

TOMB OF ANNIHILATION EXPANDED

PART TWO: NEEDLE'S BONES

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



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EXPANSION OF THE TOMB OF ANNIHILATION CAMPAIGN ADVENTURE

PREFACE

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

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

A 10+ hour adventure add-on for 2nd to 5th level characters

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

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NEEDLE'S BONES EXPANDED

This expansion includes a number of enhancements and expansions of the areas in and around Needle's Bones, an unmapped location in the *Tomb of Annihilation* campaign. This expansion series is designed to add more flavor, more maps, more sidequests, and much more interesting gameplay to your *Tomb of Annihilation* campaign. However, many of these adventures and maps can be dropped into other D&D campaigns.

EXPANDED AREAS SUMMARY

Random Encounters

This document includes 15 random encounter maps for four different environments of Chult – a wide slow-moving murky river, a beachside camp at night, an empty beach, two different jungle maps, and a savanna map. All of these maps have multiple variants for different situations.

Needle's Bones

This document includes a colorful battlemap for the Needle's Bones location in Chult, as there is not a map included with the campaign guide. Now, when your player characters reach Needle's Bones and climb down inside the sinkhole, they can fight the swarms of quippers on this new map.

Sidequest: The Repository of Ruuku Outpost

In this sidequest, the players can find a treasure map and go hunting to see what mysteries it holds. The area it leads to is infested with undead and the characters will also need to figure out how to reach the "repository" the map leads to.

Sidequest: Na's Wish

This sidequest involves fulfilling a young Prince Na's ultimate wish – helping him transform into an aarakocra. Prince Na will send the player characters on a quest to find a god-touched artifact capable of permanently transforming him into an aarakocra. This quest leads the characters across the breadth of Chult in pursuit of a legendary nest where the first aarakocra in Chult were raised by the goddess Aerdrie Faenya.

RANDOM ENCOUNTER MAPS

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

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

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

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

NEEDLE'S BONES

One of the locations in the *Tomb of Annihilation* campaign guide where a possible combat encounter takes place, this location was first on my list of places that I felt needed a battle map. It also helps that the sinkhole filled with murky green water, lily pads, and hundreds of frogs among old dragon bones just sounds so amazing that a visualization of it is a must-have.

There are two variants for this area, a day version and a night version. Both of these maps can be found in the accompanying .zip file or embedded in this document in the Maps section.

For information on the Needle's Bones location, see pg. 80 in the *Tomb of Annihilation* campaign guide.

SIDEQUEST: THE REPOSITORY OF RUUKU OUTPOST

Suggested Party Level: 2nd to 4th

Description: Many years ago, when Mezro was a thriving city in Chult, there was an outpost in the jungle between the city and Firefinger. At the outpost, soldiers of Mezro would patrol the area and provide respite for those who were traveling the jungle, most of which were other groups of soldiers traveling to and from Firefinger. In the ruins of the Ruuku Outpost, there is a secret repository. But the repository is not precisely a vault of treasures, but a tomb for many of the soldiers who served there.

Hook: The characters find a dead body somewhere, for instance, I used the dead body on the bridge of Ataz Muhahah. On the dead body, they can find a map made of old parchment with some burned edges and a faint note written on the back. This map will lead them to Ruuku Outpost and the note speaks of a hidden repository and the process involved in entering it.

- **Art:** Ruuku Outpost Treasure Map Handout



If you use the dead body (skeleton) found on the bridge of Ataaaz Muhahah, you can add the following to the text in the description you read of the Shrine of Ubtao. Otherwise, wherever the players find the dead body, this description can be used:

Not much is left of the dead man, just bleached scattered bones, tattered clothing, and a pack that has been torn open, it's contents smashed or scattered by scavenging creatures.

However, upon closer look, you see there is a roll of parchment still stuck in a small protective tube. The tube itself is charred, but as you pull out the parchment, you see it is mostly intact, only burned a bit along one edge.

On the inside of the rolled-up parchment is a map. You immediately recognize the landmark of Mezro from your own map of Chult, though many of the other landmarks are foreign to you and new areas that might be explored.

On the back of the map is a message, written by someone named "Alexya" to someone named "Joryth":

*Joryth,
The repository at Ruuku Outpost is hidden and protected by a powerful trap. To bypass the trap and find the repository, you'll need to follow these steps:*

First, locate the portrait of Master Herthalyn in the keep. You'll find the first half of the code phrase hidden in the painting.

Next, you'll need to climb the tower and find the book, "A Tale of Two Dragons, by Artus Cimber" in the library. I've inscribed the second half of the code phrase on the inside of the book, on a blank page opposite the title.

Finally, you'll need to drop one-hundred and fifty feet of rope from the top of the keep down through the stairwell. As you slide down the rope, utter the code phrase. Only through this method will the repository open. If you don't follow this sequence, there's a good chance you'll be killed by a magical trap protecting the repository.

*Your friend,
Alexya*

RUUKU OUTPOST

You can mark the Ruuku Outpost location on the players' map somewhere in the jungle between Firefinger and Mezro. If the players also have yet to discover Firefinger or Ataaaz Muhahah, you can also share those locations as well.

MAPS

There are two variants of the ground level map for Ruuku Outpost. The day map is most likely the one you will want to use.

However, if the players encounter difficulties getting to Ruuku Outpost, or if you just want to make it a bit scarier or thematic by making them arrive at the ruins at night, you can use the night version of the map. The other possibility is that if the characters reach the top of the keep or the tower, they will be able to see for many miles in daylight, spotting several distant areas of interest, including Mezro, Firefinger, Ataaaz Muhahah, and the Wreck of the Narwhal.

The entire outpost's keep, tower, and repository are all on the *Ruuku Outpost Tower and Keep* map. For the players to enter the repository safely, they'll need to investigate both the tower and keep and find the two parts of the code phrase.

The Painting of Master Herythalyn has the word "Pernan" visible in it, in common. The book written by Artus Cimber has, written in Elvish, "Property of Tiggerthant" ... the complete code phrase is "Pernan Tiggerthant", whose body is one of those entombed in the repository.

You can find all three of these maps in the accompanying .zip file or embedded in this document in the Maps section.

GENERAL FEATURES

The undead in this area are not under any necromancers control and are generally mindless, only attacking the living creatures they sense (either by sight, hearing, or smell). Because of the undead in the area, dinos and other jungle creatures tend to stay away from the area.

THE RUINS OF RUUKU OUTPOST

When the players first arrive, before even sharing the map, read the following description:

As you come through the jungle, the thick foilage breaks and you see a clearing. Standing tall among the trees is a ruined keep standing next to a crumbling tower.

Milling about the area are a number of humanoid shapes. From their jerky movements, you instantly suspect they are zombies.

- **Encounter:** 8 zombies

ENTERING THE KEEP OR TOWER

The old wooden doors of the Keep and Tower rotted and falling apart from the years of neglect, humidity, and exposure to the ravages of the jungle environment. For this reason, any door in either building can be easily forced open. The old stone pavings lead from one building's entrance to the other. Additionally, characters may choose to climb up the northeastern pile of fallen stones and into the upper area of the keep.

CRUMBLING KEEP

If a player asks to examine this area northeast of the keep where it has partially collapsed, read the following:

Examining the wreckage of the blasted keep, it appears that the top two floors of the keep were destroyed in some sort of explosion. The pile of stones seems fairly settled and you think you could enter the upper areas of the keep by climbing here.

If the players do wish to climb, the check is relatively easy, DC 8 Athletics (Strength). They enter the keep on the fourth floor in the northeast corner. Similarly, the characters may exit the keep using the same route and check.

THE TOWER

When the characters first enter the tower, read the following description:

Opening the old rotting door takes a bit of effort as the wood has swollen into the frame, but after an ear-splitting squeak, it pops free and swings inward. The musty smell inside makes you think that you are the first people to enter this place in many years.

Small animals and insects scurry away from the sudden movement, and dust sparkles in the light. Most of the inner doors have fallen to pieces from moist rot.

Because the tower has been locked away from the outer world until now, it is free from intruding predators and undead. The only dangers in the tower are the crumbling stairs and floors.

GENERAL FEATURES

Every time a character that weighs 100lbs or more (including equipment) passes up or down a floor using the stairs, have them make a DC 10 Dexterity saving throw. On a failure, one of the stairs snaps and they fall 10ft taking 3 (1d6) bludgeoning damage. On a success, they manage to avoid falling. You can use the following NPC trap entry to make the saving throws and damage rolls.

THE TOWER, FOURTH FLOOR LIBRARY

When the characters reach the fourth floor, read the following description to the players:

On the fourth floor of the musty old tower, the floor creaks loudly as you step onto the landing. In the dim light, you can see across from the stairway landing that there is an open doorway to a room where the floor is littered with old books.

As you step gingerly across the warped and squeaky boards and move closer to the room, you can see several old bookshelves, still somewhat filled with dusty old tomes fill the walls of this room.

The players can easily search for and find the book they're looking for. When they do, share the following art with them:

- **Art:** A Tale of Two Dragons

If no player understands Elvish, let them also find a *Potion of Comprehend Languages* in the crates in the ground-floor entryway of the keep (you can find a Magic Item statblock for this potion in the Magic Items section at the end of this document).



A TALE OF TWO DRAGONS

On the inside cover, as indicated by the letter written on the back of the map, contains the second half of the code phrase to disarm the trap upon entering the "repository". The Elvish written text opposite the title page says "Property of Tiggerhant". The complete code phrase is "Pernan Tiggerhant", the name of the first soldier interred in the repository.

THE TOWER, ROOF

When the characters reach this area, read the following description:

As you open the creaking hatch at the top of the tower and climb out onto the weak roof, you can tell the boards here are not safe to walk around on too much. You stick to the edge of the roof, using the crumbling stones to steady yourself. Despite the weak and scary footing, you can see out over the top of the canopy of the jungle. Both the keep and the tower are tall enough that you can see for many miles above the canopy of the jungle.

If the characters are on the tower or keep roof in the daytime, also read this description to them:

Over the canopy of the jungle in the brightness of day, you can see several distant areas of interest. To the west, there is a tall tower-like structure that appears to be flaming as if it were set on fire.

To the east, you see what must be the ruins of Mezro, it's gleaming white buildings almost seeming whole and mystically intact at this distance.

To the south, you see a large stone bridge spanning across a large canyon over the River Olung.

Finally, to the southeast, you see some strange object high in the trees. It's hard to tell at this distance, but your eyes must be playing tricks on you--it looks like a sailing ship, but in the treetops.

THE KEEP

ENTERING THE KEEP

There are two ways to enter the Keep:

- Through the front door.
- By climbing up the rock pile in the rear and entering into the fourth floor northeast corner.

Either way, the players enter, there are a few undead within the broken keep they'll need to deal with as they move around inside.

GROUND FLOOR

The ground floor has no undead wandering around. The only notable feature of the ground floor is the stairs leading down in the northwest room lead to a tunnel that appears collapsed. The tunnel was collapsed on purpose once the excavation and construction of the repository was completed.

If your party's characters do not understand the Elvish language, you can put a *Potion of Comprehend Languages* in the crates in the entryway (you can find a Magic Item statblock for this potion in the Magic Items section at the end of this document).

THE KEEP, SECOND FLOOR

There are six skeletons slumped on the floors of the second floor that will animate and attack the players when they enter the northeast room to examine the painting. When the characters enter the northeast room on the second floor, read the following to them:

As you step into the musty room and see the painting hanging in the corner, you hear scraping noises and notice that in the opposite corner, a skeleton, bare of any flesh, begins to stand up and aim its crude bow at you.

- **Encounter:** 6 skeleton

When the characters are ready to take a moment to examine the painting, share the following image with them:

- **Art:** Master Herthalyln Painting

In the painting, the word "Pernan" can easily be seen. As described by the letter on the back of the map, this word is the first part of the code phrase to disarm the trap protecting the "repository".

THE KEEP, THIRD FLOOR

There is a ghast on the third floor of the keep. It attacks anything that enters "its" floor of the keep.

- **Encounter:** 1 ghast

THE KEEP, FOURTH FLOOR

There are three "sleeping" ghouls on the fourth floor that have learned not to be disturbed by the zombies making noises outside or the ghast on the floor below them, so they might be easily surprised by the characters entering the fourth floor.



Roll the ghouls Perception checks (+0) with disadvantage against any characters trying to be stealthy. If the ghouls are unsuccessful, give the characters surprise during the first round of combat.

- **Encounter:** 3 ghouls

THE KEEP, FIFTH FLOOR

When the characters reach the fifth floor, read the following description to the players:

Of this area of the ruined keep, almost nothing remains. The stone staircase seems stable enough, but the wooden floors are all but completely destroyed. You can see down into the fourth floor from the remaining wooden platforms that hang in the space, their beams broken and snapped off like kindling from whatever occurred in this area.

If any of the players wants to try to examine the area and see if they can discover what happened, ask for a DC 12 Perception (Wisdom) check. If successful, ask for a DC 14 Nature (Intelligence) check. If this check is successful, read the following:

You spot what appears to be teeth marks in some of the wooden beams and old massive claw marks in the stones of the north and east inside walls. Your knowledge of the jungle beasts of Chult leads you to believe that a large dinosaur--possibly a massive Tyrannosaurus Rex pulled down part of this keep and then stuck its massive head in, chewing and clawing at the upper floors and pulling the walls down with it's scrawny, yet powerful arms.

You shudder a bit in fear at the thought of the massive beast and it's destructive power on display.

If the character is successful in the Perception check, but unsuccessful in the Nature check, read the following:

You spot what appears to be teeth marks in some of the wooden beams and old massive claw marks in the stones of the north and east inside walls. Your knowledge of the jungle beasts of Chult fails you though.

You're not sure what caused this kind of massive damage--maybe a dragon or some other massively clawed beast.

THE KEEP, ROOF & PARAPET

When the characters reach this area, read the following description:

As you crest the top of the five flights of stairs, you can see out over the top of the ruined keep. You can see that this structure was once a proud achievement of the engineering of ancient peoples. Both the keep and the tower are tall enough that you can see for many miles above the canopy of the jungle.

If the characters are on the tower or keep roof in the daytime, also read this description to them:

Over the canopy of the jungle in the brightness of day, you can see several distant areas of interest. To the west, there is a tall tower-like structure that appears to be flaming as if it were set on fire.

To the east, you see what must be the ruins of Mezro, it's gleaming white buildings almost seeming whole and mystically intact at this distance.

To the south, you see a large stone bridge spanning across a large canyon over the River Olung.

Finally, to the southeast, you see some strange object high in the trees. It's hard to tell at this distance, but your eyes must be playing tricks on you--it looks like a sailing ship, but in the treetops.

ENTERING THE REPOSITORY

If the characters try to enter the repository, they should be able to simply follow the directions of the letter on the back of the map. When they each say the code phrase, it only matters that they say the words "Pernan" and "Tiggerthant"--they don't need to say them in any particular order, and they can say other words. It may happen that they take the clues too literally and say "Pernan Property of Tiggerthant" as they slide down the rope, which is fine.

The characters rope ends right next to the white chest at the east end of the repository. If they do not say "Pernan" and "Tiggerthant", they are subject to a *Power Word Kill* spell trap right as they enter the repository and any character that has 100 hit points or less instantly dies. If they say the code phrase though, this trap is disabled for them. The trap does not affect characters leaving the repository.

Once they are in the repository safely, move on to the next section.

REPOSITORY OF RUUKU OUTPOST

In this repository are eight of the original holy warriors of Mezro that carved out this outpost in the jungle and died over the years in battles protecting it. Since Mezro's fall and move to another plane, the outpost has fallen to ruin and the dead have become subject to the necromancy magic of Ras Nsi.



For many characters, this may be the first time that Ras Nsi becomes aware of the character's presence in Chult. Within this repository, Ras Nsi has raised Pernan Tiggerthant as a mummy under his permanent control. The Pernan Tiggerthant mummy is slightly more powerful than a usual 5th Edition D&D mummy. He is as a usual mummy, but with the following changes:

- His Dex is 12, so his AC changes to 12.
- He has control over the two zombies with him.
- He has a legendary ability—once per day, the mummy, and any other undead within 30 feet of it, can automatically resist the Channel Divinity: Turn Undead feature of a cleric or paladin.
- **Encounter:** 1 mummy, 2 zombies

The repository may have originally have been intended as a tomb for honored warriors of this outpost. But over the years, offerings have been made, remembrances left behind, and this tomb holds several riches.

- **Treasure:** 2300cp, 911sp, 60gp, 1 black velvet mask stitched with silver thread (25gp value), 2 bloodstone, 1 brass horn (trinket small brass horn which, when blown, sounds instead like a cat yowling), 1 bronze lamp (trinket bronze oil lamp which is rumored to have once held a genie), 1 carved bone statuette (25gp value), 2 chalcedony, 1 chalice of sobriety (trinket chalice which automatically turns any alcoholic liquid into water), 1 citrine, 1 cloak of protection, 1 cloth-of-gold vestments (25gp value), 1 doodad bwysas (see the end of this document for Magic Item statblocks), 3 fog grenade, 1 Glaive +1, 1 grappling hook, 1 hematite, 1 flask of holy water, 2 jasper, 1 longsword, 1 moss agate, 1 obsidian, 2 onyx, 1 potion of climbing, 4 potion of healing, 1 shield +1, 1 shortsword of vengeance, 1 small mirror set in a painted wooden frame (25gp value), 1 star rose quartz, 1 studded leather +1.

SIDEQUEST: NA'S WISH

Suggested Party Level: 3rd to 5th

Description: Prince Na wishes he were an aarakocra. It's as simple as that. And the boy has heard tales from his aarakocra 'caretakers' about Aerdrie Faenya, the elven goddess of the aarakocra.

In one such tale, which the Prince will retell, when Aerdrie brought the first aarakocra from Coliar (the planet in Realspace where aarakocra originate from) to Toril, she landed as a great white bird in the Mistcliff mountains of Chult. The first aarakocra she brought were a clutch of eggs, guarded against the cold of space in her warm feathers.

Aerdrie built a nest, high in the Mistcliffs and brooded those eggs as if they were her own. When the aarakocra hatched, she raised them into adulthood in elven form. But then she had to leave Toril to resume her duties as a deity across the realms.

She ordered the aarakocra to be fruitful, industrious, and protect themselves from outsiders. Rather than order them to kill anyone who found their new nest village, she gave them a single filoplume from her bird form.

Aerdrie told them, any outsider you capture, touch them with this feather, and they will become aarakocra and be one of you.

Hook: Prince Na thinks that the sacred filoplume of Aerdrie is not just a children's bedtime story, but is real. And based on the poetry of the original poem in the aarakocra language, which Na speaks fluently, he believes the lost nest of Aerdrie is just north of Orolunga, which he knows the location of by speaking to several different aarakocra scouts of Kir Sabal.

If the players venture to the lost nest and retrieve the sacred filoplume of Aerdrie, he will give them his royal signet ring of Omu (has the effects of a periapt of wound closure, a ring of mind shielding, and a ring of spell storing, but only requires 1 attunement slot total. Also, this ring protects a person from the death curse as their soul goes into the ring).

THE LOST NEST OF AERDRIE FAENYA

Prince Na isn't wrong. The tale of Aerdrie Faenya bringing the first clutch of aarakocra eggs to Toril from the planet Coliar is entirely true. And she did land and brood the eggs in the Mistcliff mountains. Only the part about a sacred feather is fantasy. But the players won't know that until they seek out the Lost Nest. And in the lost nest are cursed aarakocra—a group of aarakocra found the lost nest several hundred years ago, but their intentions were to loot the location with little regard to it being a holy site of the goddess.

If the players find the lost nest, and cleanse it of the cursed aarakocra, Aerdrie will become aware of the players and of Prince Na. She will tell them a mystery of Chult for their efforts and promise to visit Prince Na and fulfill his wish on their behalf. If the players do not know the Soulmonger is located in Omu, Aerdrie can give them this information.

However, she will not reveal Omu's location as well, but offers that her children (the aarakocra) know more about Chult than most others in the jungle, hinting that they can ask some willing aarakocra about Omu. For instance, the aarakocra of Kir Sabal know the location of Omu, and if the players are headed there to end the Death Curse, the leader of the aarakocra there will even bless them with the power of flight to speed them on their way to Omu.

MAPS

There are two variants of the Lost Nest map, one for day time, and one for night time. But the night map is for after the cursed aarakocra are defeated. When they are defeated, the characters will feel compelled to fall asleep and wake up inside the tea house at night, being visited by the goddess Aerdrie Faenya, who is serving them tea.

Both maps can be found either in the .zip file that accompanies this document or embedded in this document in the Maps section.

GENERAL FEATURES

The small teahouse and the two crumbling towers to the north are accessible from the ground. The two towers to the south have no ground floor and are only accessible by flying or climbing. The water in the central fountain is clean, cool, and safe for drinking.

Cursed Aarakocra. These cursed creatures sleep during the daylight hours unless someone wakes them. Any loud noises will draw their attention, and if any of them are awoken, they will make loud squawking noises to awaken the others. In general, four of the eight cursed aarakocra will fly and make dive attacks continually while the other four will move into melee range to engage the characters.

The following sections describe different areas of the map, but be sure to read the subsection "What Happens After the Cursed Aarakocra are Defeated?"

FOUNTAIN

The water in the central fountain is clean, cool, and safe for drinking. You can read the following description if a player asks to examine it:

This pool of water appears to be fresh and clear. As you watch, it looks as though the pool is fed by a natural spring and you can see the water is flowing in from a small opening near the north end of the pool and there is a matching opening at the south end near the top of the waterline where the water must be flowing out.

As you look at the pool, you realize the ingenious design of the fountain that allows it to fill, but not overflow.

TEA HOUSE

If the players enter the tea house during the day time, read the following description to them:

This old building appears to be a small meeting house of some kind. There is a central fire pit with an opening in the ceiling for smoke to exit and several shelves that contains cups and pots. Between the fire pit, the iron grate that sits on spider legs above it, the pottery, and the old cushions on the floor, you surmise this is a traditional tea house.

NORTHWEST TOWER

This tower is accessible from the ground, though the doors need to be broken down to get inside, which creates quite a bit of noise to do so.

None of the cursed aarakocra sleep in this tower as the top floor is completely collapsed and the bottom floor is open to the elements. There is nothing of interest or of value inside, as all the goods that were once stored here are rotting and fall to pieces when touched.

NORTHEAST TOWER

This tower is accessible from the ground floor, and it's doors are not boarded up. Two cursed aarakocra sleep in the upper floor, which is only accessible by flight and contains nothing of interest.

The ground floor does have a huge cask of aarakocra berry wine that has long gone rancid and tastes of vinegar. If a character turns the spigot to see what is in the cask, read the following:

As you lean over and turn the spigot on the huge cask, it squeaks and turns with difficulty, then a dribble of foul-smelling liquid begins spilling out. After a few seconds, the cask creaks loudly, then suddenly cracks and seems to explode as it structurally collapses.

Foul-smelling vinegar splashes all over the room, drenching everyone inside uncomfortably.

This sound is loud enough to alert the two sleeping aarakocra above, who will begin squawking for the others before they descend to attack the intruding characters.

- **Encounter:** 2 cursed aarakocra (see the end of this document for NPC statblocks)

SOUTHWEST TOWER

This tower is only accessible by flight or climbing up. There are no doors on the ground floor area of the tower, and in fact, the tower was built as a roost, so the inside of the tower is filled with dirt and rock to make it extremely stable at the higher levels. Most of the upper areas of the tower have collapsed, but sixty feet above the ground there is a single level where the floor above acts as a roof, making a fairly comfortable area for the cursed aarakocra to make a nest of sorts.

Three aarakocra sleep here during the day and will only awake and attack the characters if they make a loud noise or other aarakocra alert them.

TREASURE

While the northern towers have nothing of interest, the cursed aarakocra have instinctively gathered some shiny items and keep them in these southern towers. This tower contains:

- **Treasure:** 16cp, 27sp, 48gp, 3pp, 1 kythrian skarn orb, 1 ring of the reaper (see the end of this document for Magic Item statblocks).

SOUTHEAST TOWER

This tower is only accessible by flight or climbing up. There are no doors on the ground floor area of the tower, and in fact, the tower was built as a roost, so the inside of the tower is filled with dirt and rock to make it extremely stable at the higher levels. Most of the upper areas of the tower have collapsed, but forty feet above the ground there is a single level where the floor above acts as a roof, making a fairly comfortable area for the cursed aarakocra to make a nest of sorts.

Three aarakocra sleep here during the day and will only awake and attack the characters if they make a loud noise or other aarakocra alert them.

TREASURE

While the northern towers have nothing of interest, the cursed aarakocra have instinctively gathered some shiny items and keep them in these southern towers. This tower contains:

- **Treasure:** 12cp, 19sp, 22gp, 1pp, 1 coin purse, 1 light hammer, 1 necklace of prayer beads, 1 potion of healing, 1 rhodochrosite, 1 turquoise.

GATEWAY TO COLIAR

This ancient stone gateway is carved with symbols in the aarakocra language. If any of the characters can read the words, read the translation to them:

The words carved into the stone gateway say in aarakocra:

Whoever believes in the power of Aerdrie Faenya and wishes to give up their mortal body, may pass through this gate and arrive reborn on Coliar in the presence of the aarakocra ancestors, reborn, feathers anew.

However, the gateway is symbolic and many years ago when this nest was inhabited, it was used in religious worship of Aerdrie Faenya.

The two statues are too worn to tell anything about them other than they're obviously aarakocra.

WHAT HAPPENS AFTER THE CURSED AARAKOCRA ARE DEFEATED?

After the aarakocra are defeated, give the players some time if they want to further explore the towers, search the dead, etc. If they choose to take a short or long rest, they will all fall magically asleep and wake up in the section below ("Waking Up"). If they try to leave, they will fall magically asleep and wake up in the section below ("Waking Up"). This magical sleep has no saving throw and is compelled by a deity.

WAKING UP

Change the map to the night version of the map and put all of the characters in the tea house.

- **Map:** Lost Nest of Aerdrie Faenya Night (25x25)

Aerdrie Faenya is literally a god, but if you have players dumb or stubborn enough that they want to kill a beautiful elven goddess, she's basically immune to everything and has a ton of hit points. She'll basically sigh if this happens with just a single character and again magically put them to sleep. If it's the whole party, she'll just leave with a sigh.

Otherwise, she's got some things to say:

You begin waking up and you feel very well-rested. The usual morning fogginess of sleep is easily shaken off and as you look around, you realize it is still deep in night.

You find yourself among your companions in the small meeting house of the nest. The fire in the pit is lit and a pot of water is boiling above it. A breathtakingly beautiful elven maiden is setting out cups and begins steeping tea in the boiling pot.

"Good, you're awake," she says in a beautiful voice.

Just looking at this woman you believe she is touched by the gods. And then a moment later, you realize, she is a god.

"Yes. My name is Aerdrie Faenya, and I am the goddess who brought the aarakocra to this world. I came here again to thank you for cleansing my sacred nest."

The players can ask questions of her. Aerdrie became aware of the players and of Prince Na when they cleansed the nest of the cursed aarakocra.

She will tell them a mystery of Chult for their efforts and promise to visit Prince Na and fulfill his wish on their behalf. If the players do not know the Soulmonger is located in Omu, Aerdrie can give them this information.

However, she will not reveal Omu's location as well, but offers that her children (the aarakocra) know more about Chult than most others in the jungle, hinting that they can ask some willing aarakocra about Omu.

For instance, the aarakocra of Kir Sabal know the location of Omu, and if the players are headed there to end the Death Curse, the leader of the aarakocra there will even bless them with the power of flight to speed them on their way to Omu.

For more information on Aerdrie Faenya you can review [her page on the Forgotten Realms Wiki](#). Once she is done with the characters, she will simply fade away.

MAGIC ITEMS

FOG GRENADE

Weapon (improvised), uncommon

DESCRIPTION

This stoppered flask feels cool to the touch and appears to be filled with condensation and smoke.

HISTORY

Many centuries ago, a young mage had the genius idea of capturing fog in a bottle. This particular variation was a simple creation. He spent decades perfecting his incendiary, poison, and acid varieties. The dagger variety still eludes him.

This young mage's name was Halaster Blackcloak.

EFFECTS

Contained within this bottle is a single-use casting of *Fog Cloud*. As an action, a character may open the stopper on the flask, which casts *Fog Cloud*, centered on the character.

Or, as an action, a character may throw the flask at a creature or a point as an improvised weapon (1d4 nonmagical piercing damage, 20/60ft range), which breaks on that creature or point and casts *Fog Cloud*, centered there.

DOO-DAD BWAYSAS

Wondrous item (wood bracers), rare (requires attunement by a druid)

DESCRIPTION

These wooden bracers seem simple, crude, and well-worn, but there is a small detailed engraving of a unicorn on each of them at the wrist.

HISTORY

Further examination shows that these unicorn carvings are the symbol of Meilikki. Upon attunement, the wearer knows that the true name of these bracers and that they were the creation of a dwarf druid named Pikel Bouldersoulder.

EFFECTS

Wildshape Defense. While wearing these bracers, you gain a +2 bonus to AC while in Wildshape form.

Sha-lah-lah. In addition, you learn the cantrip *Shillelagh* if you don't already know it and it is improved at higher levels:

- At 5th level, you can cast this spell on any melee weapon made of non-metal materials. Additionally, on a successful hit, you can choose to end the spell early and release all of the magic from the imbued magic into it. The target instead takes 2d8 bludgeoning damage and the spell ends.
- At 11th level, the damage you do when you release the magic of the spell increases by 1d8 (3d8 total).
- At 17th level, the damage you do when you release the magic of the spell increases by 1d8 (4d8 total).

These bracers also subtly influence you to refer to this spell as "Sha-lah-lah" rather than *Shillelagh*.

POTION OF COMPREHEND LANGUAGES

Potion, common

DESCRIPTION

A potion of brownish-yellow liquid that smells of dusty paper and soot.

EFFECTS

Upon drinking this potion—which tastes awfully like salty charred paper—for the next hour, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This potion doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

ROYAL RING OF OMU

Ring, very rare (requires attunement)

DESCRIPTION

This ring is made of solid platinum with a polished amber jewel set in it.

HISTORY

Many years ago, the ancient city of Omu was one of the wonders of the world. Located deep in the jungles of Chult, the powerful ruling family ruled over the entire peninsula from their remote location. Magic and wealth were both held in strong supply, and the ruling family protected themselves with these magic rings.

EFFECTS

Mind Shielding. While wearing this ring, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

You can use an action to cause the ring to become invisible until you use another action to make it visible, until you remove the ring, or until you die.

If you die while wearing the ring, your soul enters it, unless it already houses a soul. You can remain in the ring or depart for the afterlife. As long as your soul is in the ring, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.

Spell Storing. This ring stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 5 levels worth of spells at a time. When found, it contains 1d6 - 1 levels of stored spells chosen by the DM.

Any creature can cast a spell of 1st through 5th level into the ring by touching the ring as the spell is cast. The spell has no effect, other than to be stored in the ring. If the ring can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While wearing this ring, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the ring is no longer stored in it, freeing up space.

Wound Closure. While you wear this ring, you stabilize whenever you are dying at the start of Your Turn. In addition, whenever you roll a Hit Die to regain Hit Points, double the number of Hit Points it restores.

KYTHRIAN SKARN ORB

Orb, common

DESCRIPTION

This spell-focus orb is made using Kythrian skarn.

EFFECTS

Orb of Shielding. An orb of shielding is made from crystal or stone aligned to one of the planes. While you are holding the orb and take acid or poison damage, you can use your reaction to reduce the damage by 1d4.

RING OF THE REAPER

Ring, rare (requires attunement by a spellcaster)

DESCRIPTION

This platinum ring has the visage of a ghostly reaper on the face while its scythe wraps around the finger. When you put this ring on your finger and attune to it, it becomes ethereal. You can see its ghostly form on your finger when in dim light and it appears solid in dark light, but fully disappears in bright light.

EFFECTS

Toll of the Dead. You learn the spell *Toll of the Dead* as a cantrip when you are attuned to this ring.

In addition, targets of your castings of *Toll of the Dead* make their saves at disadvantage.

Speak with the Dead. Also, once per day, you can cast *Speak with Dead* as if it was a prepared spell.

NPCs

CURSED AARAKOCRA

Medium undead (aarakocra), neutral evil

Armor Class 12

Hit Points 30 (4d8 + 12)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	11 (+0)	12 (+1)	11 (+0)

Skills Perception +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Understands Auran and Aarakocra, but cannot speak

Challenge 1/2 (100 XP)

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

Dive Attack. If the cursed aarakocra is flying and dives at least 25 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

Flyby. The cursed aarakocra doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

Actions

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

ABOUT THE MAPS & ART

MAPS

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

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

OTHER ART

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

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

MAP-MAKING

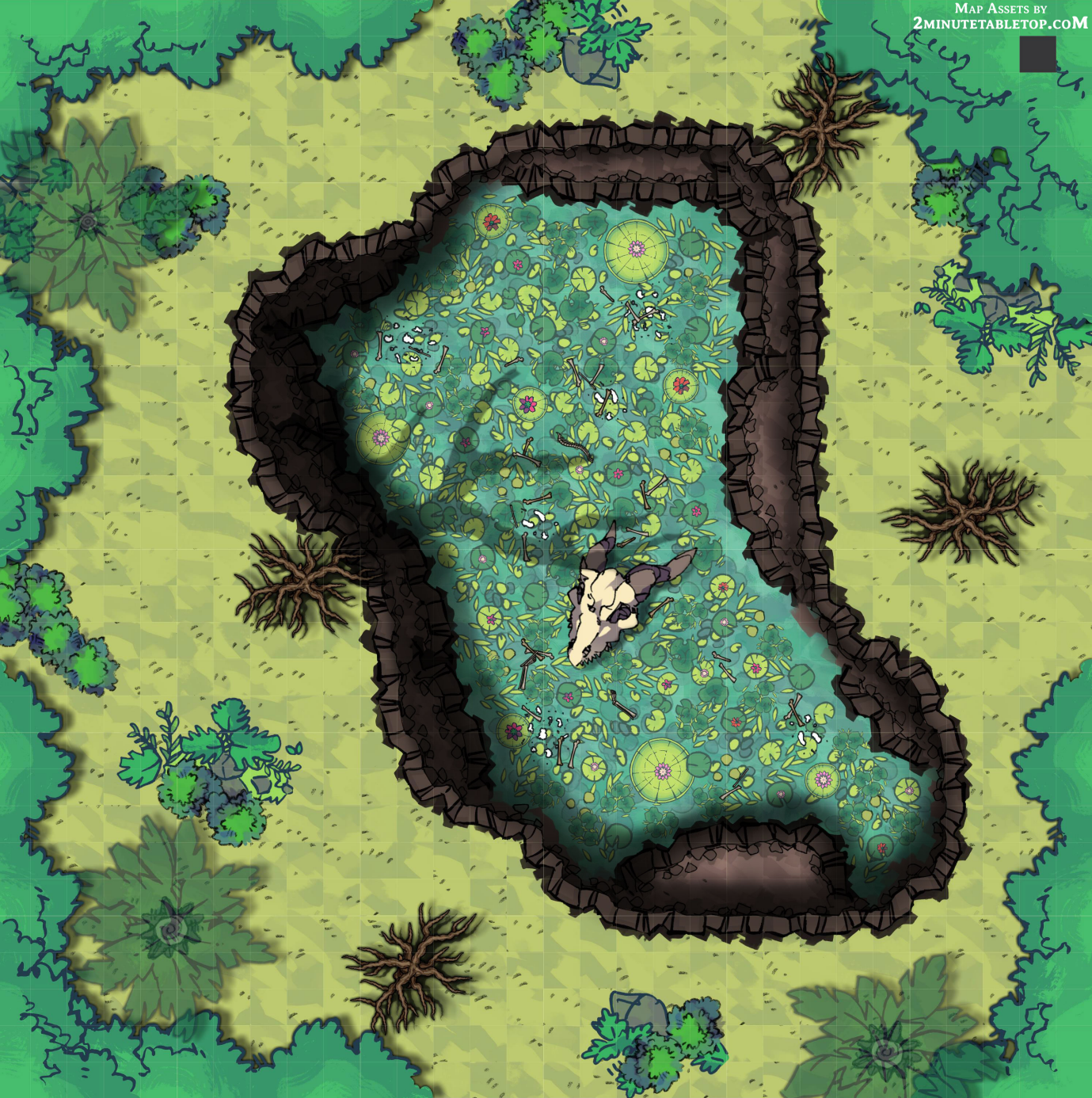
I made the maps for this expansion using assets from 2-Minute Tabletop's that have either been downloaded from the Steam Workshop for Dungeon Painter Studio, or directly from 2-Minute Tabletop's website and then imported into DPS.

I use DPS to create much of the map, then export it as and load the map in Photoshop. In Photoshop, I add details, add lighting fx, recolor assets, and further customize the map for the specific story location/encounter.



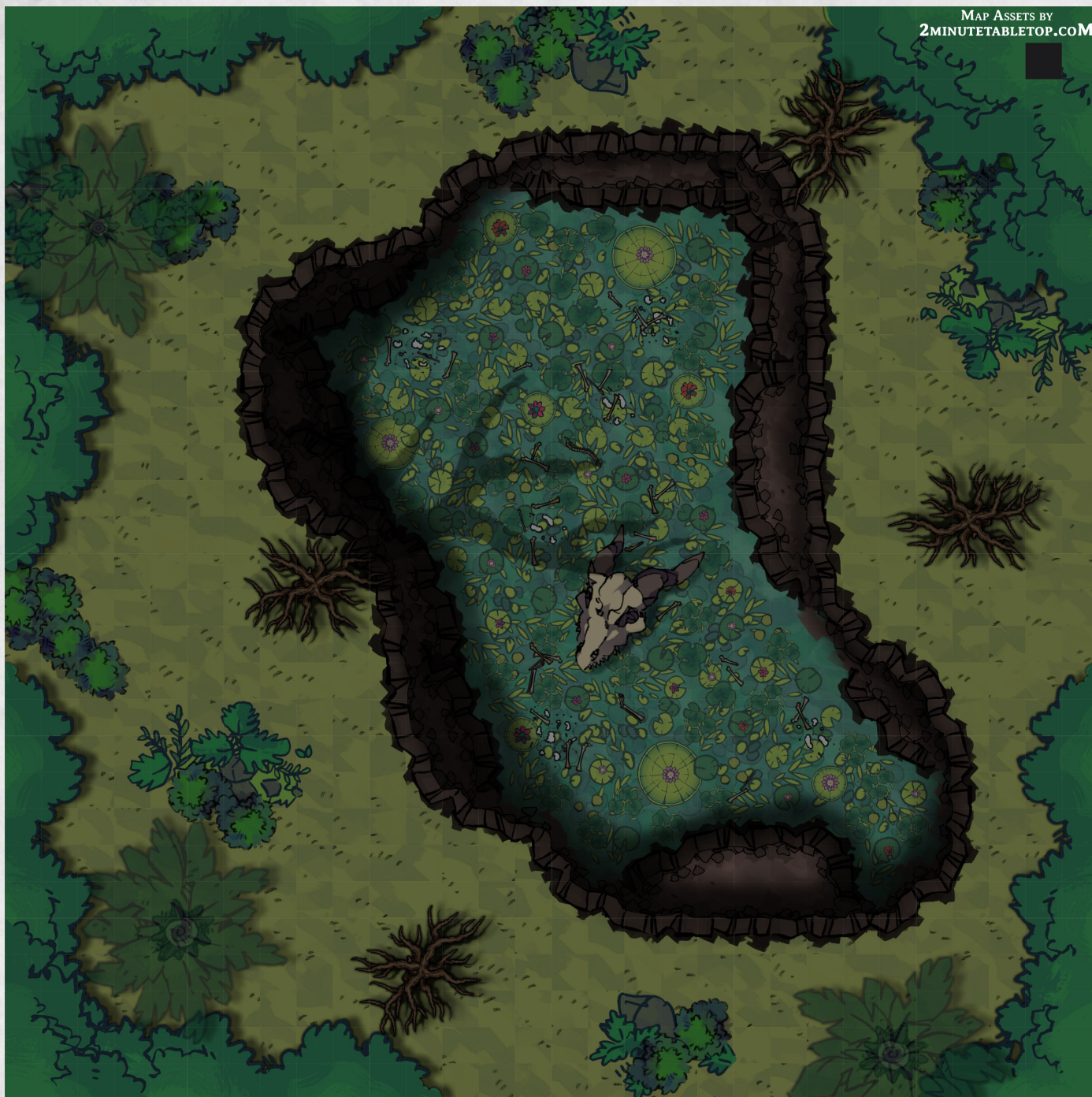
MAP APPENDIX

NEEDLE'S BONES, DAY

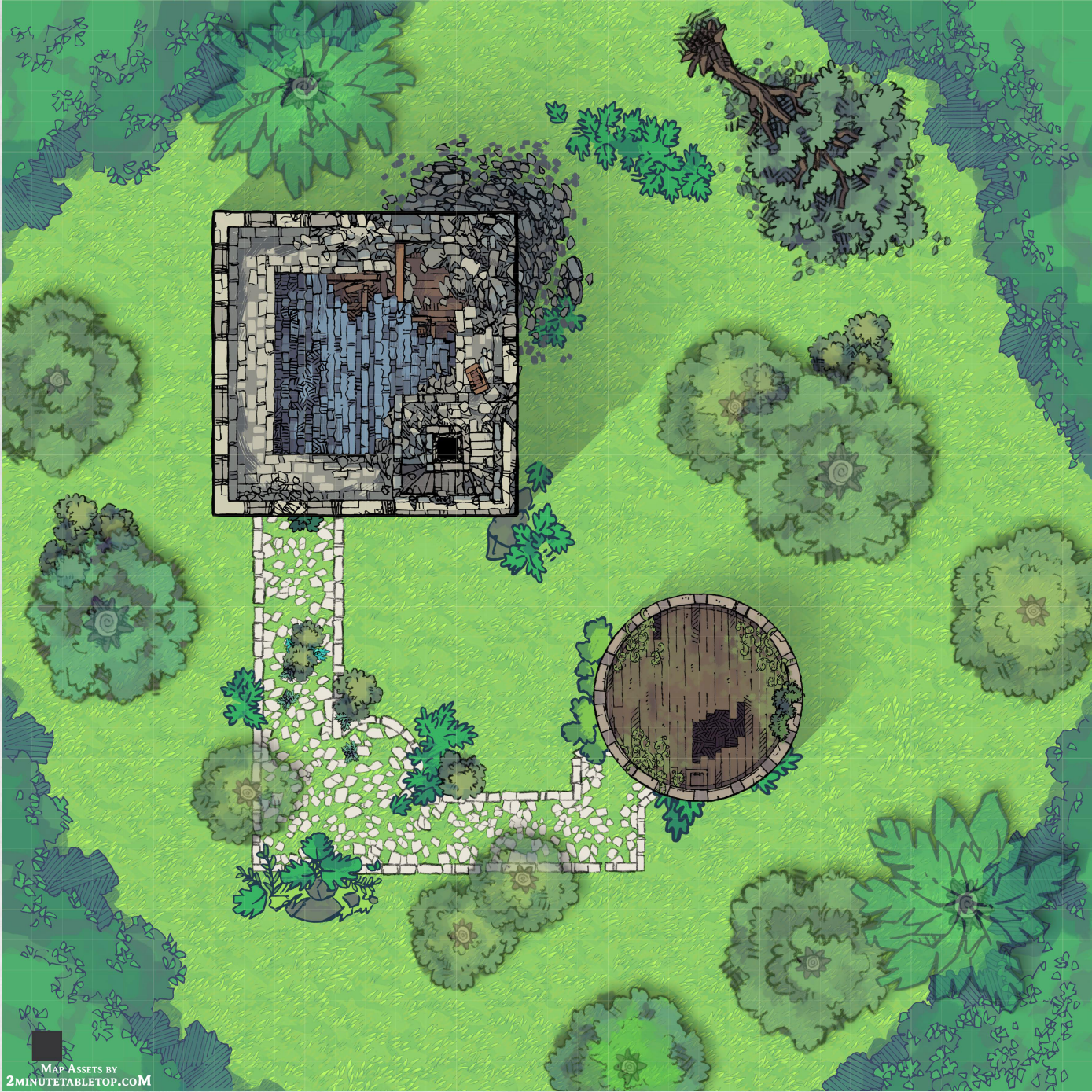


NEEDLE'S BONES, NIGHT

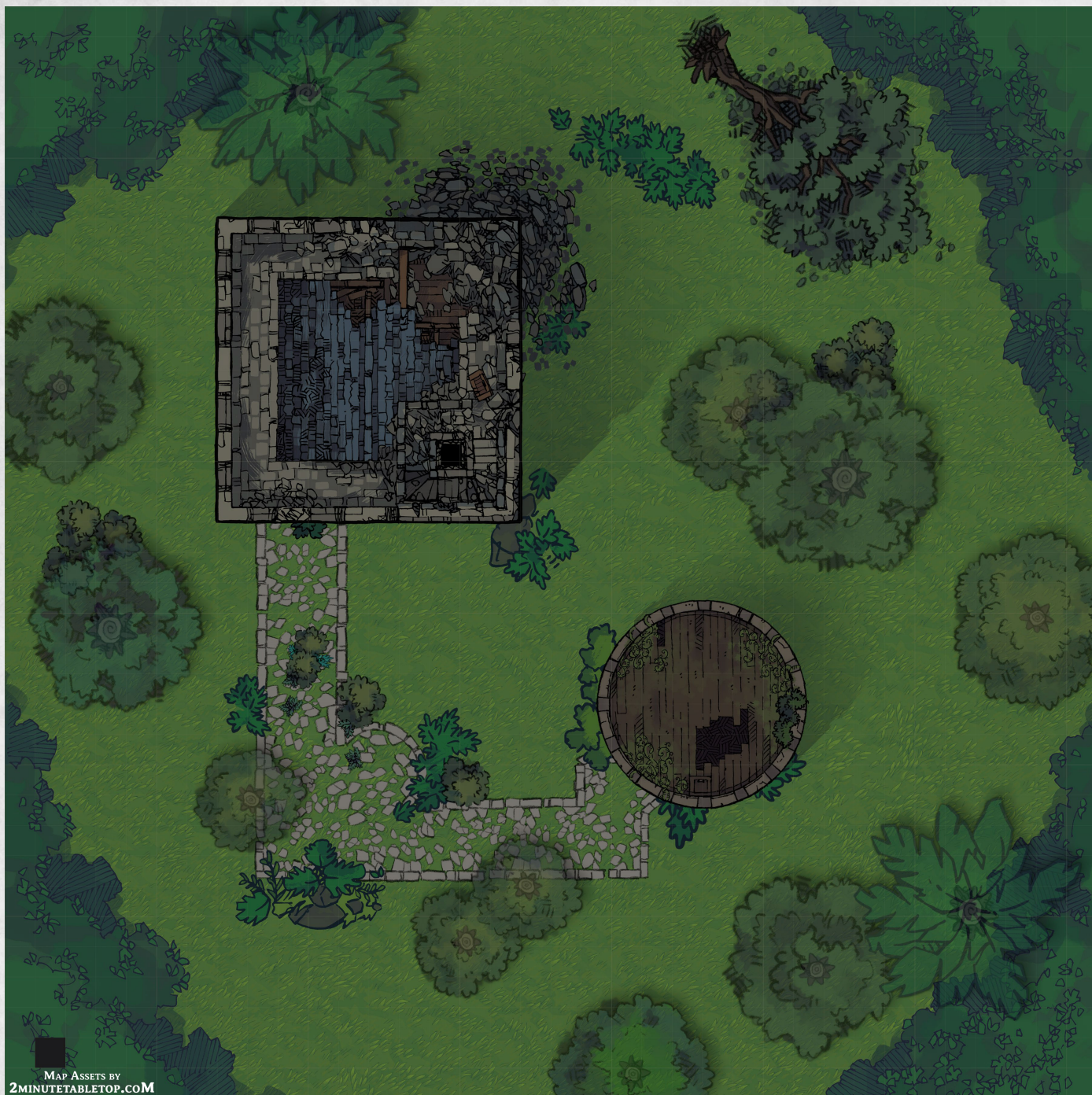
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RUUKU OUTPOST, DAY



RUUKU OUTPOST, NIGHT



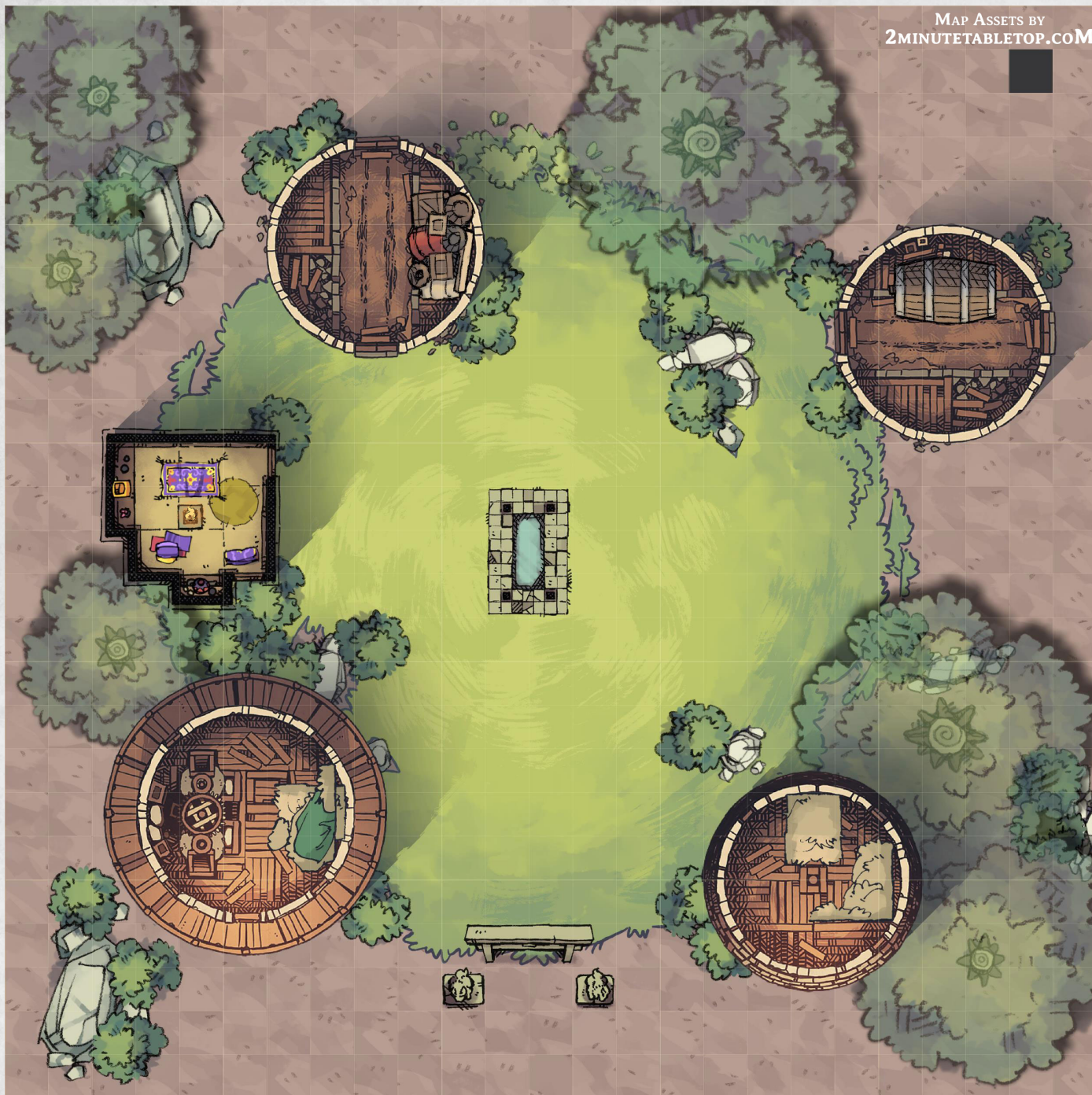
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RUUKU OUTPOST, KEEP & TOWER



LOST NEST OF AERDRIE FAEYNA, DAY

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LOST NEST OF AERDRIE FAEYNA, NIGHT

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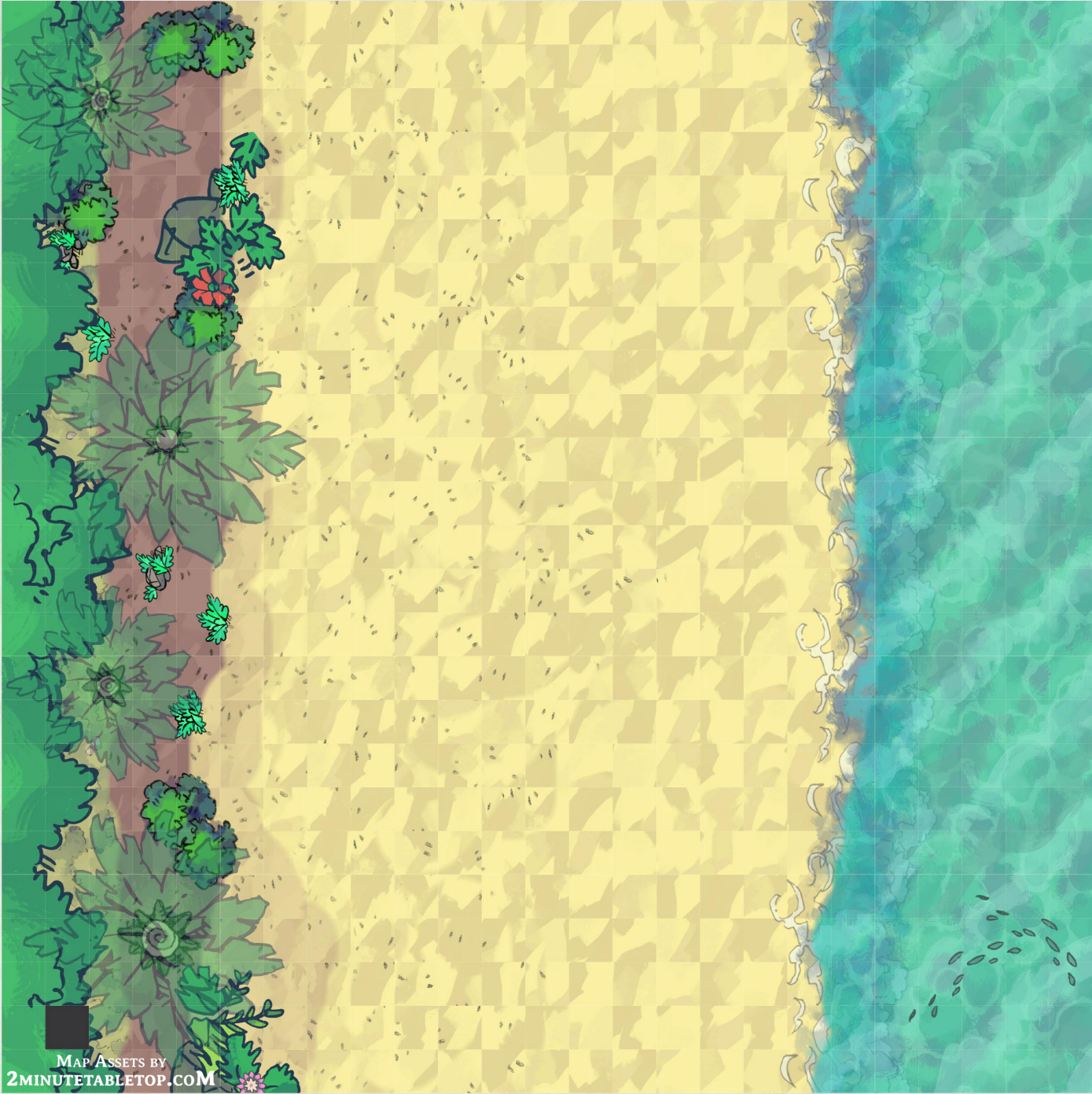


BEACH 01, DAY

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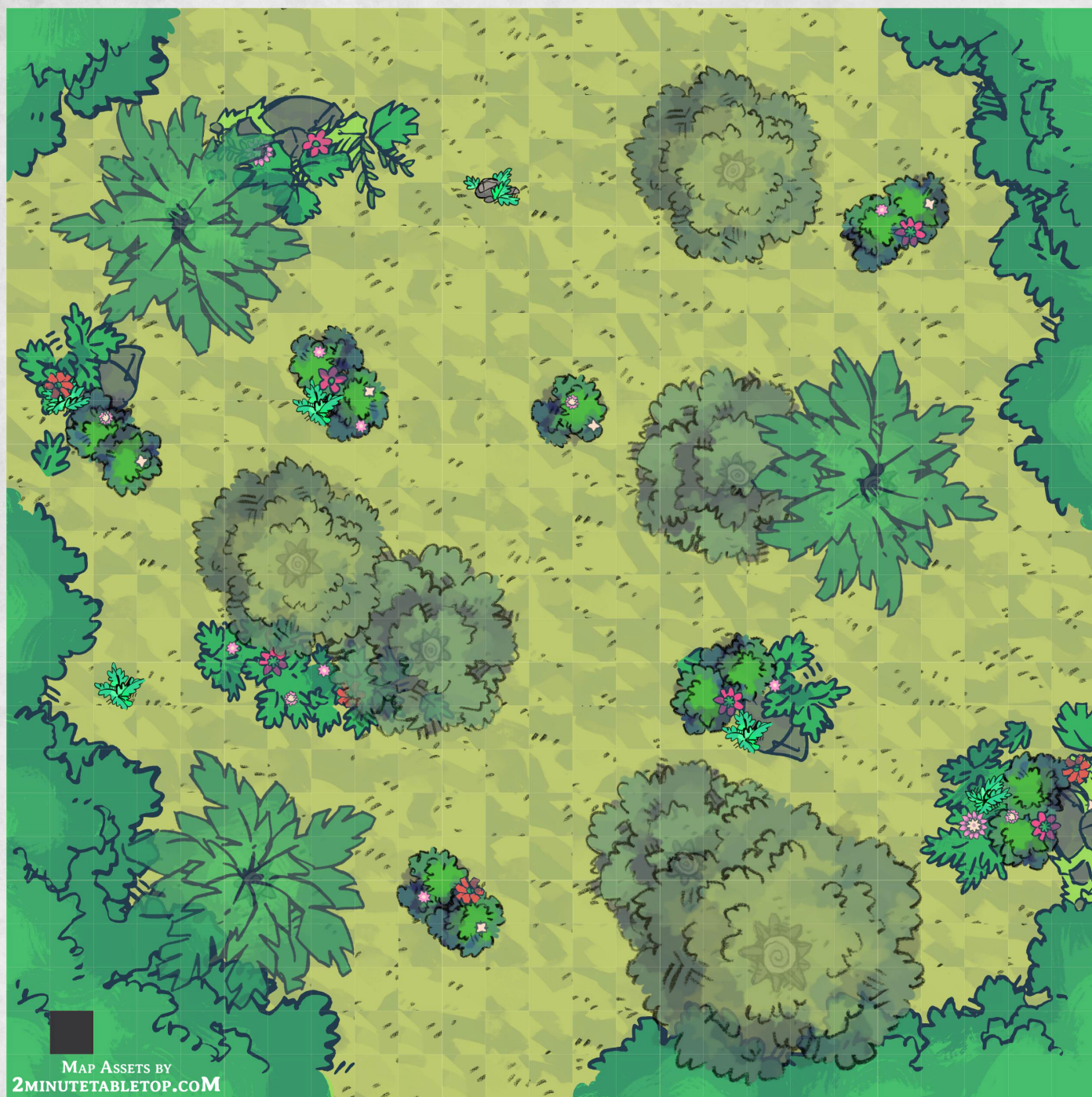
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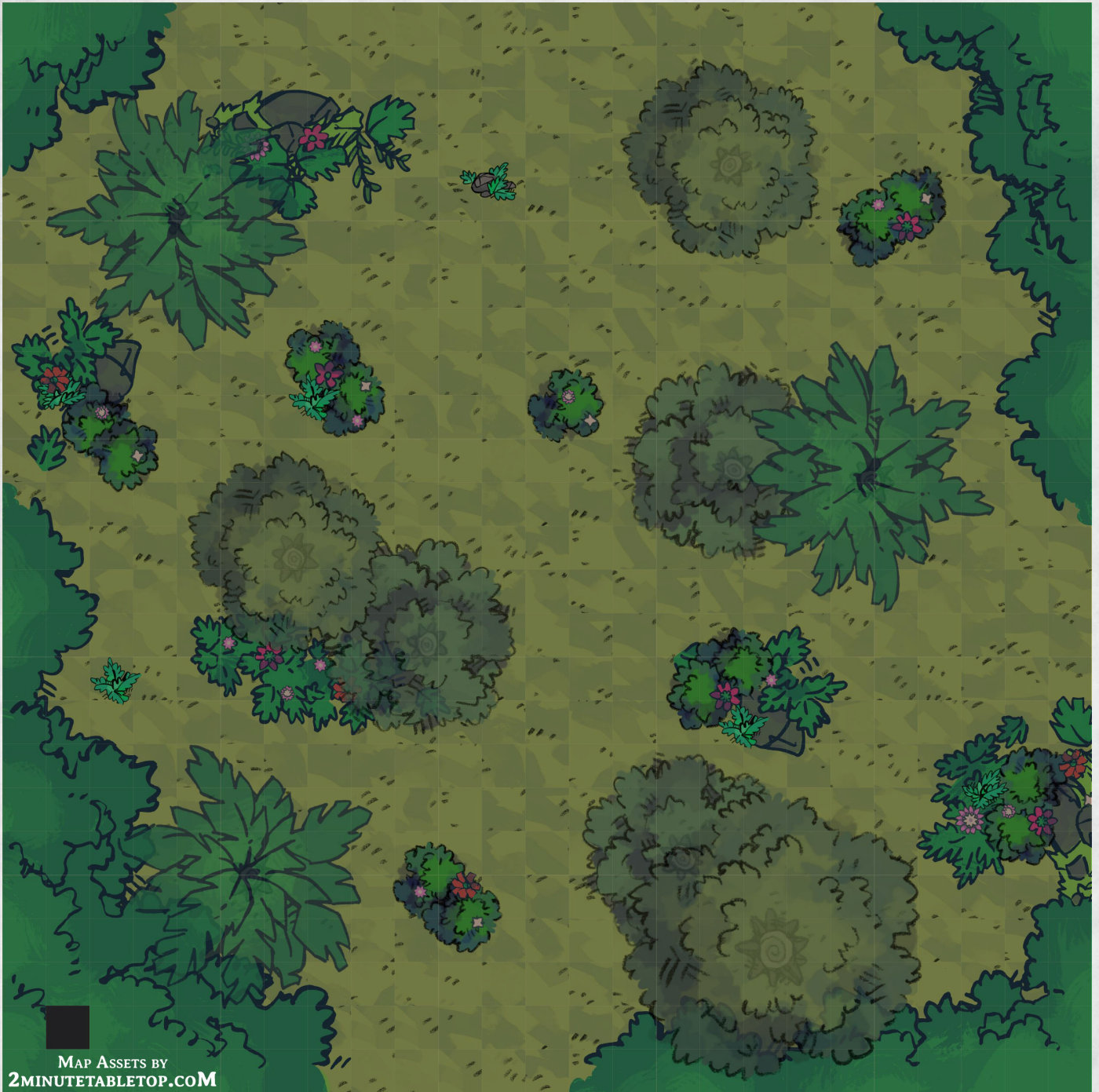
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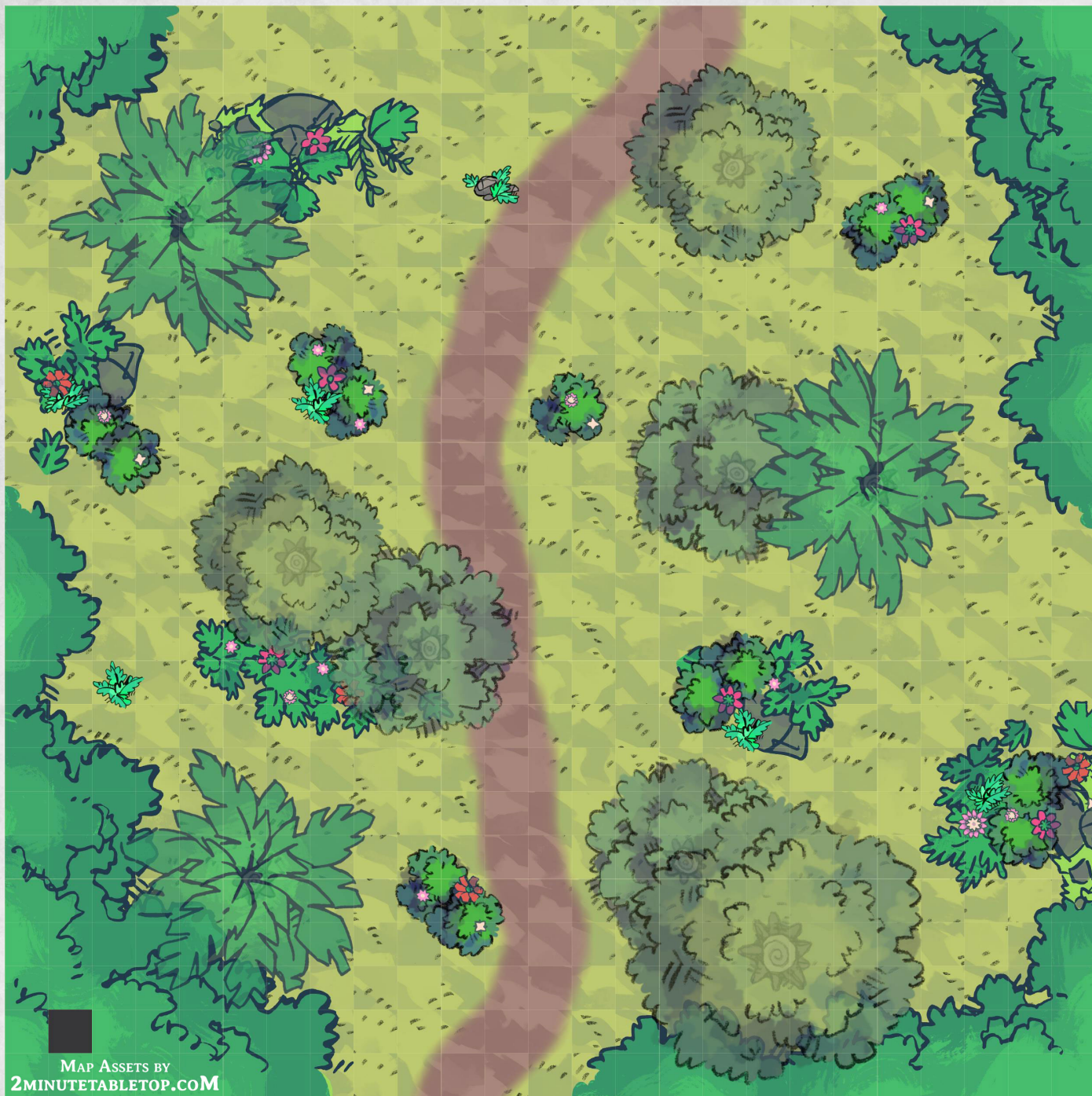
JUNGLE 01, DAY



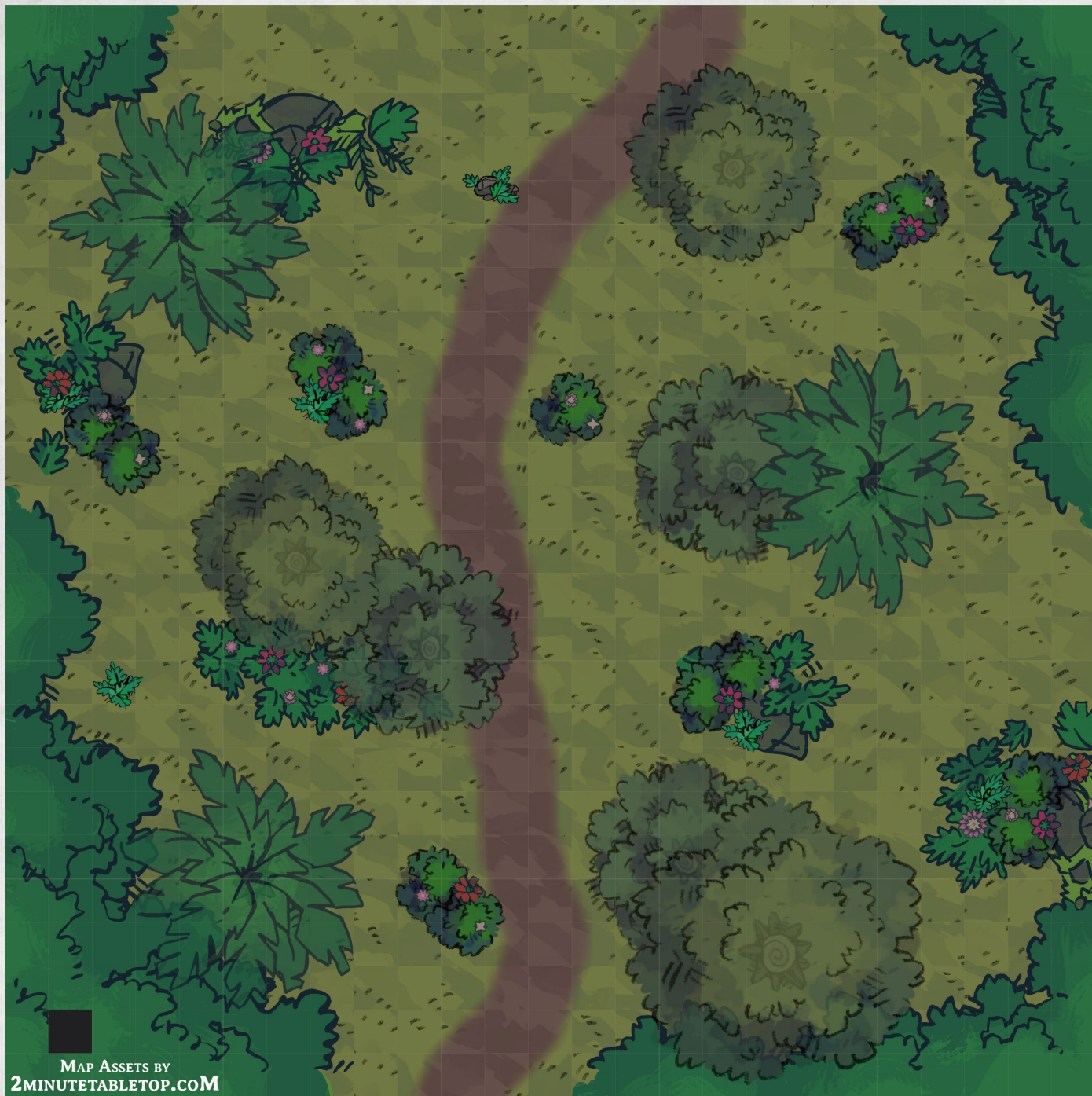
RANDOM ENCOUNTER MAP
JUNGLE 01, NIGHT



JUNGLE 01 ROAD, DAY



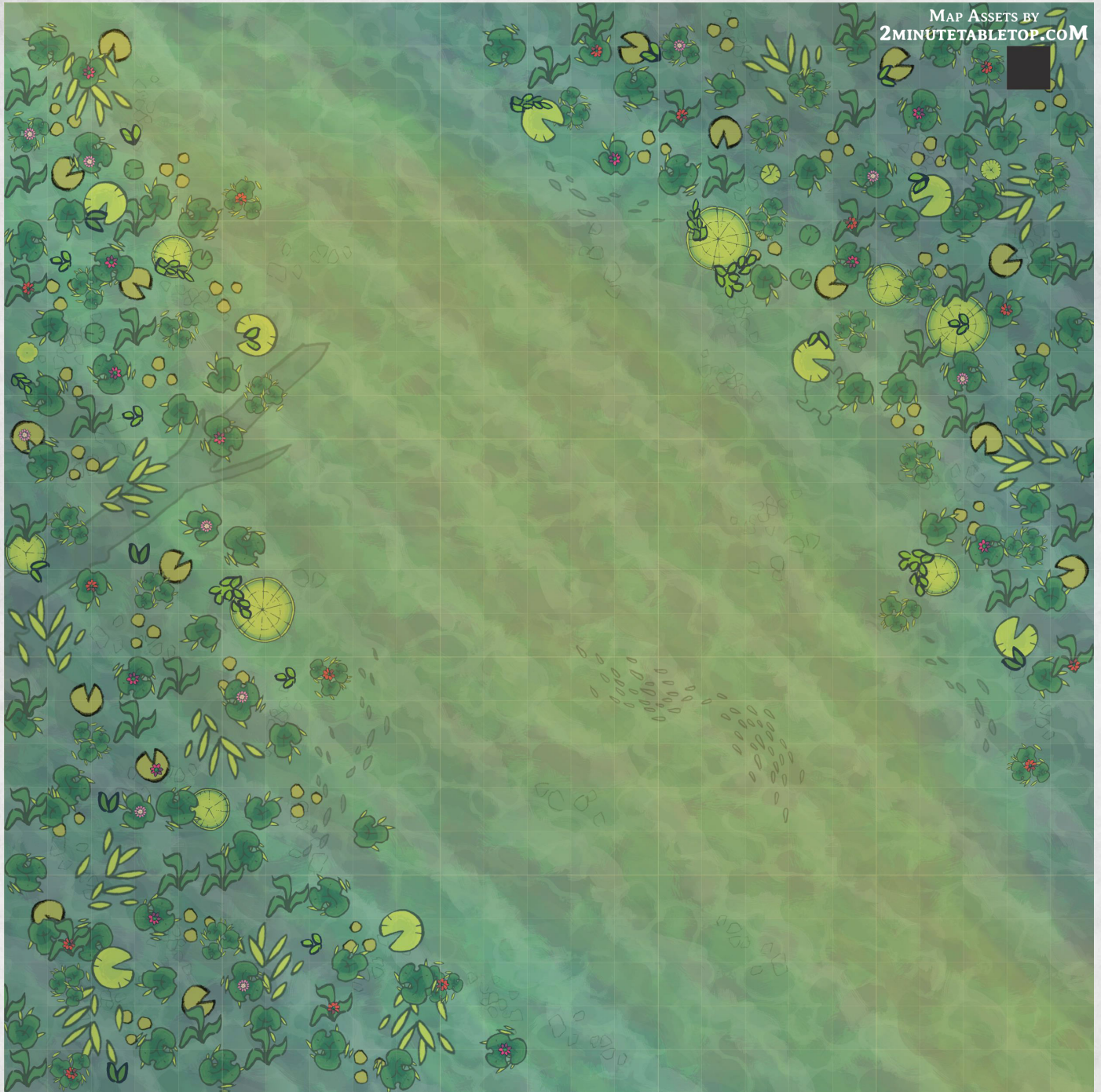
JUNGLE 01 ROAD, NIGHT



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RANDOM ENCOUNTER MAP

JUNGLE 02 RIVER, EMPTY



JUNGLE 02 RIVER, CANOE

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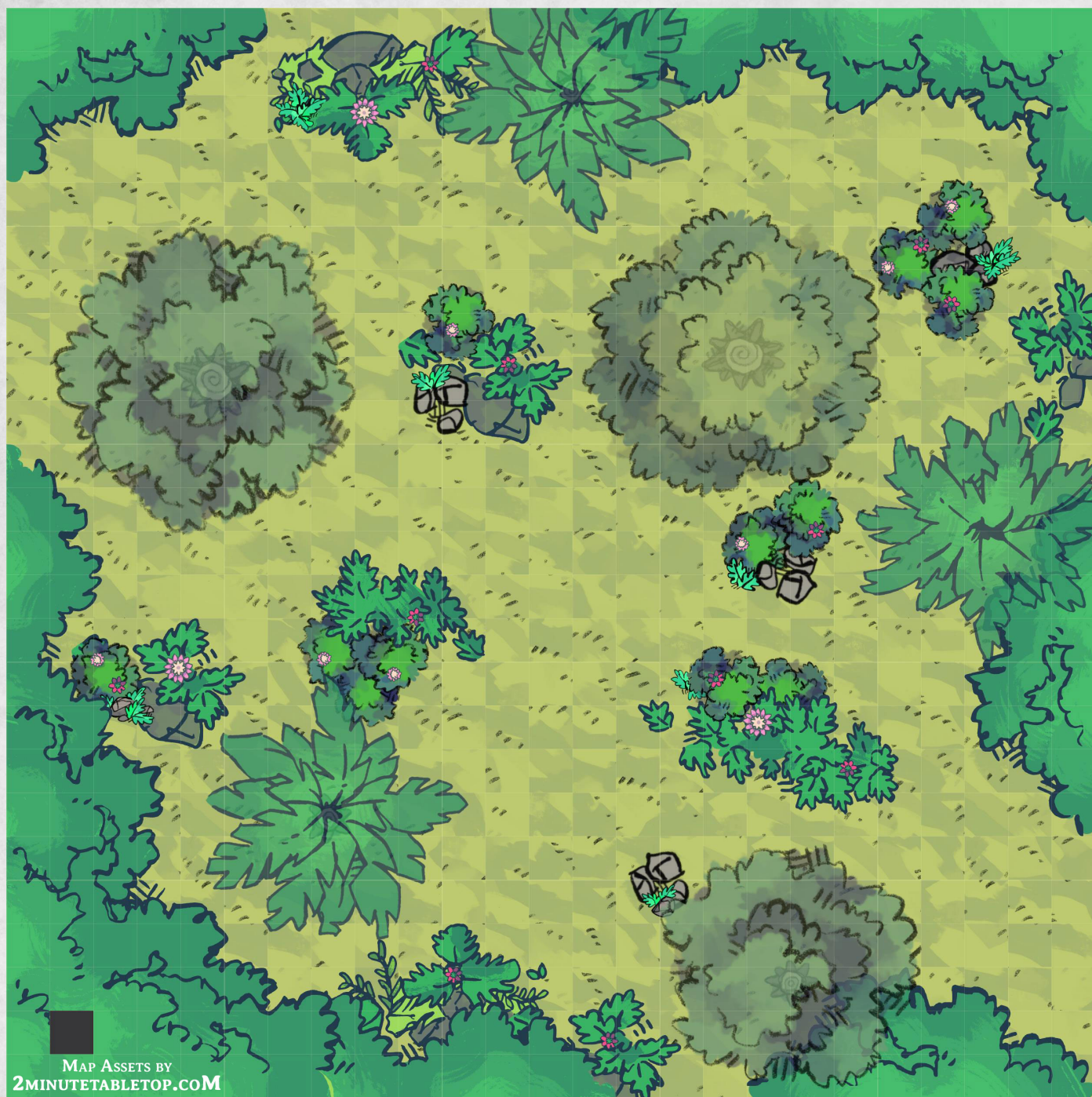


JUNGLE 02 RIVER, BARGE

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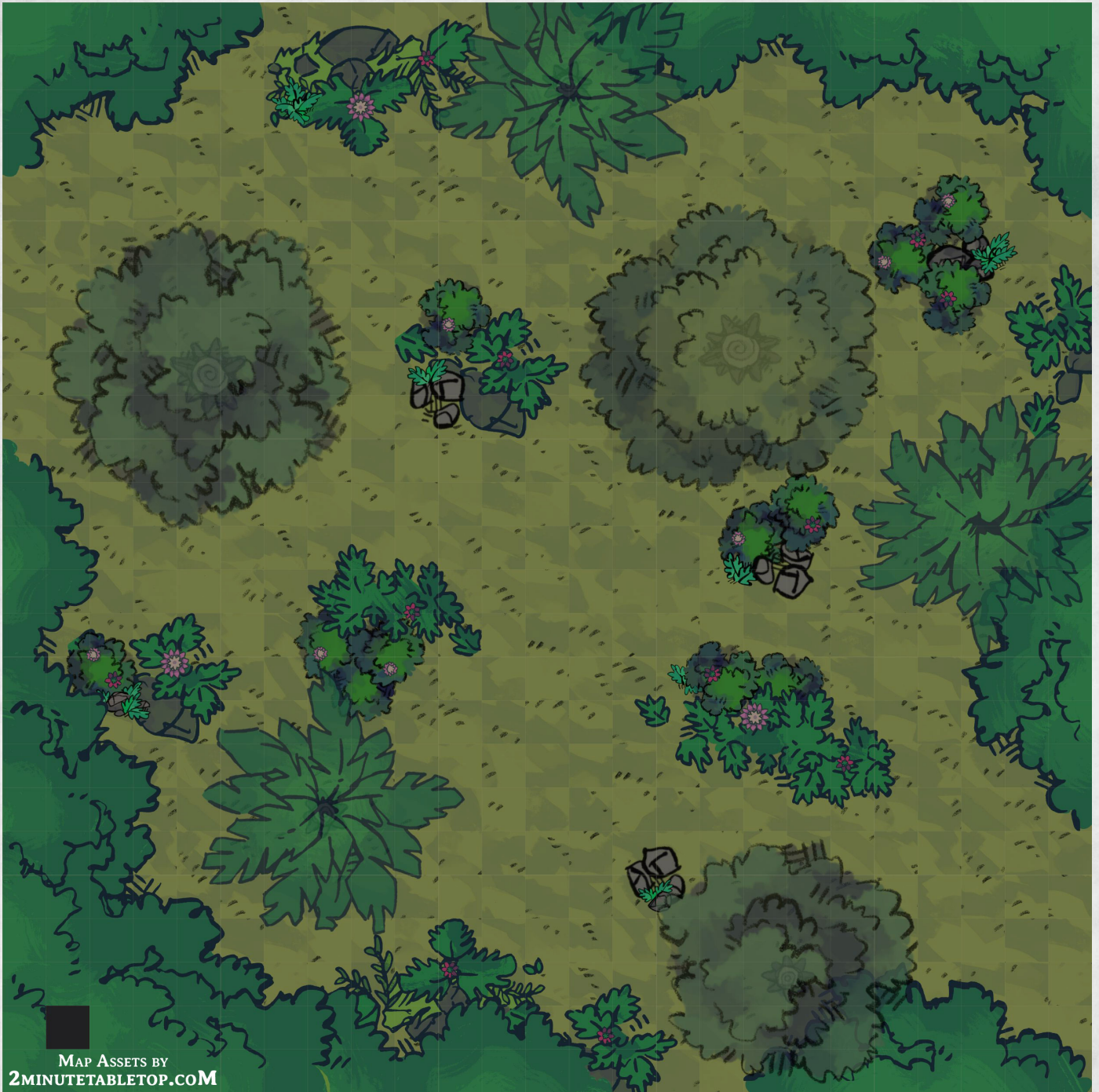


JUNGLE 03, DAY

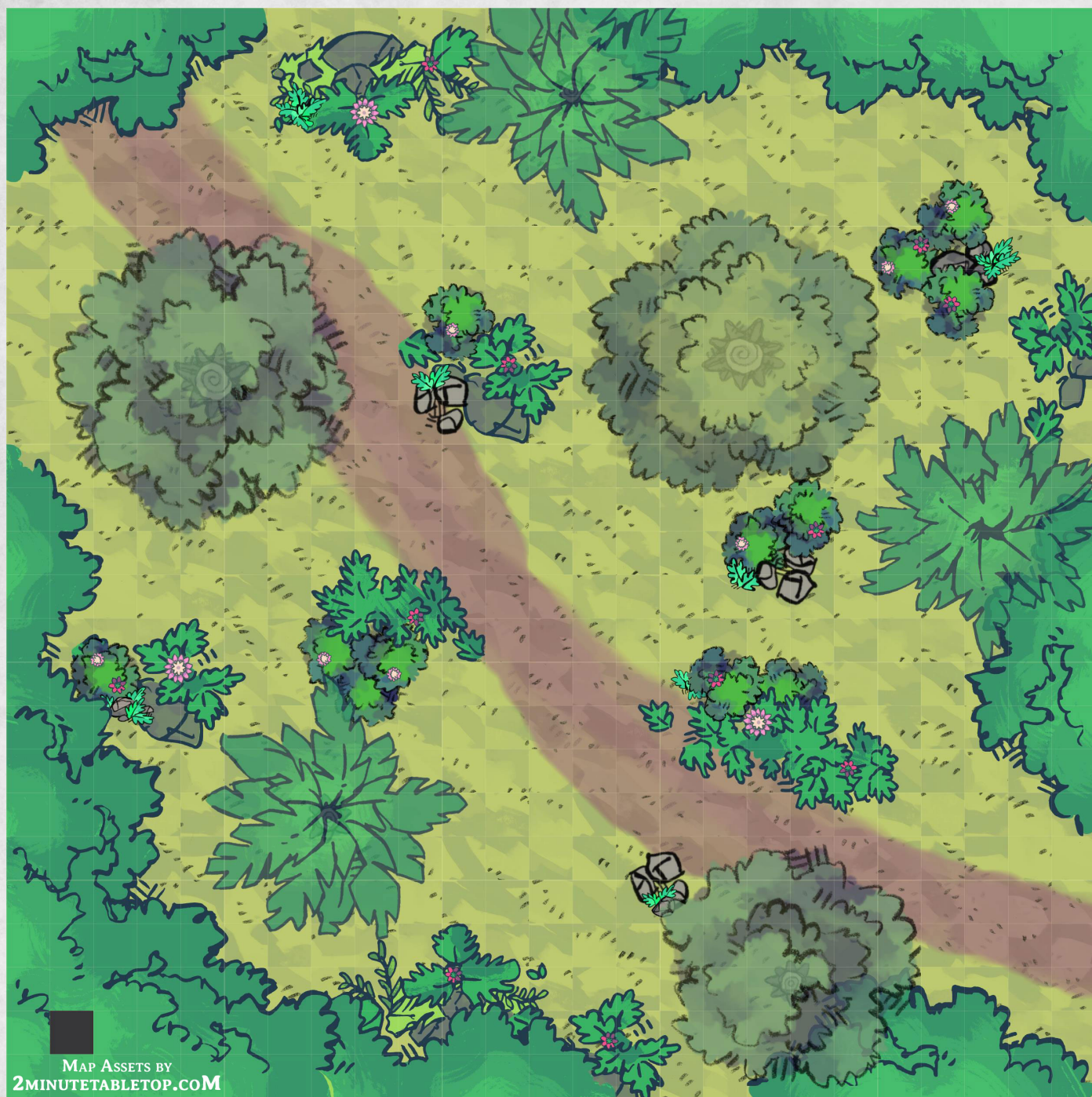


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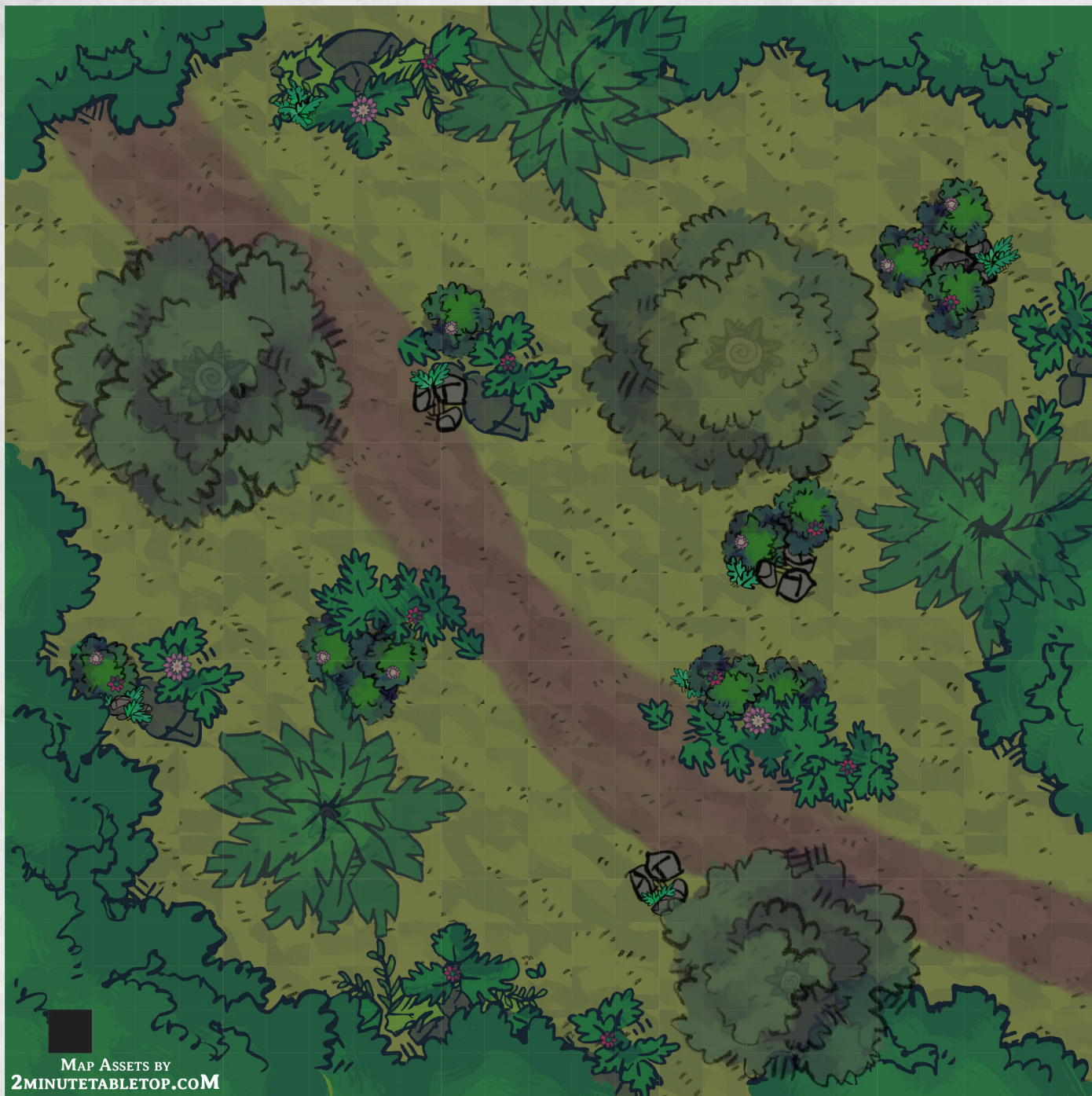
RANDOM ENCOUNTER MAP
JUNGLE 03, NIGHT



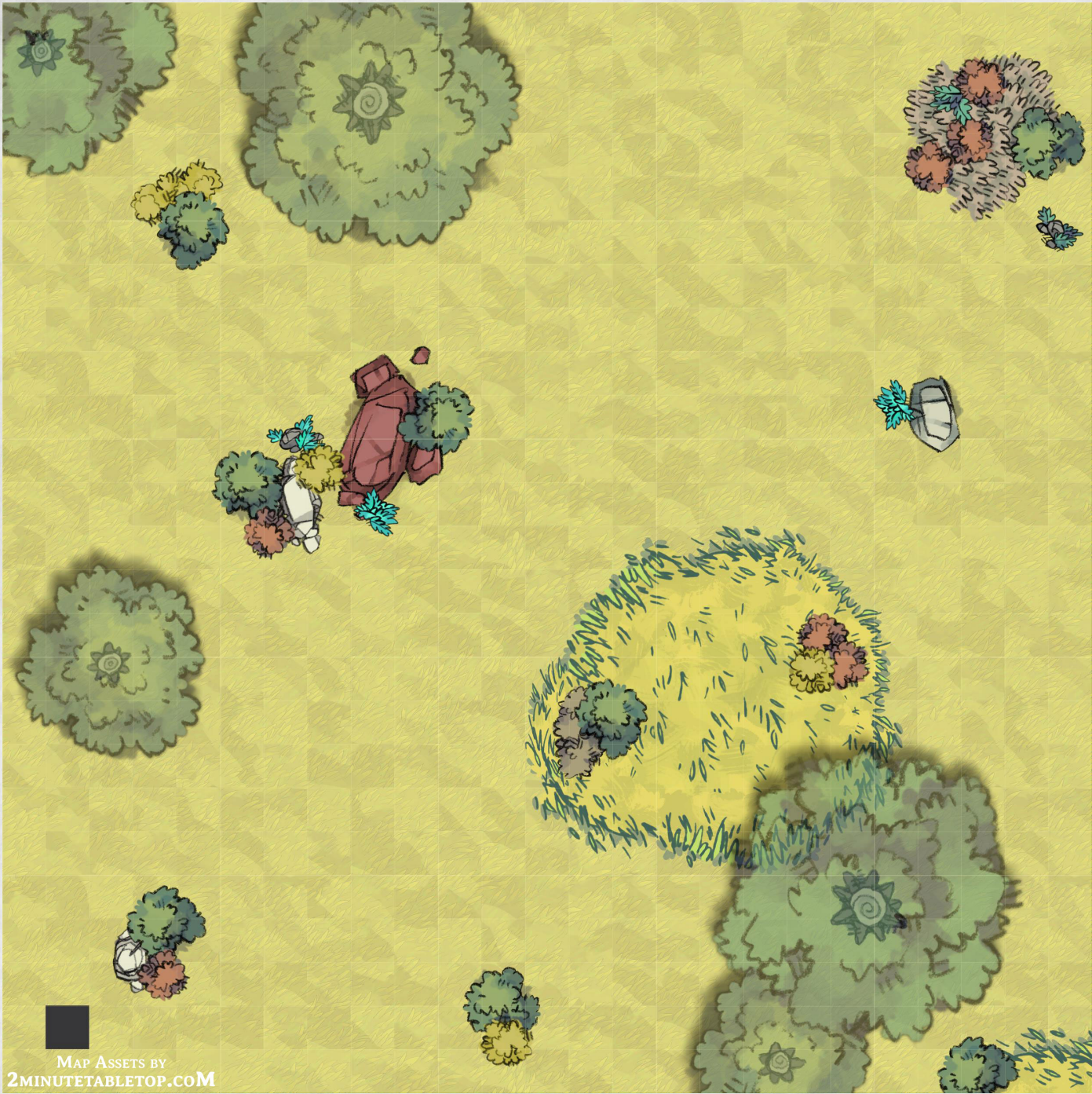
JUNGLE 03 ROAD, DAY



JUNGLE 03 ROAD, NIGHT



SAVANNA 01, DAY



SAVANNA 01, NIGHT



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