Tomb of Annihilation Expanded

Part Four: Wreck of the Narwhal

An Add-On Adventure Module Providing Additional Maps, Encounters, Story, and Content for Tomb of Annihilation

Written by
Aaron Gentry, aka VeX

Tomb of Annihilation Expanded
Part Four, Wreck of the Narwhal

Expansion of the Tomb of Annihilation Campaign Adventure

Preface

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

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

A 11+ hour adventure add-on for 5th to 10th level characters

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

by Aaron Gentry
aka VeX/Tyrannosaurus VeX
DM's Guild Products

Brought to You By Grim Press
Grim Press Products
Grim Press Discord

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.
This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.
All other original material in this work is copyright 2020 by Aaron Gentry and published under the Community Content Agreement for Dungeon Masters Guild.

Wreck of the Narwhal Expanded

This expansion includes a number of enhancements and expansions of the area of the Wreck of the Narwhal, 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 24 random encounter maps for five different environments of Chult – a wide slow-moving murky river, a beach, a jungle map, a savannah, and a swamp map. All of these maps have multiple variants for different situations.

Wreck of the Narwhal

This product includes a colorful map for the Wreck of the Narwhal location in Chult in a day and night variant as well as matching day and night variants for inside the wreck.

Sidequest: Gnoll Patrol

Both sidequests included in this document are ultimately linked to a location in the Valley of Dread.

The first sidequest can start whenever you, the DM, decide. Any time the characters have a chance of a random encounter in Chult, they can randomly also encounter gnoll patrols and scouting parties that are carrying maps that indicate a random location in Chult as well as the Gnoll's camp in the Valley of Dread.

Sidequest: Dreaded Gnoll Base

This second sidequest is to investigate and ultimately destroy the gnoll incursion in Chult. This invasion comes at the direction of the demon lord, Yeenoghu.

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 is one jungle map, one river map, one ruin map, one beach map, one savanna map, and one swamp map (which can be used for "wasteland" areas if you wish). All of these maps have multiple variants, including day and night versions, versions with roads, camps, etc.

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

Wreck of the Narwhal

One of the locations in the *Tomb of Annihilation* campaign guide where a possible combat encounter takes place, this location was on my list of places that I felt needed a map. In the campaign guide, the location is the home of a weretiger who is a cousin of Wakanga O'tamu and a tribe of vegepygmies. To further encourage the importance of this location, I've provided some additional information and descriptions you can read to your players when they arrive at this location.

For information on the Wreck of the Narwhal location, see page 84 in the *Tomb of Annihilation* campaign guide.

There are two versions each of the two maps for this location, a day and night version, both of which can be found in the accompanying .zip file or embedded in this document in the Maps section. Because the night version involves firelight coming out of one of the wreckage holes in the bottom of the ship, I made a day and night version of inside as well.

Use the following sections below for when your players first arrive at the location.

Arrive in the Day

When your players first arrive, read the following description to the players:

> As you step out of the thick jungle canopy and can see the dim light of the moon and stars shining down, you can faintly see the shadows of beams, torn canvas, and other remnants of the sails of the sailing ship whose hull is settled in an upside down heap on the jungle floor of this clearing.
>
> From where you stand, you can see the dark shape of the hull with light from a fire spilling out of one of the larger holes in the former sailing ship.

Arrive in the Night

When your players first arrive, read the following description to the players:

> As you step out of the thick jungle canopy and can see the bright Chultan sunlight, you can see the beams, torn canvas, and other remnants of the sails of the sailing ship whose hull is settled in an upside down heap on the jungle floor of this clearing.
>
> From where you stand, it appears as though the only way in to the ship is through one of the large holes in what was once the bottom of the ship.

Sidequest: Gnoll Patrol

Suggested Party Level: 5th or higher

Description: After several weeks of the Death Curse, the demon lord Yeenoghu, the Lord of Savagery, the Gnoll Lord, is furious that the stream of souls normally flowing into the Abyss has stopped. He has sent a pair of his chosen Fangs to investigate this curse, find it's source, and destroy it. The characters now have a chance of encountering some of these patrols.

Hook: The characters have a chance of encountering some of these patrols whenever they have a chance of a random encounter while exploring Chult.

Random Encounters

If the characters have a random encounter, rather than use the usual result, you can instead roll on the following table to possibly encounter several gnolls. The undead gnoll encounters assume that a patrol or scounting party was defeated and the powerful necromantic magic of Chult turned them into ghouls or zombies.

Random Gnoll Encounter Table

1d20	Encounter
1-8	5 gnoll scouts
9-14	9 gnolls, 1 gnoll pack lord
15-18	8 gnoll zombies
19-20	5 gnollies

See the end of this document for NPC statblocks.

Crude Maps

In addition to any appropriate treasure you think the gnolls should be carrying, you should add a crude map with two locations marked and decipherable, one of which should be the gnoll's base camp in the Valley of Dread.

The map is noted in the Gnoll language, but it is possible for the characters to use magic or other ways to decipher the names of the locations. To describe the map to the players you can read the following to them, adding the location of another point of interest from Chult:

> This crude map is drawn on a torn piece of parchment. Despite the crude drawing of the map, you can tell by the geographic features that it indicates a location somewhere in the Valley of Dread, nearly directly south of Ishau, at the foot of a volcano.
>
> The other marked location is ... (insert a point of interest).

Sidequest: Dreaded Gnoll Base

Suggested Party Level: 6th or higher

Description: Since the Death Curse began, the steady stream of souls has stopped in the Abyss. Demon Lord Yeenoghu, the Lord of Savagery, the Gnoll Lord, has been building a vast army of gnolls and demons to invade a nearby area of the Abyss that he does not control. But now that the souls have stopped coming, due to the Death Curse, he is enraged.

To investigate and stop this, Yeenoghu has sent two of his chosen Fangs to Toril to build an army of gnolls to search the jungle. They have made camp deep within the jungle in the Valley of Dread almost directly south of Ishau or Hisari and settled in at the foot of the volcano seen there on the map.

To find a solution to the Death Curse as quickly as possible, the two Fangs have built a wall around a small camp and have very few guards kept in camp, instead choosing to send most of their troops out into the jungle to search for the source of the curse.

Hook: When the player characters find a crude gnoll map when they encounter a gnoll patrol or scouting party, it should lead them to this location.

Maps

There is a night and day variant of this map, both of which can be found in the accompanying .zip file or embedded in this document in the Maps section. To make the camp's location harder for nosy people to spot, they only light the fire at night so smoke can't be seen from a distance.

Areas of the Map

See the following entries below for specific descriptions of areas of the map.

The Barricade / Fence

The barricade, or fence, that the gnolls put up when they first picked this spot is fairly sturdy. But it's not meant to keep out an organized assault. They put it up simply to protect themselves from undead long enough to organize a group to go out and kill any undead that gather against the barricade.

The barrier is made of felled logs, stacked on top of one another and held in place by other logs staked into the ground.

This crude fence is only six feet tall and easily climbable.

The Fire Pit

To keep the camp from easily being discovered by nosy or inquisitive explorers, the gnolls only light the fire at night. Examining the pit, characters can discover that all manner of creatures, including humanoids have been cooked in this fire, as the pit contains many bones.

The Defenders

Unless there is a patrol or scouting party here reporting in or about to leave, there are only six gnolls, two gnoll pack lords, and two gnoll Fangs of Yeenoghu here defending the camp. The camp is primarily used as a point where the Fangs can gather information in a central location and resupply returning patrols and scouts.

Use the following encounter for the defenders. If the characters are higher than 6th level, you can add a few more gnolls or gnoll scouts to make the encounter a bit more challenging.

- ***Encounter:*** 6 gnoll, 2 gnoll fang of yeenoghu, 2 gnoll pack lord
- ***Treasure:*** 1 carnelian, 1 carved ivory statuette (250gp value), 1 crhysoberyl, 1 citrine, 1 goldfish orb (trinket crystal globe containing a clockwork goldfish suspended in water), 1 potion of fire breath, 1 potion of greater healing, 1 potion of hill giant strength, 1 potion of water healing, 1 wand of magic detection.

NPCs

Gnoll Scout

Medium humanoid (gnoll), chaotic evil

Armor Class 16 (hide armor, shield)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	6 (-2)	12 (+1)	7 (-2)

Skills Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages Gnoll
Challenge 1 (200 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Multiattack. The gnoll scout makes two melee attacks or two ranged attacks.

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

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. Or *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Gnoll Zombie

Medium undead (gnoll), chaotic evil

Armor Class 12 (hide armor)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	6 (-2)	6 (-2)	7 (-2)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Gnoll
Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

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

Actions

Multiattack. The gnoll zombie makes one slam attack and one bite attack.

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

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

Gnollie

Medium undead (gnoll ghoul), chaotic evil

Armor Class 13
Hit Points 27 (6d8)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	10 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 8
Languages understands Gnoll
Challenge 2 (400 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Multiattack. The gnollie makes one claw attack and one bite attack.

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

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

About the Maps & Art

Maps

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

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

Other Art

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

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

Map-Making

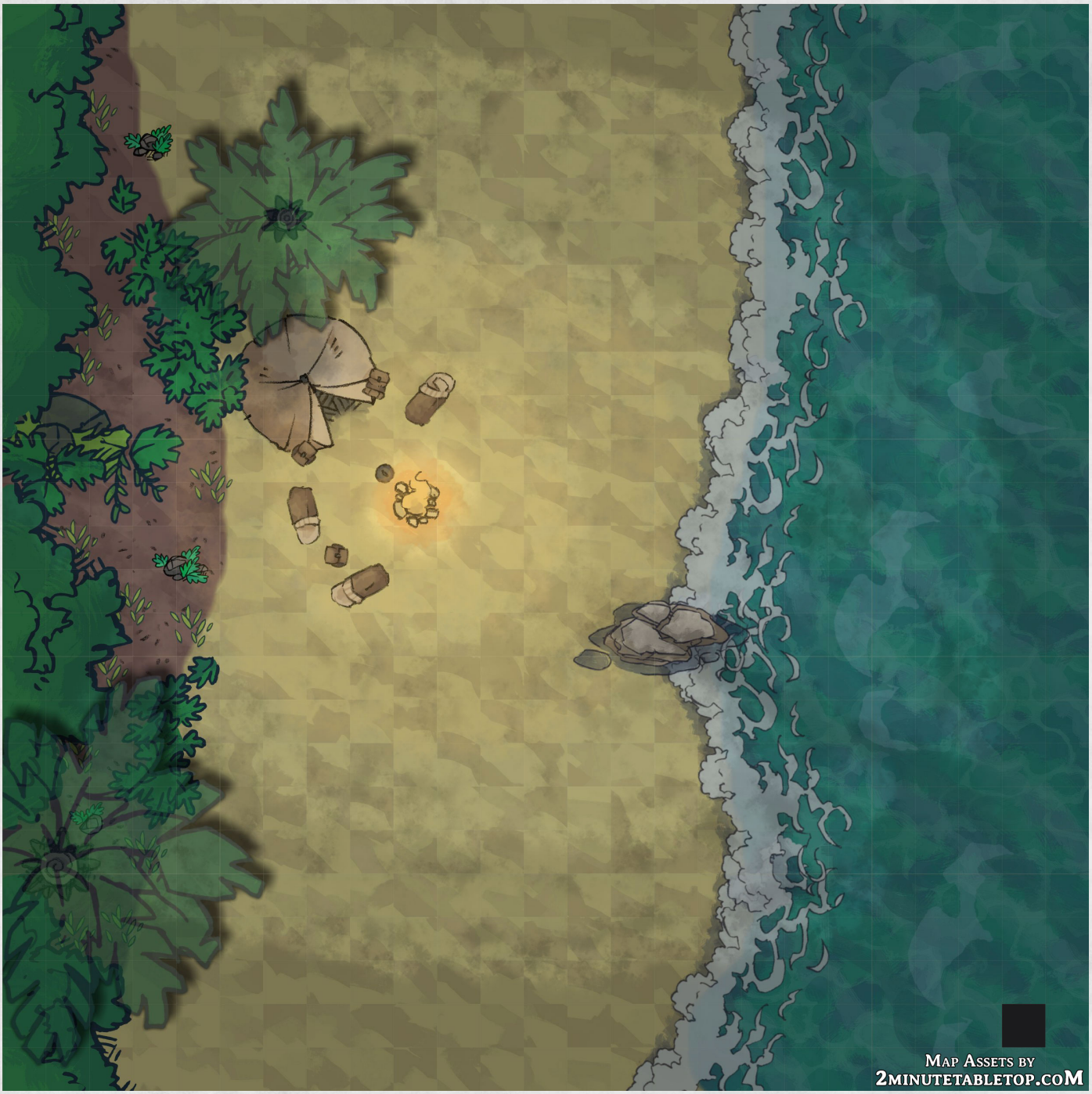
I made the maps for this expansion using assets from 2-Minute Tabletop's that have either been downloaded from the Steam Workshop for Dungeon Painter Studio, or directly from 2-Minute Tabletop's website and then imported into DPS.

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

Map Appendix

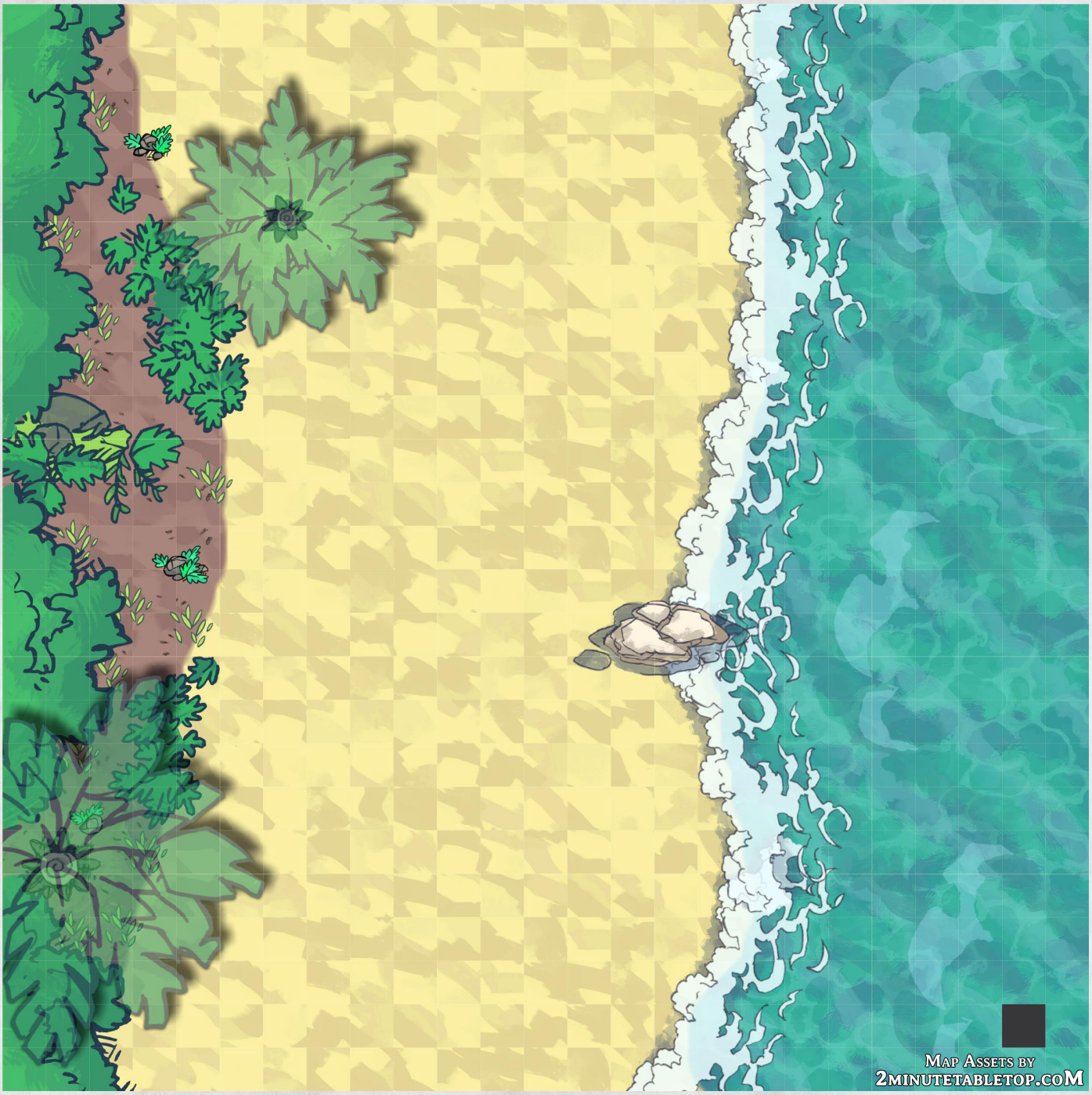
Random Encounter Map

Beach 03, Camp Night



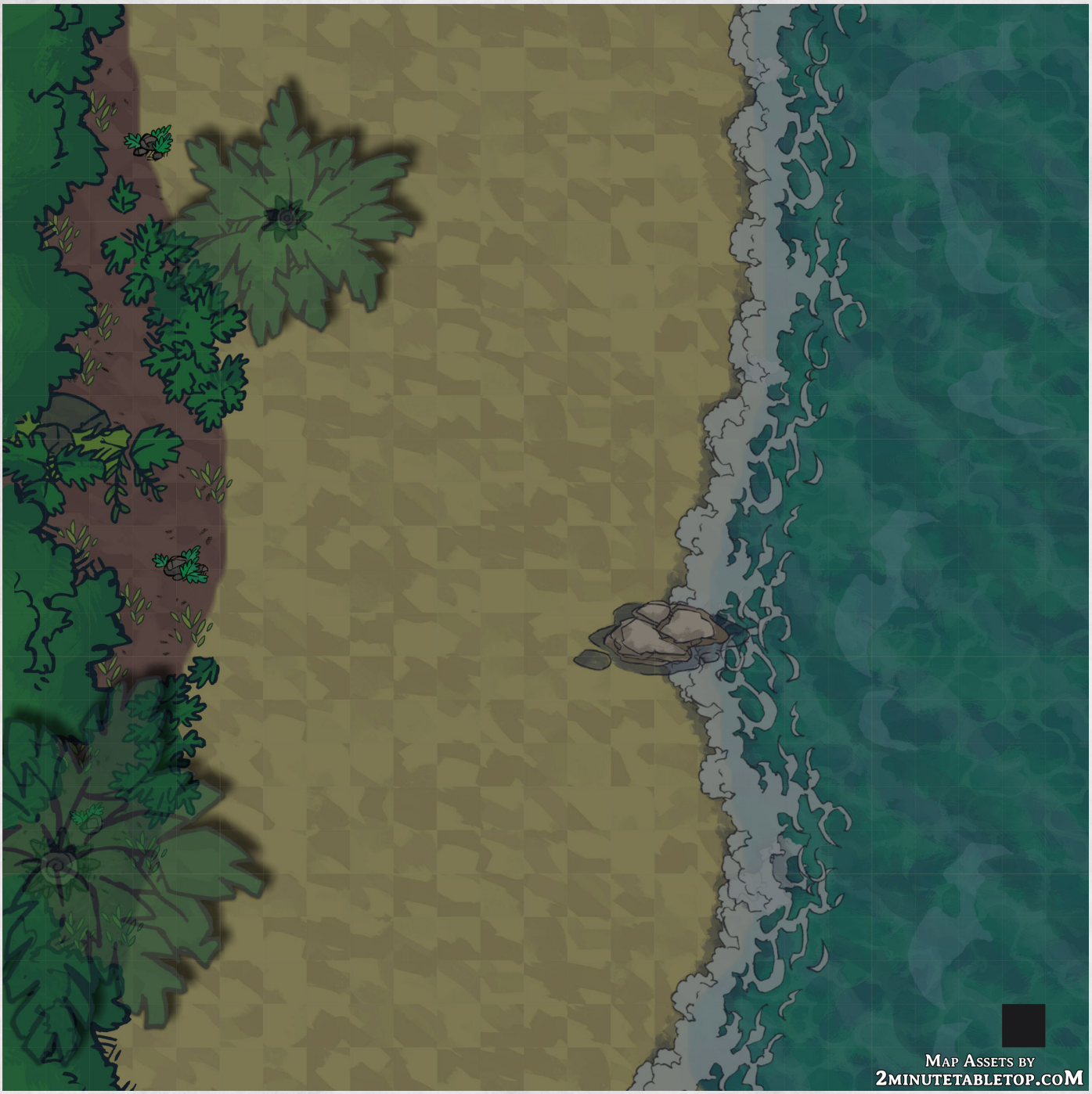
Random Encounter Map

Beach 03, Day



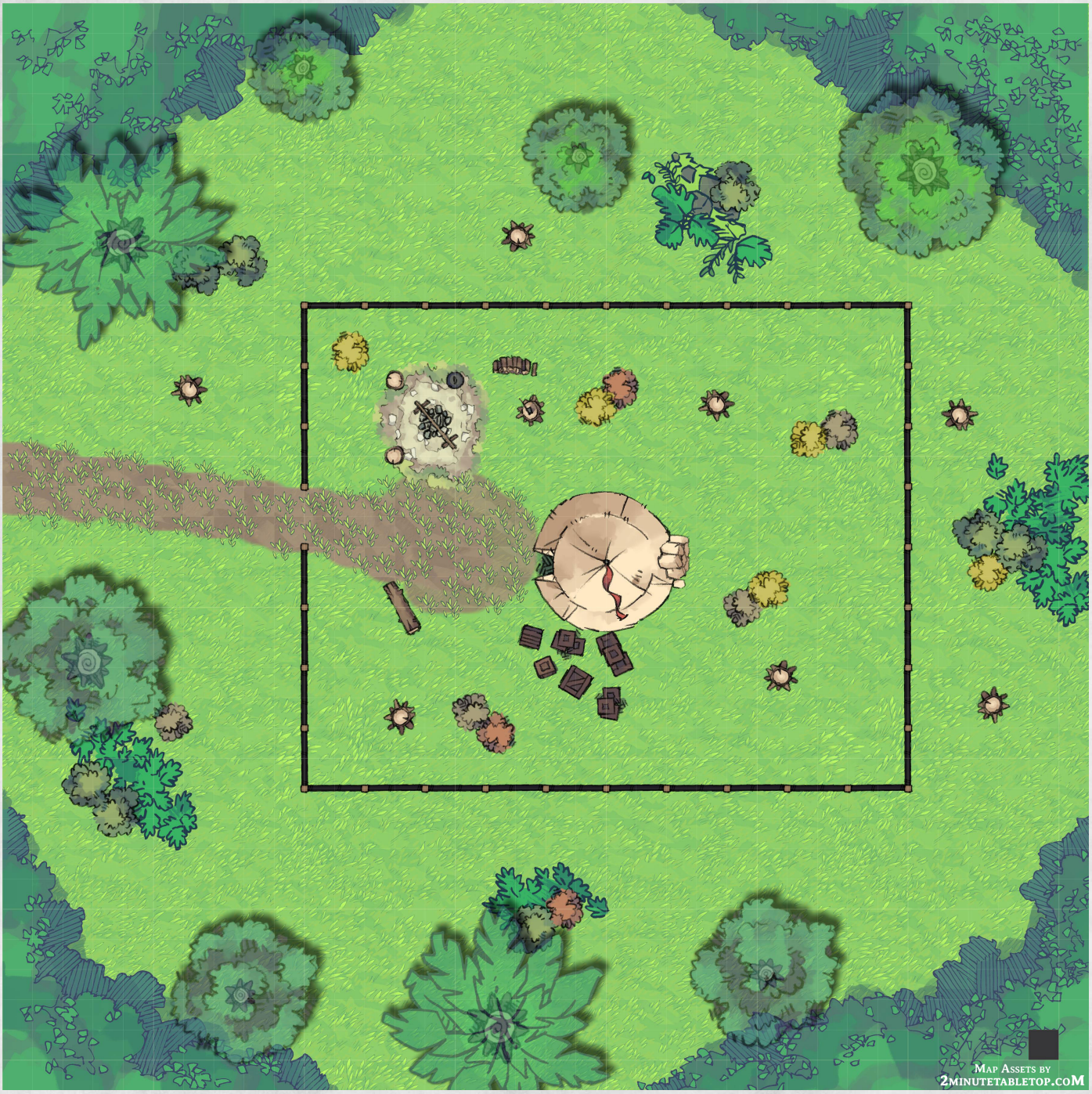
Random Encounter Map

Beach 03, Night



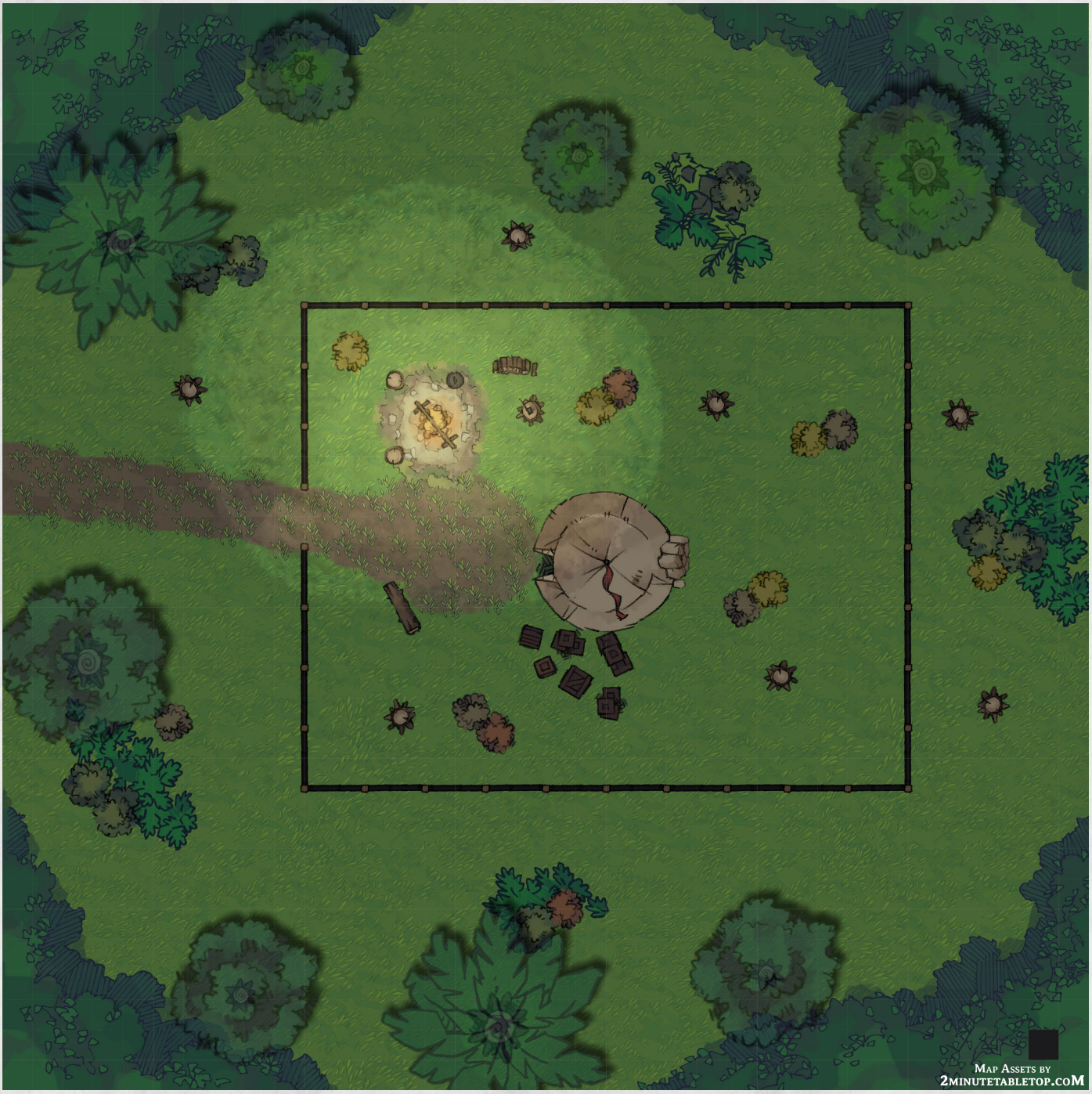
Sidequest Map

Dreaded Gnoll Base, Day



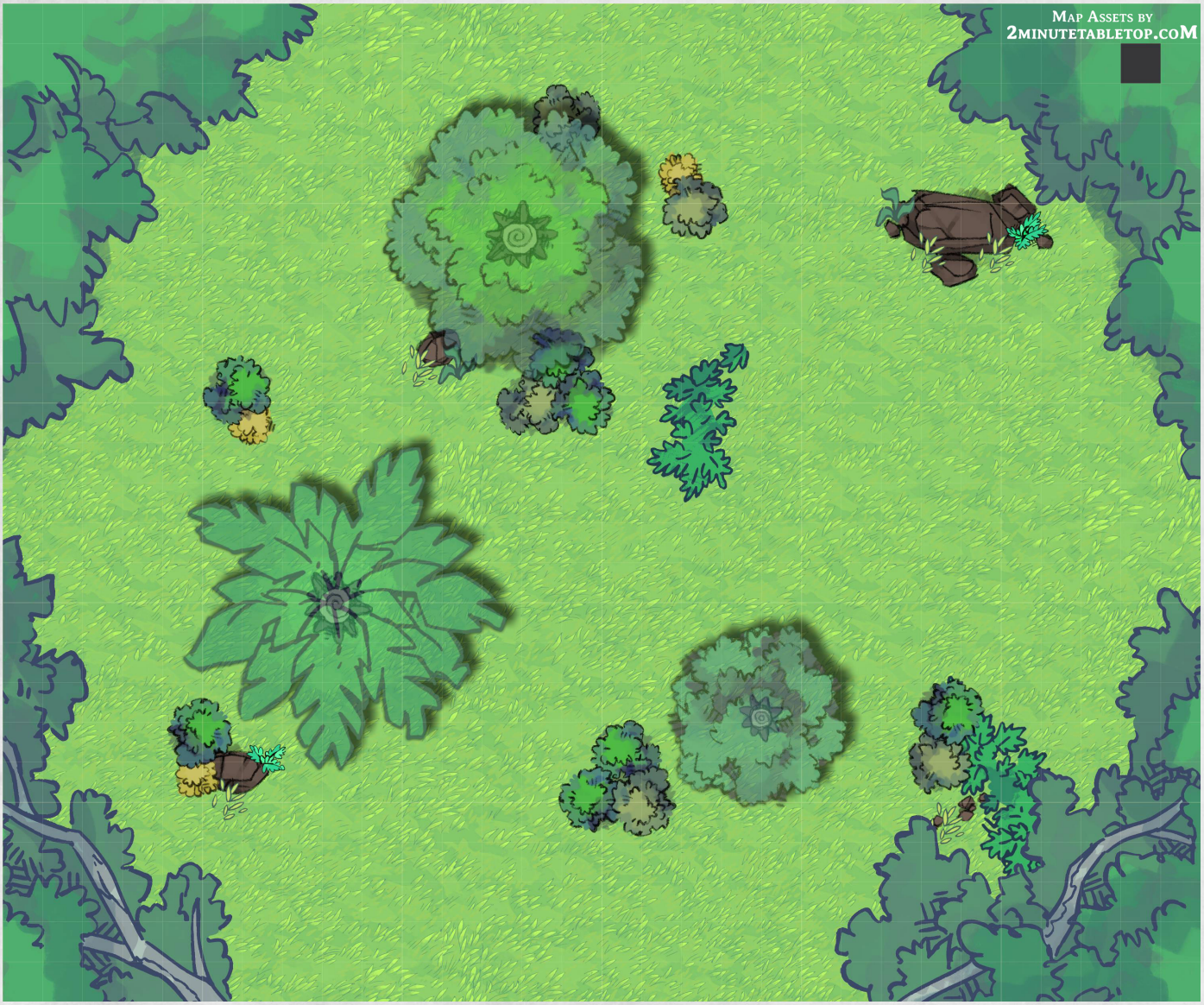
Sidequest Map

Dreaded Gnoll Base, Night



Random Encounter Map

Jungle 07, Day

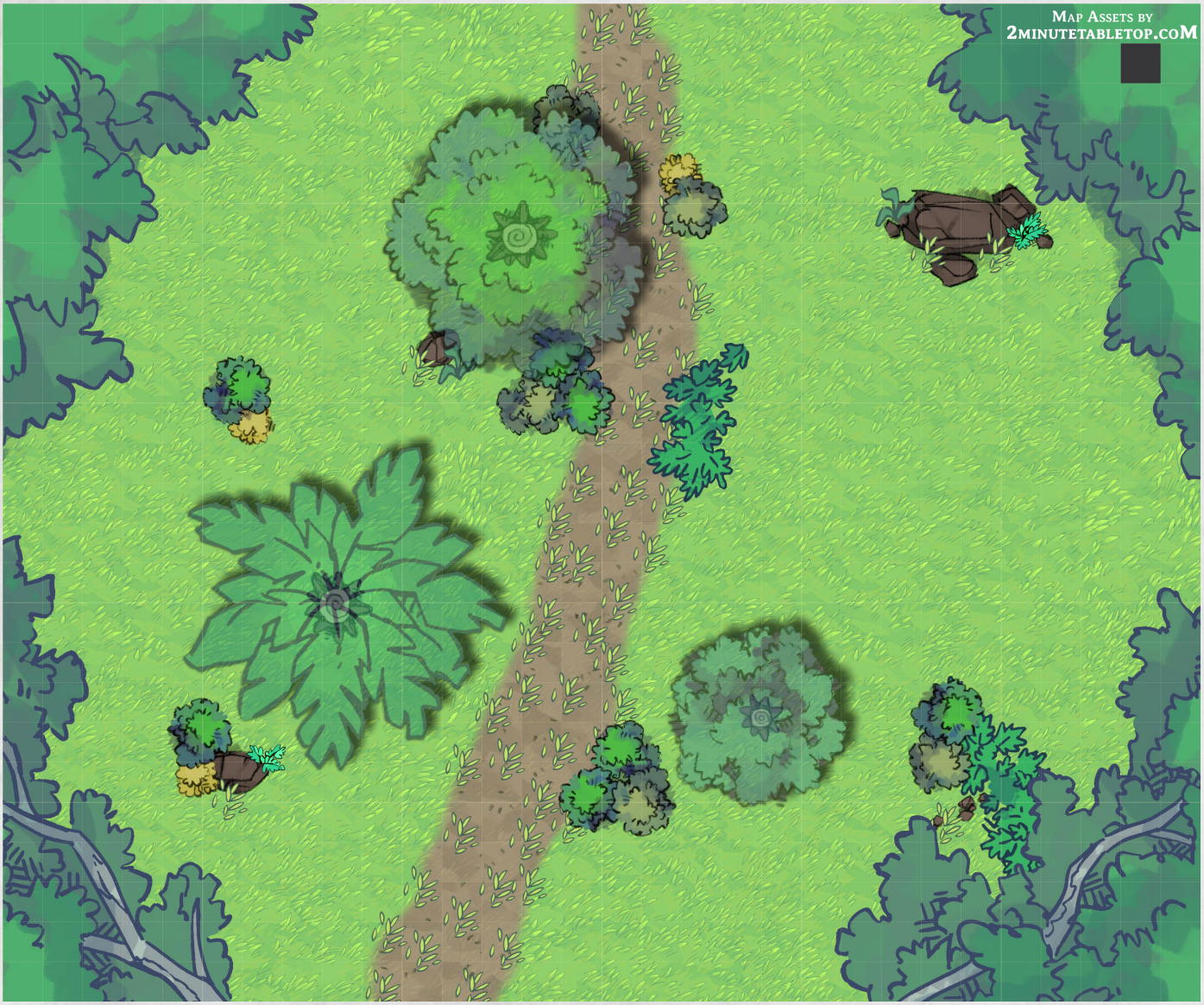


Random Encounter Map

Jungle 07, Night

Random Encounter Map

Jungle 07 Road, Day



Random Encounter Map

Jungle 07 Road, Night

Random Encounter Map

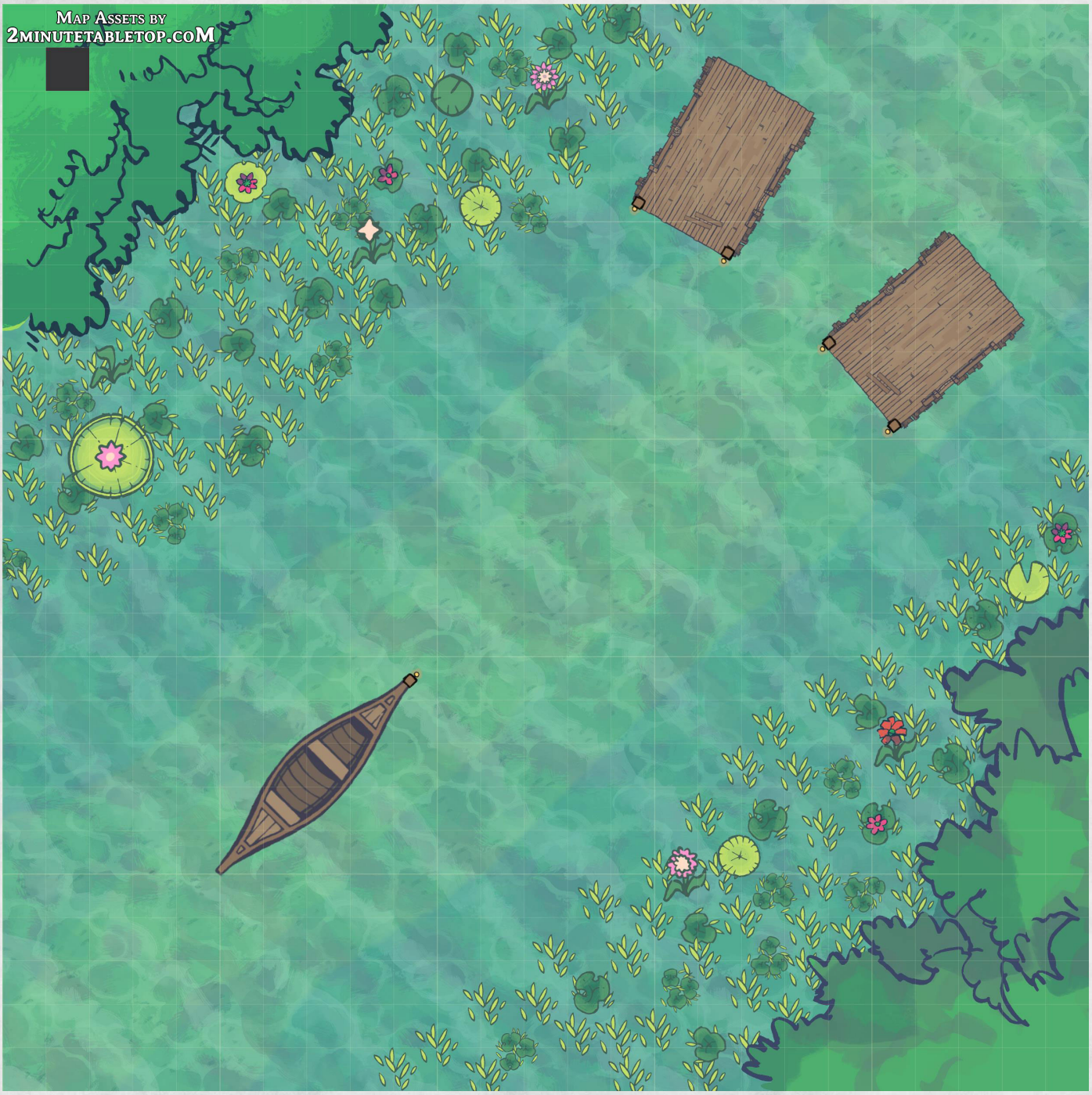
Jungle 07 Camp

Random Encounter Map

Jungle 07 Camp Road

Random Encounter Map

Jungle 08, River Canoe Barges Day

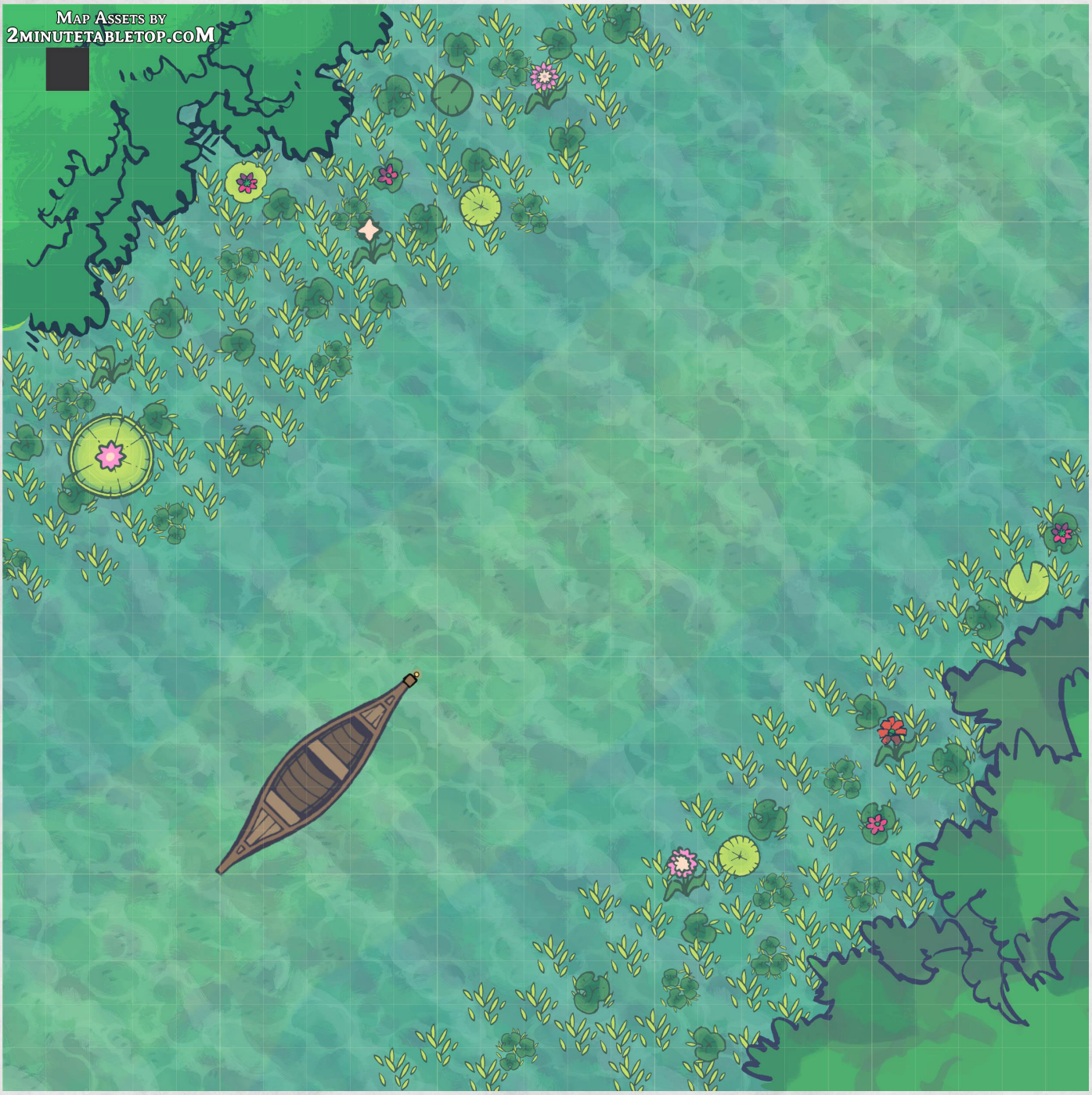


Random Encounter Map

Jungle 08, River Canoe Barges Night

Random Encounter Map

Jungle 08, River Canoe Day

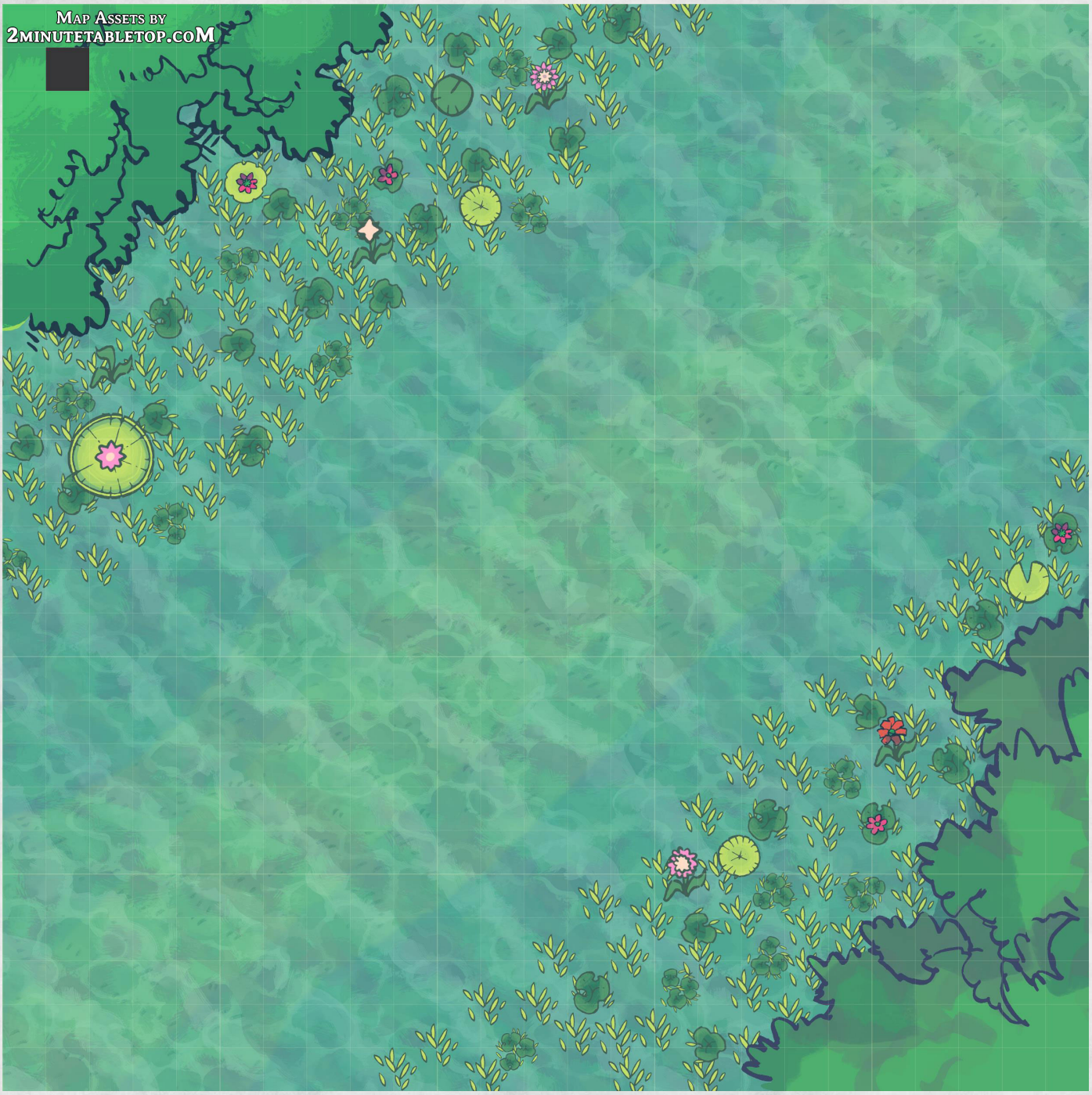


Random Encounter Map

Jungle 08, River Canoe Night

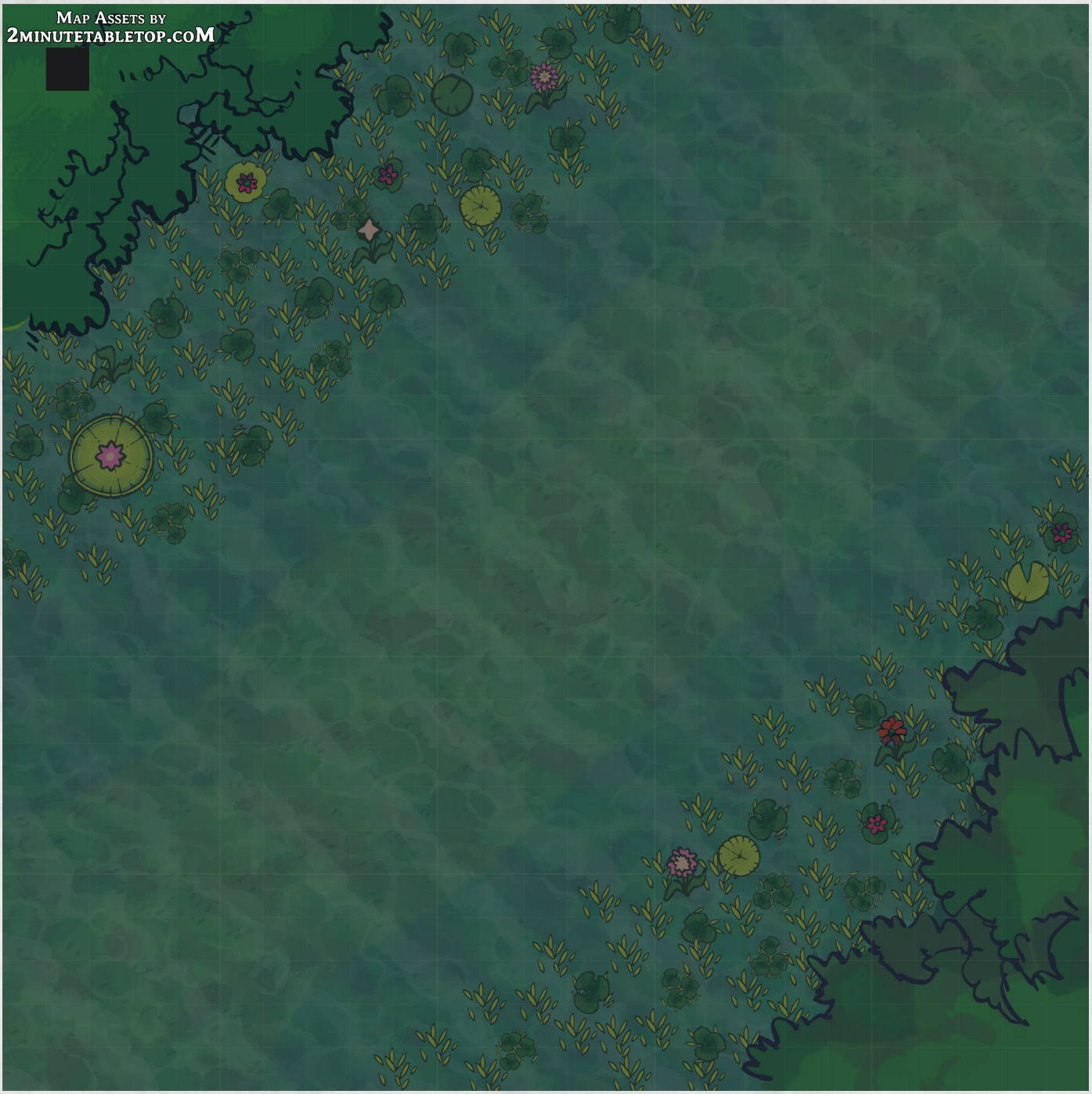
Random Encounter Map

Jungle 08, River Empty Day



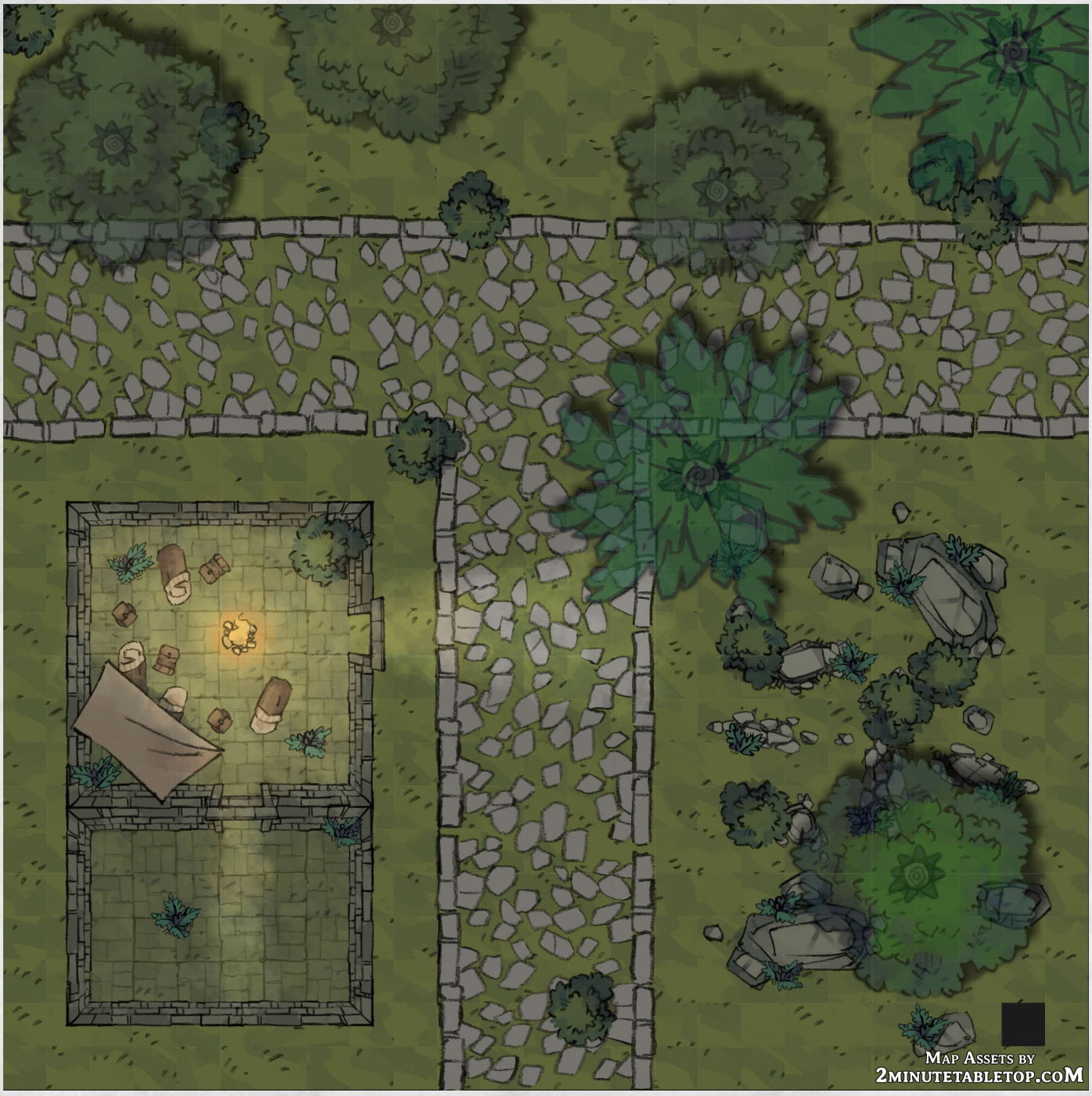
Random Encounter Map

Jungle 08, River Empty Night



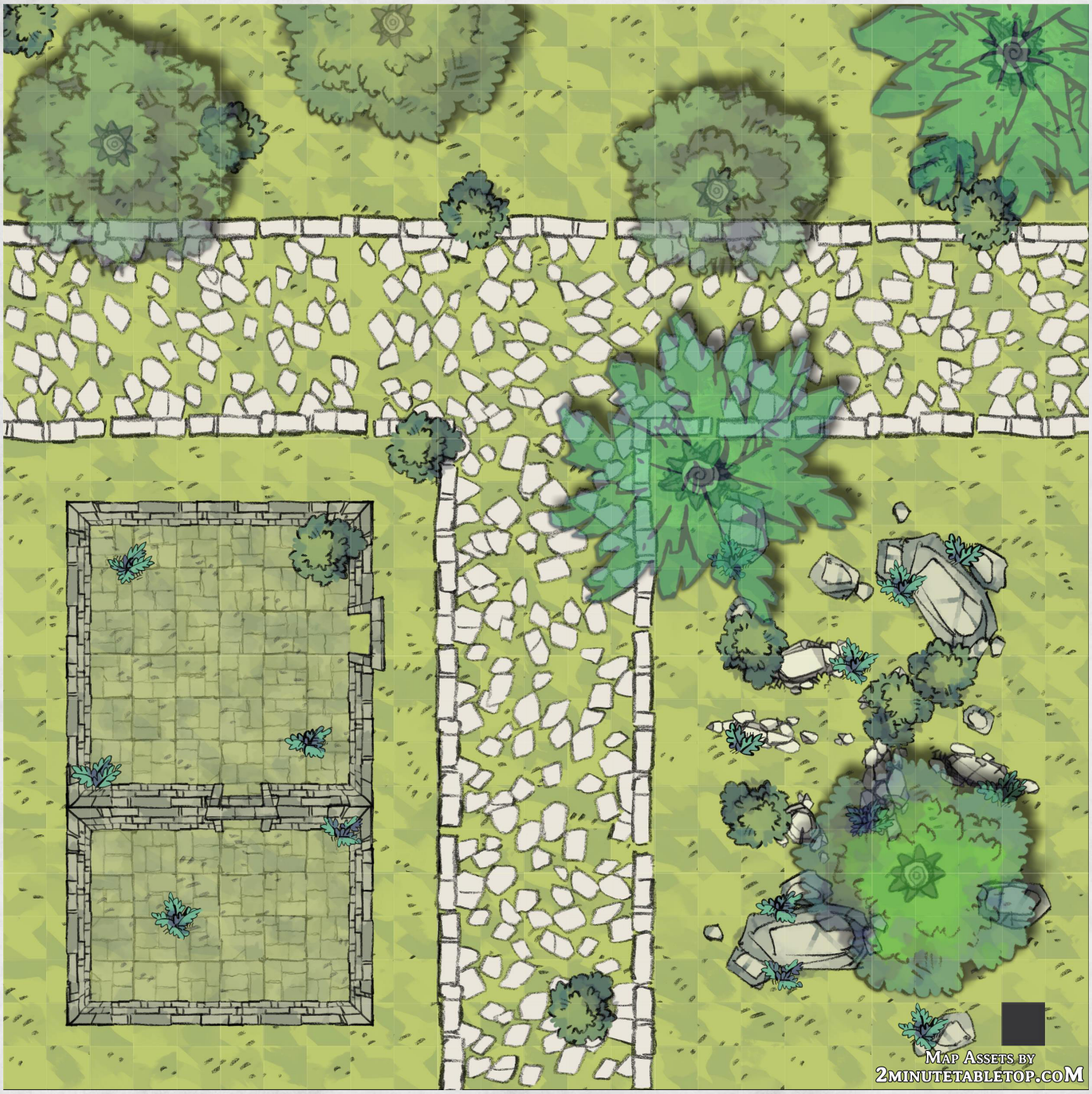
Random Encounter Map

Ruins 03 Camp



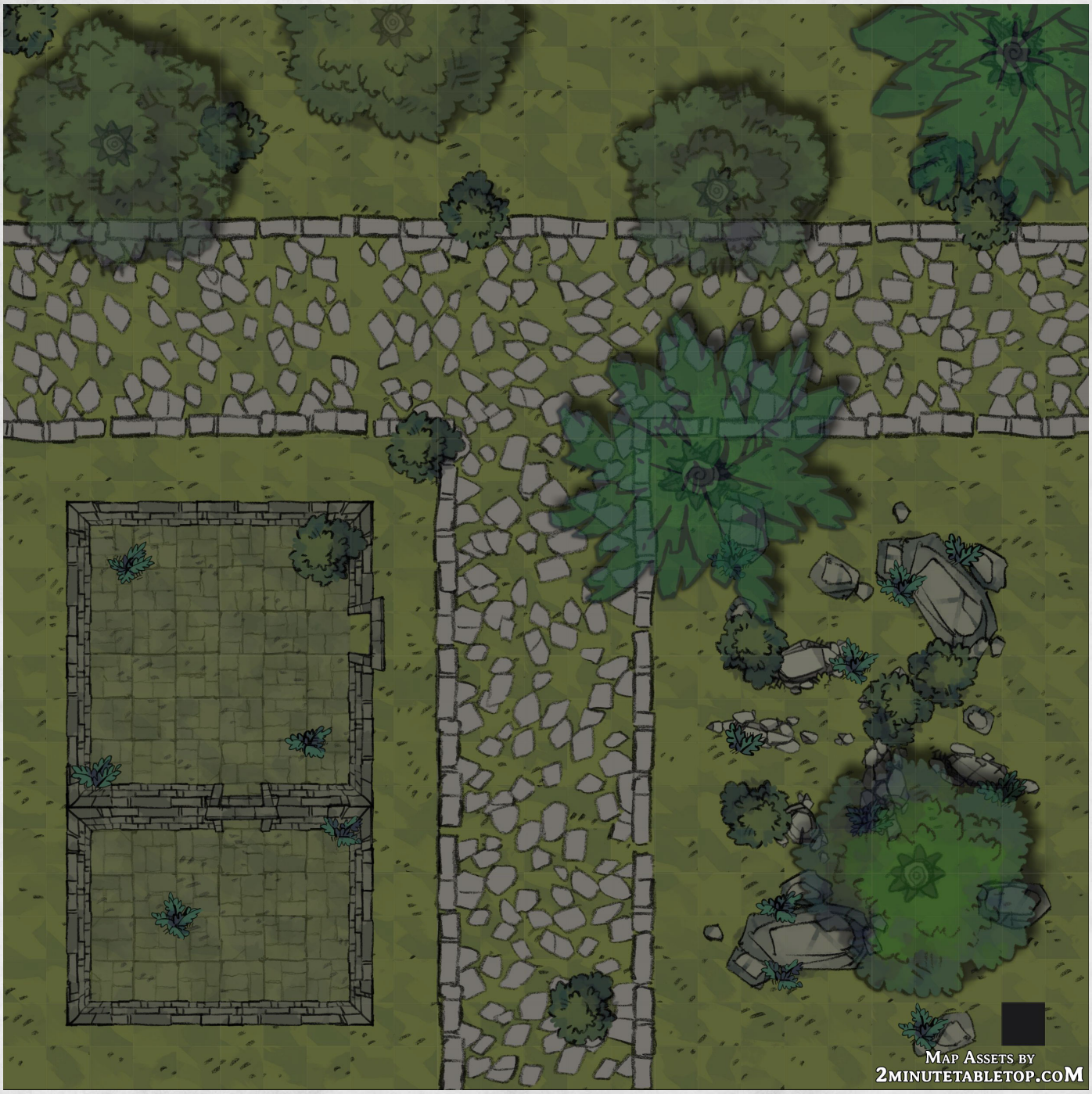
Random Encounter Map

Ruins 03 Day



Random Encounter Map

Ruins 03 Night

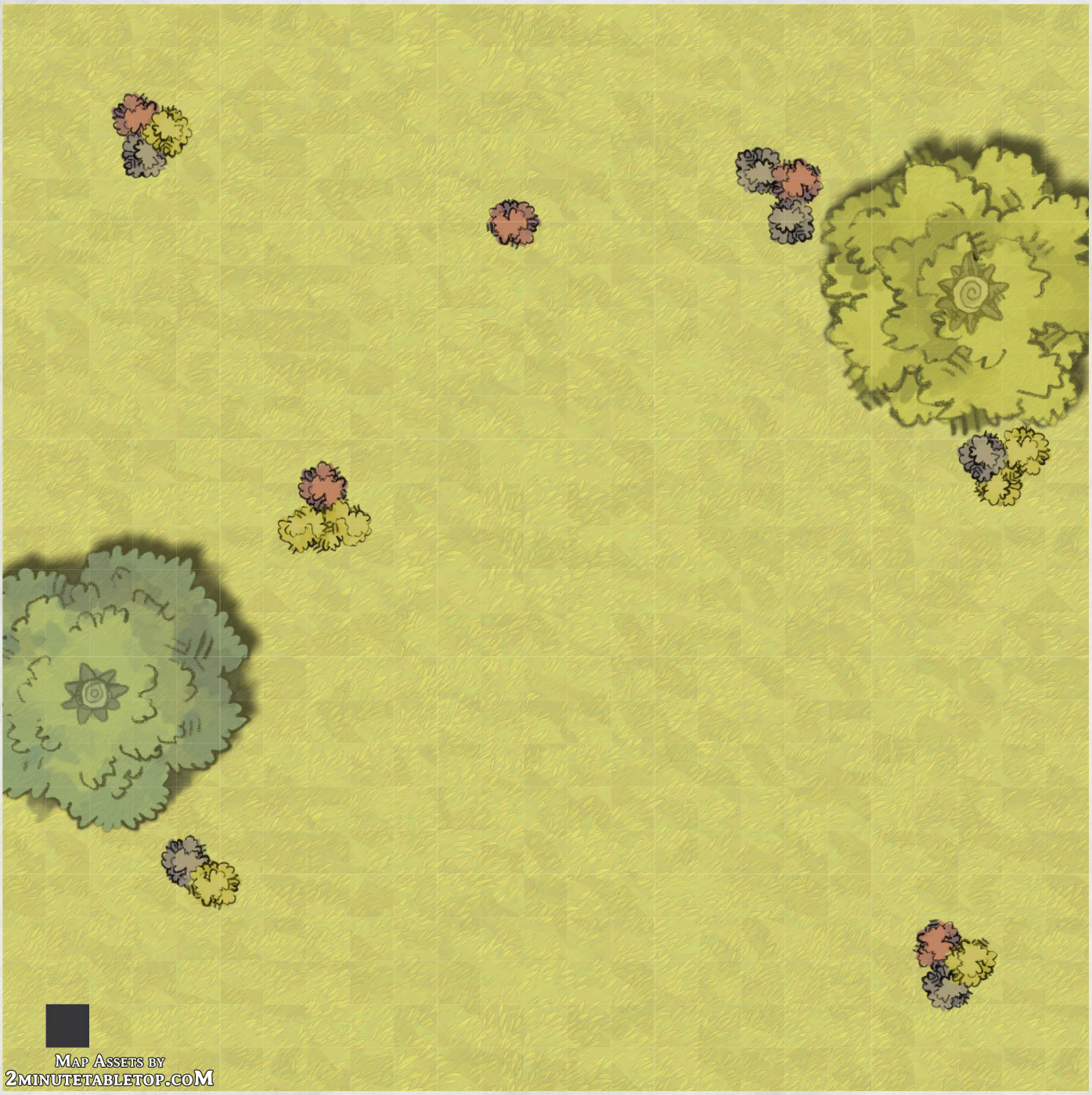


Random Encounter Map

Savanna 02, Camp

Random Encounter Map

Savanna 02, Day



Random Encounter Map

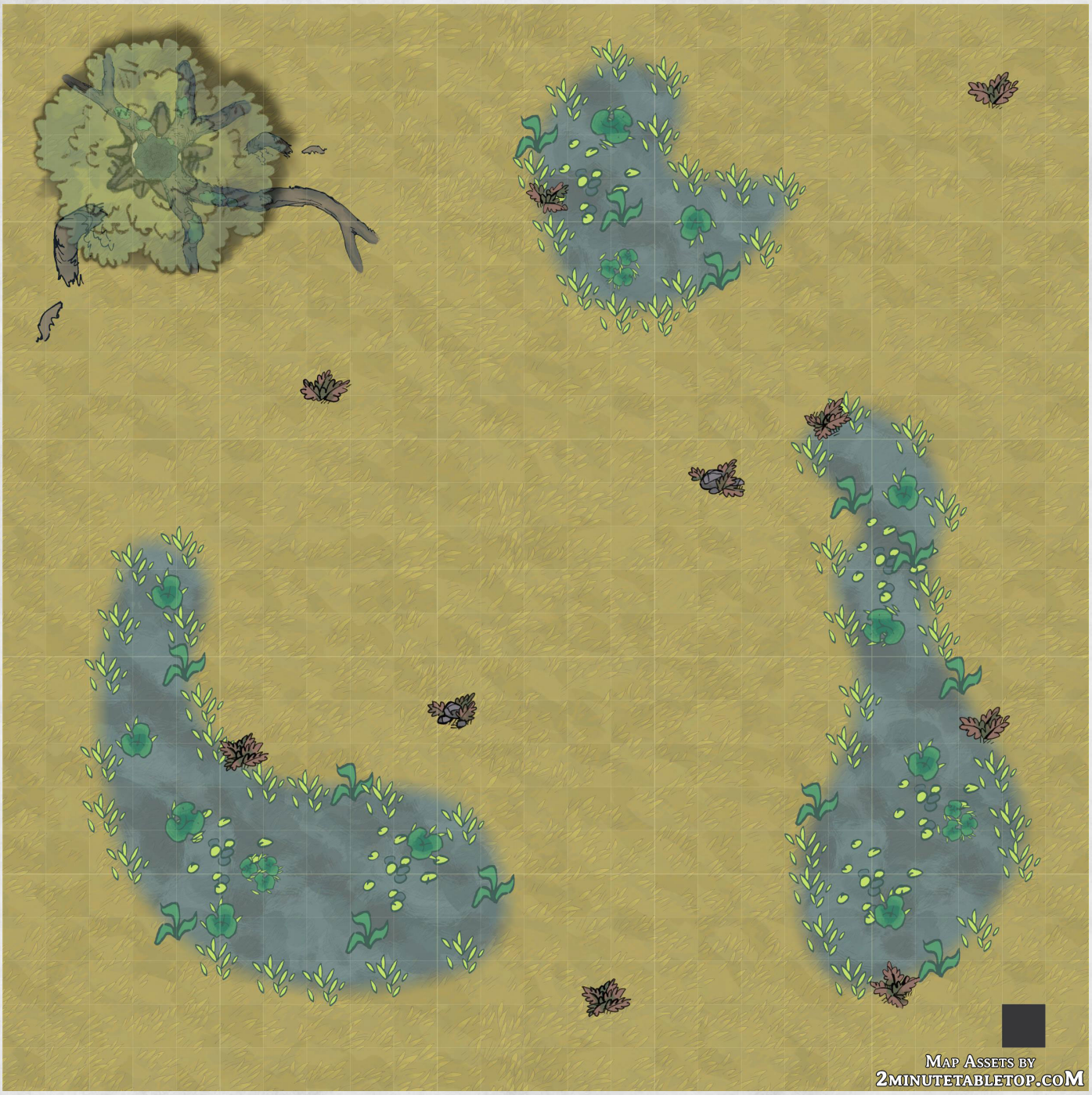
Savanna 02, Night

Random Encounter Map

Swamp 02, Camp Night

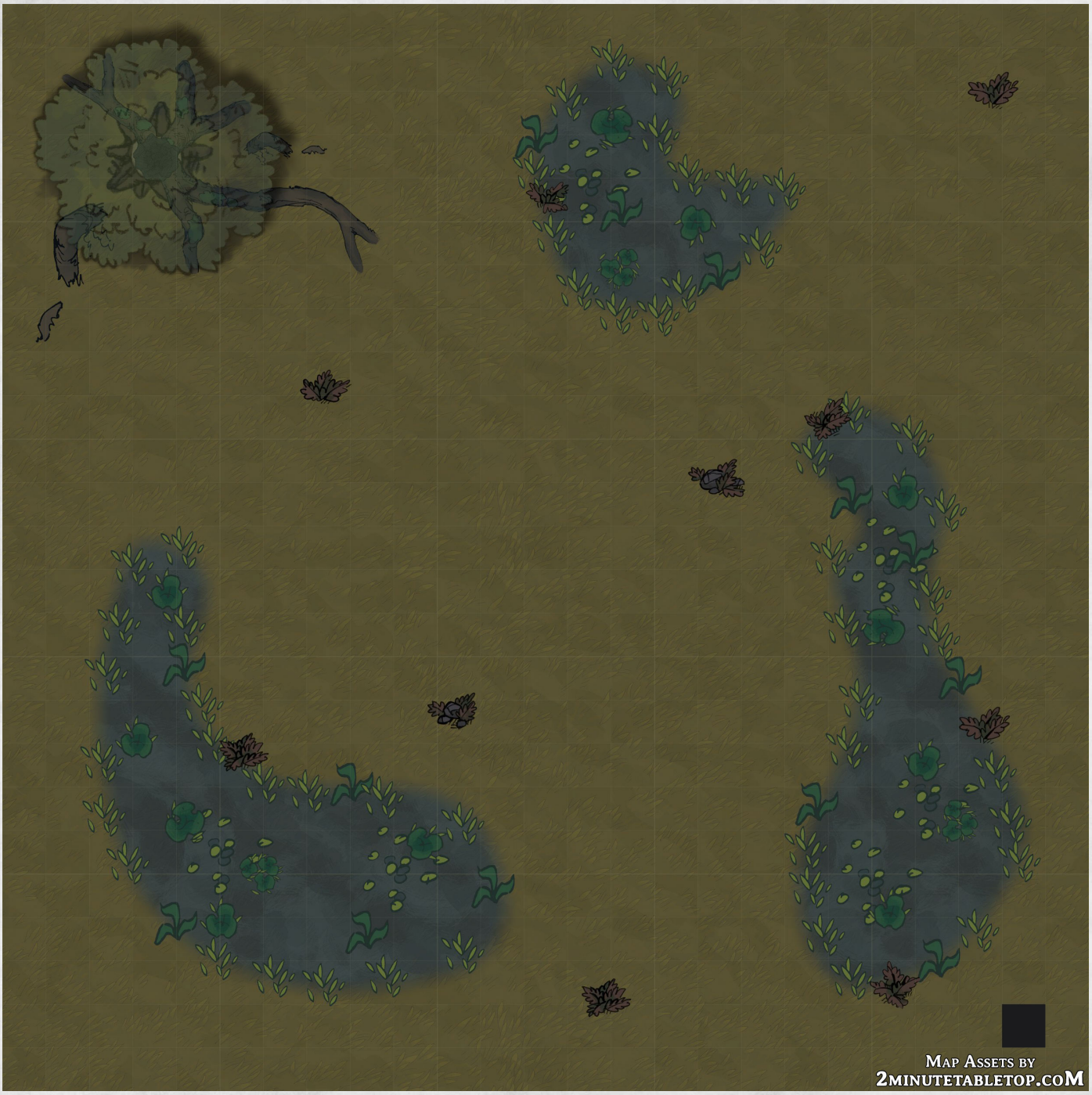
Random Encounter Map

Swamp 02, Day



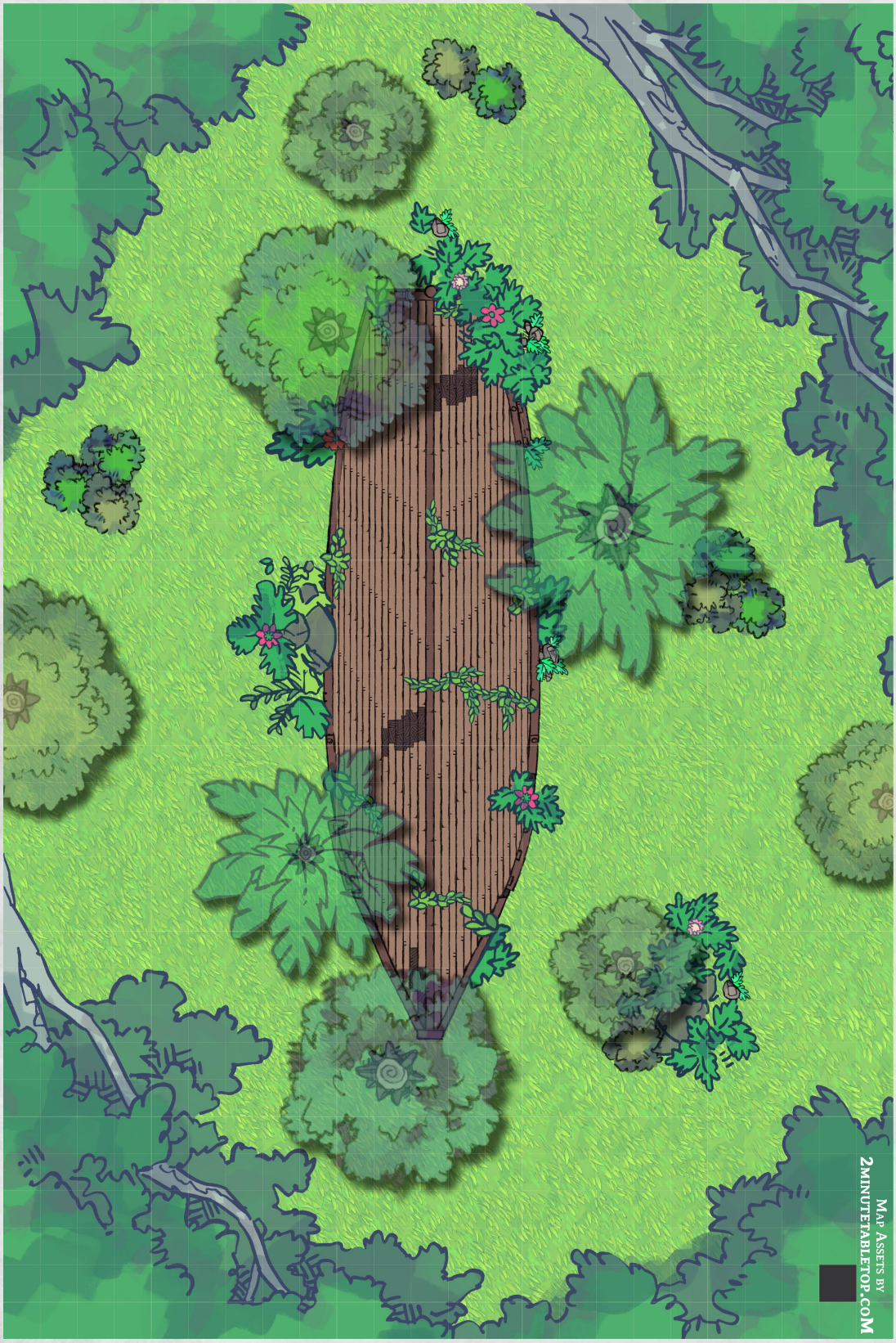
Random Encounter Map

Swamp 02, Night



Sidequest Map

Wreck of the Narwhal, Ground Day



Sidequest Map

Wreck of the Narwhal, Ground Night

Sidequest Map

Wreck of the Narwhal, Inside Day

Sidequest Map

Wreck of the Narwhal, Inside Night