Athletics) check to avoid the rapids, with advantage if the navigator was successful. Other characters may attempt actions as well -- clever ideas could provide the paddler advantage on this check, or perhaps inspiration on a future check. Don't forget to have the chwínga interact with the characters and help with its magic if appropriate. The chwínga's leaf safely navigates through each challenge, at times by the barest of margins.

If the two checks are successful, the canoe avoids the rocks. For each failure, all creatures in the canoe must attempt a DC 12/14/16 Constitution saving throw, taking 2d10/3d10/4d10 bludgeoning damage on a failure or half as much with a successful saving throw. Additionally, for each failed skill check, the canoe strikes rocks and takes 2d10/3d10/4d10 damage.

Deadly Vines!

The river seems to calm, but assassin vines across a falling log try to catch the characters.



Read or paraphrase:

The river becomes calmer, and the danger seems to be behind you. The riverbank walls are still high above the water level. You pass under a massive tree that fell across the river. Vines dangle down, almost touching the water.

The navigator may attempt a DC 13/15/17 Wisdom (Nature) check to notice that the vines are moving against the current, towards the characters... and to recognize them as assassin vines!

Vines. Each character must attempt a DC 10/12/14 Dexterity saving throw to avoid the vines. The saving throw is made with advantage if the navigator succeeded at the Nature check. Any character grasped by the vines takes 2d6/3d6+2/5d6 points of poison damage.

Hauled away. If one or more characters are grasped, select one at random. That character is pulled up and out of the canoe and is in danger of being left behind. Each character may take one action before the canoe moves past the vines. Athletics, damaging spells (the vine fails all saves and takes double damage from fire), weapon attacks against armor class 10, and clever ideas can all be effective. If the vine is dealt at least 16/22/30 points of damage or suitably clever tactics are employed, the character is freed and lands in the boat.

Overboard. If the character is not freed, the vines deal

another round of damage (no save) to the character, then drop the target into the water. In each of the remaining scenes for the adventure, allow the character a DC 12/14/16 Strength (Athletics) check to get on the boat. Otherwise, they are treated as their own canoe, are both navigator and rower, and have disadvantage for all checks in that scene. The chwinga tries to help such a character, but is greatly amused by the situation.

More Rapids!

The river speeds up once more. Use the same scene details as Rapids! above, but increase the DC of all checks by 2 and, if they need the challenge, increase the damage by one die.

Dangerous Vegetarian

The river finally calms. However, a brontosaurus is feasting nearby. Its tail provides a mighty challenge! Read or paraphrase:

The river widens and finally becomes calm. The magical qualities of the river also seem to be fading. However, up on one bank you see an enormous dinosaur feasting upon trees. It faces away from the river, as it happily tears off and gulps down branches. Its incredibly long and powerful tail swishes back and forth just above the river's surface... and right in your path!

The dinosaur is an enormous brontosaurus, completely unaware of the characters. Because it isn't attacking, this is treated as a hazard and not a monster.

Navigator. The navigator may attempt a DC 12/14/16 Wisdom (Perception or Nature) check to identify the best moment to try to cross. If they succeed, they earn two points of inspiration for the party, which can be used as needed by any character in this scene.

Paddler. The paddler may make a DC 12/14/16 Strength (Athletics) check to control the canoe's speed. Success grants the party advantage on checks to avoid the tail.

Tail. Each character must make a DC 13/15/17 Dexterity saving throw to duck under the tail as it sweeps across them and just over the boat. If they fail, they take 2d6/4d6/6d6 bludgeoning damage. The tail only strikes once.

Conclusion

The magical qualities of the river fade away, and the river bank lowers in elevation to be just a few feet above the river's surface. If present, the chwinga jumps onto the riverbank and waves goodbye.

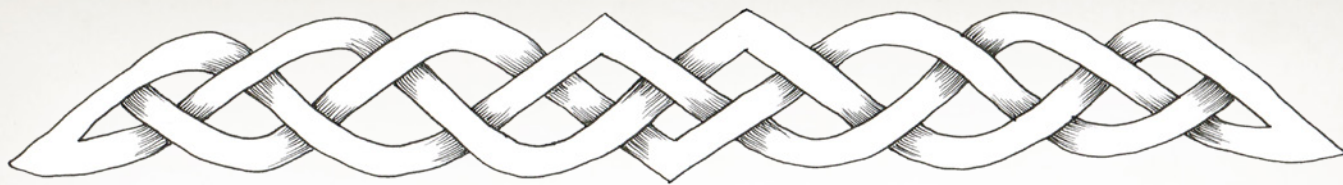
Treasure

The chwinga may grant a Magical Charm (see Chapter 7 of the *Dungeon Master's Guide*). The Charm of Restoration, Charm of Heroism, or Charm of Vitality are good options.

Additionally, the chwinga may grant the party a vision. This can be a lead to a plot hook in *Tomb of Annihilation* that the party has missed, or lead to another adventure in this product.

XP Awards

Award each character 225/900/1,600 experience points at the conclusion of the adventure.



Mudslide!

A torrential rain creates a dangerous environmental hazard in jungle-covered hills or mountains that can bury the party or sweep them into a different adventure. Even worse, mischievous monsters made of mud complicate survival.

Background

As the jungles in Chult climb the hills and lower slopes of mountains, the rains can create terrible mudslides that cause the side of the mountains to flow down to the river valleys below. These mudslides deal extensive damage to the environment, but they are helpful for replenishing the soil in the valleys and lowlands. The soil at higher altitudes is slowly replaced by rotting vegetable matter and ash from the numerous volcanoes of the area, and the process is repeated.

Setup

This adventure can happen anywhere that is hilly or mountainous in Chult. All that is needed is for the party to be walking through an area of steep hills or low mountains, and then it begins raining and raining and raining.

GENERAL FEATURES

The jungle-covered hills of this part of Chult have the following environmental features.

Terrain. The terrain is steep and the foliage is very thick. The direction of the slope is up to you. Because of the grade, it is difficult terrain heading uphill. Characters can head downhill at normal speed with a DC 10 Dexterity (Acrobatics) check. With a failure, the character treats going downhill as difficult terrain. A failure by 5 or more means the character trips halfway through the movement and sides down the hill 30 feet, is prone, and cannot move any more as part of this action. Because of the rain, Dexterity (Acrobatics) checks are at disadvantage.

Weather. A long, steady rain covers this area of the jungle. It lasts for the entirety of this adventure.

Light. On the hillside, the canopy is not as thick but the rainclouds have darkened the sky, casting all the terrain in dim light.

Smells and Sounds. Rain falls heavily on the leaves and ground, drowning out the sounds of the jungle. Thunder rumbles overhead, chasing lightning hidden by the clouds. The scent of wet plants and earth is thick.

A Wave of Mud

Before the mudslide comes, the characters should experience several days of heavy, steady rain to saturate the ground.

The rain continues as it has for days. Sometimes it falls in sheets. Other times it dwindles to a drizzle only to start back up again. The rain seeps into everything, dripping off the leaves and turning the soil into slippery mud.

At a point you decide, the soil on the mountainside has absorbed so much water that the plant life can no longer keep it in place.

You hear a rumbling on the slope above you, and the ground starts to shake slightly. The source of the rumbling is not a dinosaur, but a great brown wave of mud, rocks, and dirt sliding down the hill. It is bending trees, flooding over stones, and carrying all number of plants with it. Worst of all, it's coming directly at you!

The party hears the sound of the mudslide when it is a number of feet away equal to 10 times the highest passive Wisdom (Perception) score among the party with a maximum distance of 200 feet. (e.g., a character with a 15 passive Wisdom [Perception] notices the mudslide 150 feet away.) The disadvantage from the rain doesn't affect this check.

The mudslide is roughly 500 feet wide with the characters unfortunately in the center of its path. The mud is sliding down the hill at 50 feet per round and takes its action on initiative count of 20, losing all ties.

Avoiding the Mud

The characters can use tools, magic, or the environment to escape the wave of mud. Reward inventiveness for escaping the mudslide. If a character falls into the mud, go to *The Mud Arrives* below.

Fly. The easiest way to avoid the mud is to fly, as it brings the heroes safely above the mud.

Flee the Mud Laterally. Characters must cover 250 feet before they are beyond the mudslide. With the mud approaching at 50 feet a round, they have four rounds at best before the mud overtakes them.

Flee Downhill. Characters can try to run downhill and keep ahead of the mud. The mudslide runs out of steam after 500 feet downhill from the starting point of the party. See the terrain requirements in the sidebar, especially the disadvantage part.

Climb Trees. Characters can try to climb trees to get above the mud. The trees are slender here, so only one character can climb each tree at a time. More than one person in a tree causes the tree to fall over into the mud. There are lots of trees though. As this is a thick jungle, a character can always reach a tree without expending movement. If you're using a grid, there's a tree in every square.

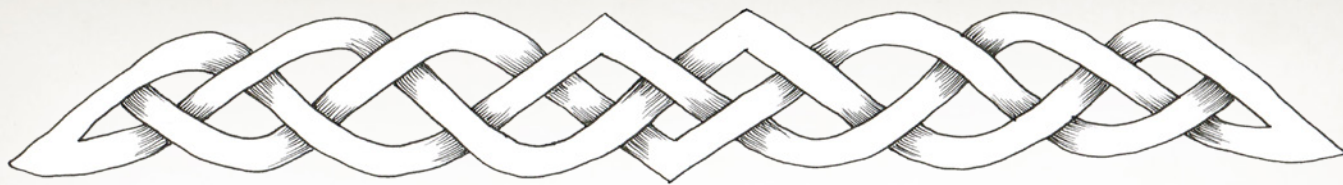
Climbing a tree requires a DC 10/12/14 Strength (Athletics) check. Failure by 5 or more means the character falls prone at the base of the tree, takes 1d6 points of bludgeoning damage, and cannot move any more as part of this action.

Jumping. Each of the trees is 5 feet apart. Jumping from one tree to another requires a Strength 10 because there is no running start (*Players Handbook* p. 182). Grabbing hold of the target tree requires a DC 10 Dexterity (Acrobatics) check. On a failure, the character falls 10 feet into the mud below, taking 1d6 points of bludgeoning damage.

The Mud Arrives

When the mud comes, the trees sway and bend from the force.

Characters in Trees. On the mudslide's initiative (20 losing all ties), any character in a tree must make a DC 10/12/14 Strength



(Athletics) check or be shaken out of the tree and fall into the mud below, taking 1d6 points of bludgeoning damage. Characters can tie themselves to a tree (purposefully restraining themselves) and gain advantage on this check.

Standing or Falling In. If a character falls in or is overtaken by the mud, read the following.

The mud slides all around you in a fearsome wave. The impact is enough to send you reeling head over heels as the mud envelops you and pushes you down the slope.

Characters who are in the mud on the mudslide's turn must make a DC 10/12/14 Strength saving throw. Characters who fail this save are knocked prone and swept 50 feet downhill, taking 1d10/2d10/4d10 points of bludgeoning damage. Restrained characters (say, those who tied themselves to trees) are at disadvantage on this save.

Characters trapped in the mudslide can spend an action to make a DC 10/12/14 Strength (Athletics) check at disadvantage to grab hold of a tree and climb out of the mud. Players may come up with other means to escape the mudslide. Reward inventiveness!

Any character pulled far enough downhill by the mud could be dumped into the river. See End of the Line below. After ten rounds, the mudslide passes, and it is safe for the characters to come down.

Malicious Mud Minions

The mudslide has attracted the attention of a group of mud mephits and possibly some earth elementals. These creatures want nothing more than to dunk the party in the mud. The elementals ignore characters in the mud, only attacking those trying to stay high and dry.

The elementals arrive on the third round after the mudslide hits the party. They approach unnoticed as they blend in with the mud and attack with surprise.

The earth elementals target any trees that the party has used to climb. They use their *siege monster* ability to rip a tree out of the ground as an action (no roll needed). They then throw the trees into the mud on their next action. Their *earthglide* allows earth elementals to move through the mud without difficulty.

The mephits fly over the mud, using their *mud breath* on any other flying creatures, hoping to restrain them. Unless the creature has a hover speed or is being held aloft by magic, flying creatures who are restrained fall. The mephits try to break the concentration of those flying by magic to get them to fall into the mud. If there are no flying creatures about, the mephits target those in the trees. They use their *mud breath* to restrain those in trees being thrown by the elementals or untie/break ropes of those who aren't.

APL	MONSTERS
1	4 mud mephits
2	7 mud mephits
3	9 mud mephits
4	4 mud mephits, 1 weakened earth elemental (attacks at disadvantage)

APL	MONSTERS
5	4 mephits, 1 earth elemental
6	7 mud mephits, 2 weakened earth elementals
7	4 mud mephits, 2 earth elementals
8	7 mud mephits, 3 weakened earth elementals
9	4 mud mephits, 3 earth elementals
10	7 mud mephits, 3 earth elementals

End of the Line

The mudslide ends after 500 feet where it pours into a river at the base of the hill or mountain.

The landslide of mud pours off of a short cliff into a raging river, swollen with the rain from the downpour. You have a moment to see the full might of the frothing torrent below you before you plunge deep into its muddy waters.

While it spells the end of the dangers of the mudslide, the swollen river poses other dangers. The river is 60 feet across. It requires DC 10/12/14 Strength (Athletics) checks to swim. Failure means the character is pushed underwater and runs the risk of drowning (see Suffocation, *Players Handbook* p. 183). Failure by 5 or more means the character gets a big gulp of water and might get throat leeches (*Tomb of Annihilation* p. 40).

As an alternative to the river, you can use the mudslide to dump the party into any number of situations, such as a lost ruin, a cavern system, or have them all captured by batiri goblins as they climb out of the bank. The environment pushing the party around and landing them in even bigger trouble is a staple of jungle adventures.

Conclusion

Depending on how the mudslide plays out, the party may have lost equipment, mounts, or even support staff. Any support characters and mounts are alive if they escaped the mud or survived the per-round damage of the mudslide. Lost equipment is scattered and buried over the large breadth of the area covered by the mudslide. With an hour's search and a successful DC 15 Intelligence (Investigation), one random item of worth is found. Magic is necessary to find a specific item.

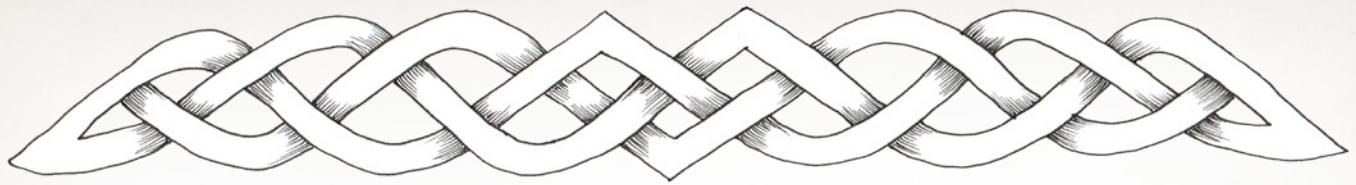
The river can lead into the Mystic River adventure. The chwinga in that adventure would reveal an abandoned canoe for the party to use.

Treasure

Unfortunately, survival is the only reward to be found in this adventure.

XP Award

Award XP for defeating the APL's monsters. In addition, award each character 150/500/900 experience points for surviving the mudslide.



Monsters

EARTH ELEMENTAL

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The elemental can burrow through nonmagical unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

MUD MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	9 (-1)	11 (+0)	7 (-2)

Skills Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a burst of sticky mud. Each Medium or smaller creature within 5 feet of it must succeed on a DC 11 Dexterity saving throw or be restrained until the end of the creature's next turn.

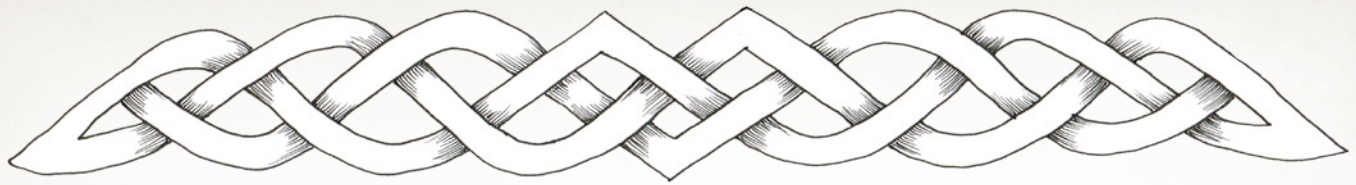
False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of mud.

ACTIONS

Fists. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Mud Breath (Recharge 6). The mephit belches viscid mud onto one creature within 5 feet of it. If the target is Medium or smaller, it must

succeed on a DC 11 Dexterity saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Beautiful Plumage

Tropical harpies have infested a Chultan ruin in the jungle. Their beautiful song lures people to them, forcing their victims to climb a dangerous tower. At the same time, a cursed magic item is animating the skeletal remains of the harpies' meals. Meanwhile, a goblin queen's ghost wants revenge and will use any trespassers as her tool of vengeance.

Background

Before the Spellplague, the Chultans had many settlements scattered throughout the subcontinent. Since that catastrophe, they have abandoned their more remote settlements, leaving the structures to be swallowed by the jungle. One of these is the small village of Mnonga.

Mnonga can be placed almost anywhere you need it to be in Chult as long as it is located in the deep jungle. It was once a trading center, so it is along a river, but it does not have to be one of the major rivers marked on the map of Chult.

After the Chultans abandoned the village, Mnonga became a den for the Big Wallop tribe of Batiri goblins. This tribe lived in the wooden homes left by the Chultans and kept an ankylosaurus as their tribal totem in the watchtower at the center of town. While dwelling in Mnonga, the goblins found an Eshowean (a Chultan tribe thought deceased) totem and carried it back to the fort. The Big Wallop tribe did not realize that the totem is cursed and animates nearby dead, as the goblins did not keep any corpses near the totem.

This all came to an end when malicious pterafolk targeted the Big Wallop goblins. They freed the dinosaur from its pen and then antagonized it until it panicked. The rampaging ankylosaurus crashed through the walls of the dilapidated fort, spreading terror among the fleeing goblins. The pterafolk used the confusion to pick off Bokadoka, the queen of the Big Wallop tribe, whom they grabbed and dropped from a great height.

With the death of the queen and the loss of their tribal totem animal, the tribe scattered into the jungle, leaving a partially destroyed tower and the cursed totem. Bokadoka's ghost still haunts the ruins, and the totem began to animate the goblin corpses.

For many decades after this, Mnonga remained unoccupied as it was haunted by the skeletons. Its tower became something of a landmark to travelers and explorers. The wooden structures rotted away, leaving only the stone fort and the paved central plaza. Weather continued to take its toll on the fort until little more than the tower and a few walls remain.

Earlier this year, a scream of harpies moved into Mnonga and claimed it as their own. The watchtower proved a perfect nest for them, giving them excellent vantage while protecting them from many of the jungle predators. The undead are not skilled enough to climb the tower, leaving the harpies untouched unless one is foolish enough to land, so the harpies use the skeletons as guardians for their lair.

Setup

The party can discover Mnonga for a variety of reasons. The easiest is for the party to be wandering through the forest and

come across the ruins of Mnonga.

Alternatively, the party was told (perhaps by their guide) that this was a good place to disembark from the river. The ruined tower of Mnonga is a landmark. The harpies are recent arrivals, so news of their presence hasn't spread yet.

There are rumors of ancient treasure from the Chultans hidden here. A lot of trading went on here before the Spellplague, including that of precious stones mined nearby, and not all treasure was hauled away.

Ruins of Mnonga

Refer to the **Ruins of Mnonga Map** for a layout of the ruins.

GENERAL FEATURES

The ruins of Mnonga have the following general features.

Terrain. The land is relatively flat, low-land jungle. Those with the Survival skill or appropriate backgrounds notice that the trees near Mnonga are younger than most other places in Chult, testifying that it is all recent growth.

Weather. When the party arrives, it has just finished raining. Rain is still dripping from the branches. The dripping rain grants disadvantage on all Wisdom (Perception) checks based on listening.

Light. This depends on the time of day that the party arrives. If it is during the day, it is brightly lit.

Smells and Sounds. The rain pitters on leaves. Unseen birds call to each other. The air smells faintly of rotting flesh that comes from the watchtower.

1. Jungle

The ruined town is surrounded by jungle that is encroaching into the ruins. The jungle is thick and provides cover for anyone entering it. It is also difficult terrain.

2. River Landing

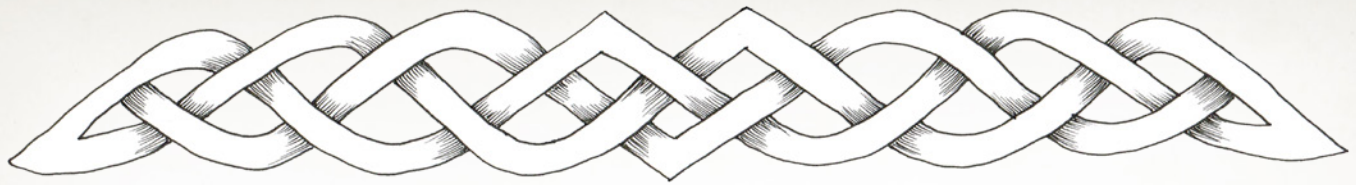
A wide, sandy bank borders the river, which is one of the reasons Mnonga was built here. If the party approaches by canoe, this is an excellent place to beach boats. There are a few crumbling remains of boats here that are decades old, but nothing of interest.

3. Rotting Buildings

The vast bulk of Mnonga is rotting away from the heat and humidity. A few rotting timbers are all that is left to show there was once a village here. Everything of value has long since been looted, and the jungle is reclaiming the land.

The rotting buildings are haunted by the ghost of Bokadoka, who wants revenge on the pterafolk for destroying her tribe. Death has not improved her intelligence so she can't tell a pterafolk from a harpy. All flying humanoid things must die! While she has the physical powers of a ghost, she has the skills and knowledges of a goblin boss.

Any character entering the ruins of Mnonga attracts her attention. She cannot manifest in the watchtower or on the stone plaza so she manifests among the rotting buildings to lure the party to her. She is active regardless of the time of day.



Among the rotting buildings, you see a small, burly goblin, dressed in leaves with a necklace of chipped stone around her neck. She is wearing a mask that loosely resembles a dinosaur and a headdress of feathers that denotes her as a Batrii goblin of importance.

Once she's lured one or more of the characters into the rotting buildings, Bokadoka uses her *possession* power on the most martial looking member of the party. If unsuccessful, she uses *ethereality* to retreat to the ethereal plane until her *possession* recharges. If all the characters resist her *possession*, Bokadoka withdraws to the ethereal plane and does not reappear. If Bokadoka is slain, she reforms on the night of the next full moon.

If successful at possessing a character, Bokadoka uses the body to slay the harpies. She encourages the characters to attack the watchtower which is full of "flying dinomen." She attacks, regardless of whether or not the party joins her.

4. Stone Plaza

This long stone plaza stretches the length of Mnonga. It still has the holes along the edges for wooden poles that would support a canopy to protect traders from the harsh sun, but that is gone now. All that is left is a labyrinth to Ubtao that is engraved into the stone.

Characters can try to walk the labyrinth if they so choose. It requires one minute of time and a DC 12/15/18 Intelligence check to complete. If the labyrinth is walked successfully by a creature, that creature gains advantage on its next saving throw. This boon fades after ten days if it is not used. A creature can gain this benefit once per day but cannot have multiple boons at the same time.

5. The Ruined Fort

The fort is composed of a few remaining sandstone walls which are 5 feet thick and 10 feet high. Because they are pitted and weathered, they are easy to climb with a DC 10/12/14 Strength (Athletics) check.

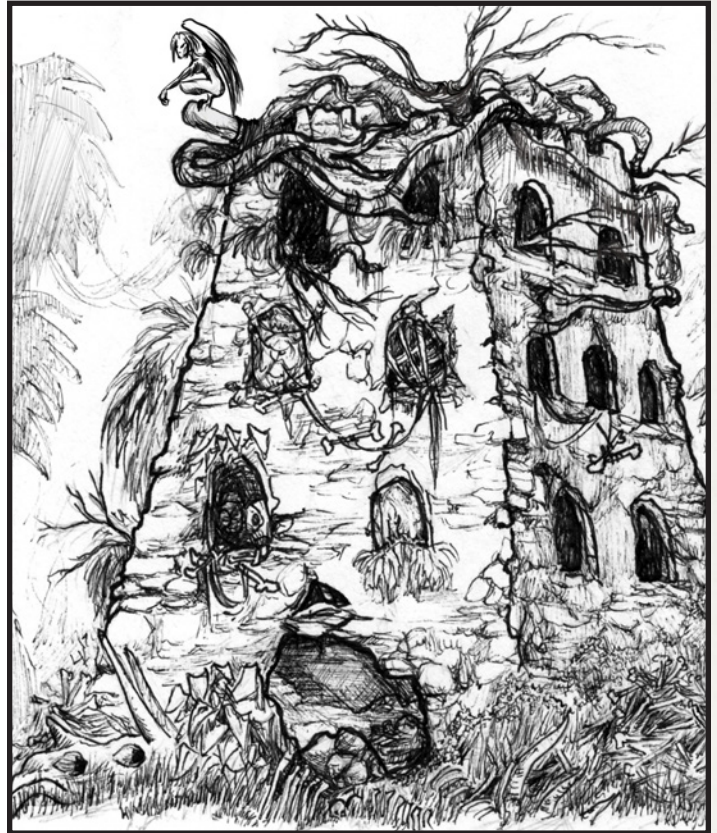
The harpies drop the bones from their feasts down the side of the tower. They like the clattering noise the bones make as they slide down the steeply sloped walls. Heaps of bones are piled up at the bottom, making the 10 feet closest to the tower difficult terrain.

The bone pile is a resource-rich environment for the cursed totem. The totem has animated a number of skeletons as listed on the chart below. Any creature entering the ruins of the fort is attacked by the skeletons. The skeletons arise along the wall of the watchtower that faces the river.

The skeletons are in no way aligned with the harpies. The undead attack the nearest living thing, harpies included. Furthermore, the skeleton's attacks have the possibility of breaking the harpy's charm. The regular skeletons are capable of climbing ladders and will pursue into Area 6b, but minotaur skeletons break the ladders when they attempt to climb.

6. Watchtower

Near the center of the town is a ruined fort and the great watchtower. Use the **Watchtower Map**. When the party first sees the tower, read the following:



Rising above the ruins of an ancient fort is a watchtower. Thick sandstone walls and solid construction have ensured that it still stands. The tower is 50 feet tall, and the walls angle inward as they ascend, giving the tower a steep trapezoidal shape.

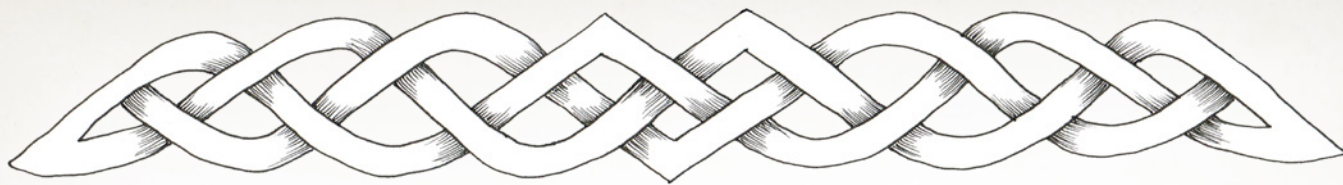
The top of the tower is piled high with branches. Hopping around atop are bipedal creatures that combine the worst aspects of a human and a bird with feathers that are as brightly colored as any parrot.

The harpies don't keep a very observant watch from their perch in Area 6c, confident that the skeletons will slay anything that approaches. They do not notice the party if they stick to the rotting buildings and the jungle. They automatically notice characters who walk the labyrinth in Area 4. They also notice creatures who enter the ruins of the fort who don't use stealth.

If the harpies notice the party, they use their *luring song* ability as soon as the characters are within range. Track the songs independently as once a character saves against a song, that character is immune to that particular harpy's song but is still susceptible to the others. Also, a character possessed by Bokadoka is immune to charms as per the *possession* ability.

The harpies lure charmed characters up through the tower interior. Any harpies that do not have anyone succumb to their song rush down to put the ladders in place in Area 6b. At least one of the harpies does this if any of the party is charmed.

The harpies wait until the charmed victims are on the ladders and weakened floors before attacking. The harpies prefer to attack charmed victims on the ladders when they have advantage. They



also steal the ladders away, trapping characters on upper floors.

The harpies are cowards to the core. A harpy flees if reduced to half hit points or less. If the fight is obviously hopeless, the entire scream flies off into the jungle and does not return, abandoning their nest and their treasure.

APL	MONSTERS
1	1 harpy, 4 skeletons
2	2 harpies, 6 skeletons
3	3 harpies, 8 skeletons
4	4 harpies, 10 skeletons
5	5 harpies, 12 skeletons, 2 minotaur skeletons
6	6 harpies, 14 skeletons, 3 minotaur skeletons
7	7 harpies, 16 skeletons, 4 minotaur skeletons
8	8 harpies, 18 skeletons, 5 minotaur skeletons
9	9 harpies, 20 skeletons, 6 minotaur skeletons
10	10 harpies, 22 skeletons, 7 minotaur skeletons

6a. Tower Ground Floor

The ground floor is paved with stone. The west wall of the tower has completely given way (it was struck by the rampaging ankylosaurus many years ago), allowing the harpies to fly inside. If the harpies have placed the ladders, one leads up to Area 6b. The cursed totem is sitting in the corner. The harpies had no interest in it, as it wasn't shiny. The cursed totem is carved as a snarling face with a skull fixed atop it. The totem is about 6 feet tall. It is featured on the cover of this supplement.

6b. Tower Upper Floors

The upper floors of the tower are three stories tall, not count-



ing the roof. The wooden floors are rotting and very unstable. There are several holes in the floors already.

Navigating the floors requires a DC 12/14/17 Dexterity (Acrobatics) check. Failure means the character partially falls through the floor and is prone. Failure by 5 or more means the character falls through the floor, landing prone on the next floor down and taking 1d6 bludgeoning damage. Unless the character has landed on the ground level (Area 6a), the character must make another Dexterity (Acrobatics) check at disadvantage or fall through that floor as well. The harpies think this is hysterically funny.

The harpies have constructed ladders and store them on each of the upper floors. They lower them down to entice victims to climb up into the tower. The harpies move through the interior by flying and do not need checks.

6c. Tower Roof

The harpies have made the roof of the tower their nest.

The tower roof is positively disgusting. Half-eaten pieces of meat, molted feathers, and bird dung have stirred together to form a nauseating mixture that sticks to the hundreds of branches dragged up here to form a vast nest. The smell is intense.

Climbing around on the roof is difficult terrain for creatures who can't fly because of all the sticks and logs. The walls are crenellated, giving the harpies either half cover (+2 AC; when in the gap) or three-quarters cover (+5 AC; when behind a crenellation) against attackers from the ground.

Conclusion

Once the harpies are dead and the party has cleansed Mnonga, they can use the ruined town as a base for future adventures. The party could also give or sell the location of the town to Prince Zhanthi (*Tomb of Annihilation* p. 27). The town is rumored to have tourmaline mines nearby.

Alternatively, the characters could leave and let the jungle continue to overtake it. Mnonga will continue to fade away until there is nothing but jungle.

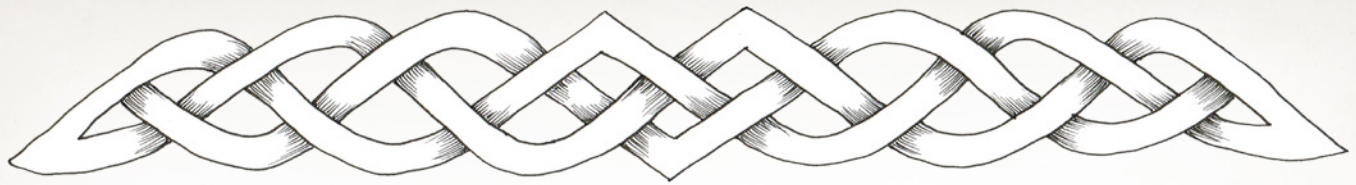
Treasure

The harpies have collected some treasure and have it scattered about the nest, and it takes an hour to collect. The treasure consists of 150/500/2,000 gold pieces in a variety of coins.

If the party has helped Bokadoka, she shows them some treasure that the goblins had hidden away under one of the rotten buildings. It does require some digging, but the party unearths a small chest that contains 2/5/10 uncut tourmaline gemstones worth 50 gp each. She then fades away, never to return.

XP Award

Award XP for defeating or driving off the APL's monsters. If the party helped the ghost of Bokadoka and she dispersed, give XP for defeating her as well.



Monsters

GHOST

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

GOBLIN BOSS

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1(200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

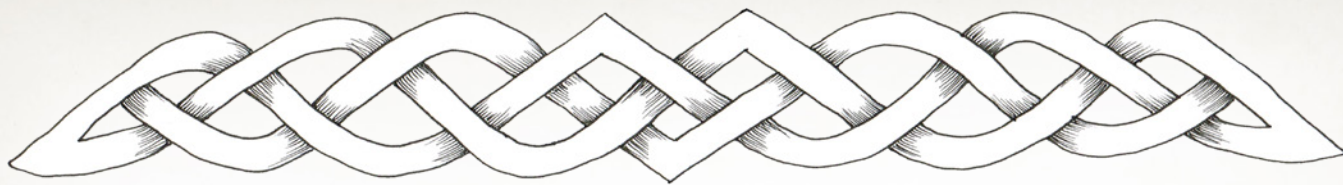
Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

REACTIONS

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.



HARPY

Medium monstrosity, chaotic evil

Armor Class 11

Hit Points 38 (7d8 + 7)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

Sling. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated. While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target can take the Dash action on its turn to move toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect on it ends. A target that successfully saves is immune to this harpy's song for the next 24 hours.

MINOTAUR SKELETON

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

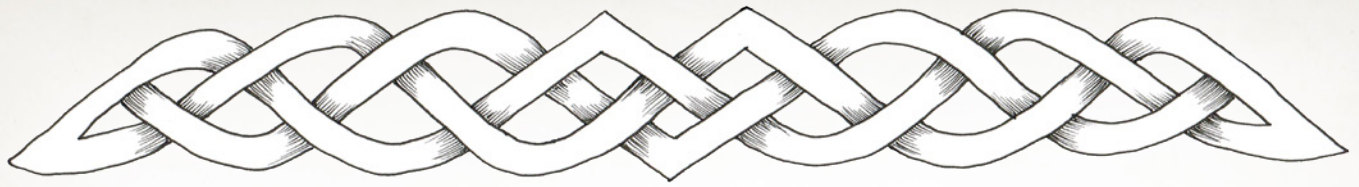
Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

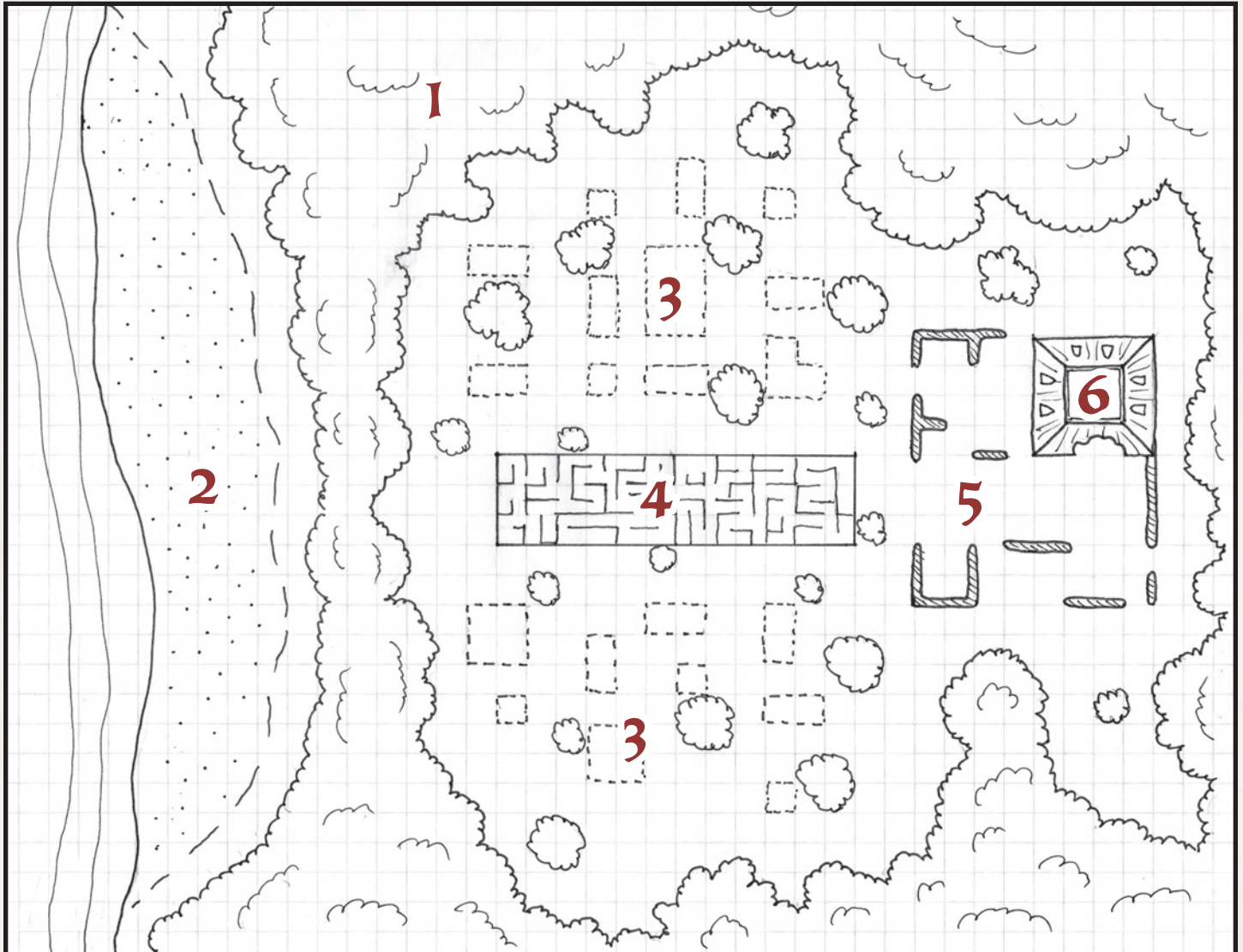
Challenge 1/4 (50 XP)

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



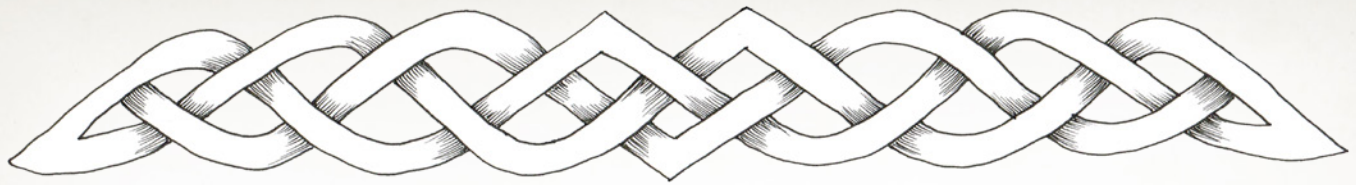
RUINS OF MNONGA Map



Key

- 1 - Jungle
- 2 - River Landing
- 3 - Rotting Buildings
- 4 - Stone Plaza
- 5 - Ruined Fort
- 6 - Watchtower

□ = 5 feet



Watchtower Map

Key

▣ = Hatch in Ceiling

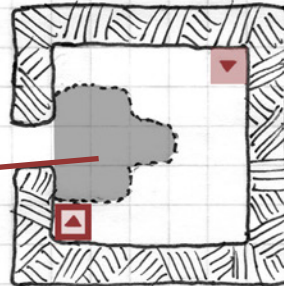
▾ = Hatch in Floor

■ = Open to Below

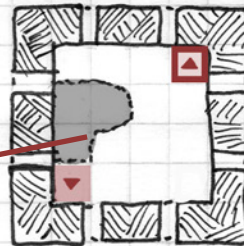
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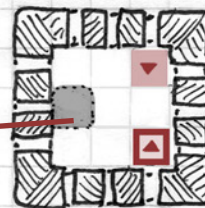
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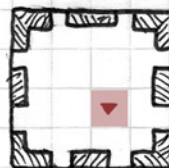
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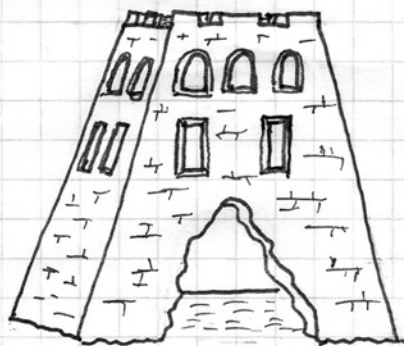
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6b

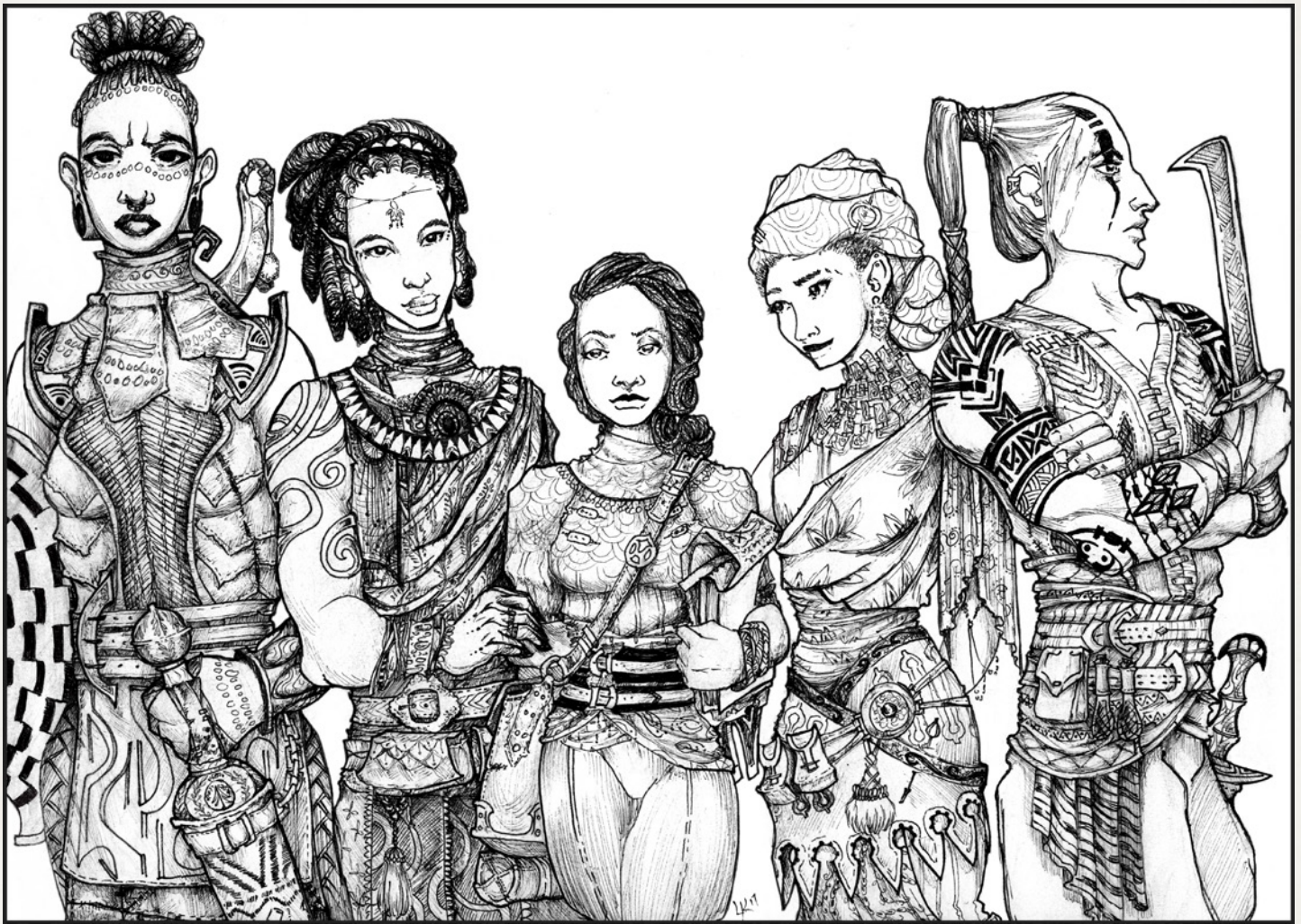


6c



Side View

Bring Your Jungle Campaign to Life!



Onyekava's Expedition and more await you in the pages of *Jungle Treks*! Art by Lori Krell.

Jungle Treks

These six fun and short adventures feature interesting challenges highlighting the dangers of the jungle. Each adventure is easy to add into a *Tomb of Annihilation* or any wilderness campaign and includes hooks linking to other *Jungle Treks* adventures and to *Tomb of Annihilation* plots. Drop a jungle trek into your campaign and bring the exciting jungle to life!

About the Authors

Teos Abadía

Teos Abadía is a frequent contributor to a variety of organized play campaigns. He has worked with Wizards of the Coast on several exciting projects. Available online:

- [The Artifact](#)
- [The Howling Void](#)
- [Vault of the Dracolich](#)
- [Confrontation at Candlekeep](#)
- [The Five Deadly Shadows](#)

A full list of writing credits, as well as articles providing guidance on many topics, can be found on his blog at Alphastream.org. Teos is active on Twitter ([@Alphastream](https://twitter.com/Alphastream)).

Eric Menge

Eric Menge is an author, game designer, and intermittent attorney. He has dozens of organized play adventures, written web articles for Wizards of the Coast, and acted as a campaign administrator for the Living Greyhawk campaign. Available online:

- [Menzoberranzan: City of Intrigue](#)
- [Backdrop: Daggerdale](#)
- [Backdrop: Suzail](#)
- [The Sage of Cormanthor](#)

Through his studio [Mythmakers](#), Eric is currently creating the graphic novel [Snow-by-Night](#) and dreams of muskets, alchemy, and snow in the moonlight. You can keep up with all his latest activities on Twitter ([@Eric_Menge](https://twitter.com/Eric_Menge)).