Tomb of Annihilation Expanded

Part Six: Omu

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

Written by
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Part Six, Omu

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 forty-four maps and encounters that expand the jungles of the Chult peninsula in Faerun (the Forgotten Realms).

A 12+ hour adventure add-on for 6th 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
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Omu Expanded

This expansion includes a number of enhancements and expansions of the area of the Omu, the final 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 33 random encounter maps for four different environments of Chult – a jungle river map, a jungle maps, a ruin map, and a wasteland map. All of these maps have multiple variants for different situations.

Omu

This product includes maps for five of the areas of the ruins of Omu that do not have battlemaps, but the adventure outlines encounters that happen in these places. To make this campaign more immersive and tactical, I have provided maps (including some variants) to facilitate these iconic Chultan encounters. Included are day/night variants for both guarded entrances to the Fane, a map of the cellars under the ruined bazaar that has been expanded into a sidequest feud between two factions of kobolds, day/night variants of the Amphitheater where the characters may encounter the magical T-Rex, "The King of Feathers, the fallen tree where the players encounter "Bag of Nails" which links to a sidequest detailed later, and day/night variants of the Adventurer's Camp where the characters may encounter red wizards of Thay.

Sidequest: Gnome Family Robinson

The players can be hooked into this sidequest in several ways, but I have included a direct connection with "Bag of Nails", the tabaxi assassin that yearns a hunter's death and is found in the area of Fallen Tree in Omu. Included in the tabaxi's possessions, I have suggested that DM's add a note from one pirate to another that references a family of gnomish inventors that have fortified an island to the south and are guarding a dead pirate lord's hoard of wealth. The note indicates that the pirates are gathering forces and intend to attack the gnomes with a large force.

The sidequest hopes to have the player characters wish to seek out these gnomes either in search of their treasure themselves or to assist them in defeating the attacking pirates. The sidequest is designed so that either is possible, but that if the characters do try to murder/steal the gnome's treasure, they'll still have to deal with the attacking pirates as well.

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 river map, one jungle map, one ruin map, and one wasteland. 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.

Omu: Entrances to the Fane

Two of the locations in the *Tomb of Annihilation* campaign guide where possible combat encounters takes place, these two locations were on my list of places that I felt needed a map. In the campaign guide, there are two entrances to the fane, the main and obvious one to the north, and the secret entrance to the south. Both are guarded, so there is a good chance of needing an encounter map for these locations. For information on the Omu locations, see pages 110 in the *Tomb of Annihilation* campaign guide.

Main Entrance

When your players reach the main entrance to the Fane, you can read the following description to them:

> A worked tunnel descends into the earth here. Muddy cart-tracks wind back and forth from the entrance.

Use one of the following maps for encounters with the yuan-ti guards:

- ***Map:*** Main Entrance to the Fane Day (25x25)
- ***Map:*** Main Entrance to the Fane Night (25x25)

Secret Entrance

When your players reach the main entrance to the Fane, you can read the following description to them:

> Lifting aside the palm fronds, you uncover a narrow, rough-hewn passage descending into the earth.

Use one of the following maps for encounters with the yuan-ti guards:

- ***Map:*** Secret Entrance to the Fane Day (25x25)
- ***Map:*** Secret Entrance to the Fane Night (25x25)

Omu: Ruined Bazaar, Kobold Cellars

In *Tomb of Annihilation* on page 106, the Ruined Bazaar is described as having Kobolds that live below the ruined bazaar in the ancient cellars. For this product, I have expanded this area to not only include an encounter map, but also have included expanded story and encounters not included in the adventure.

Description: In this cellar, instead of just the usual kobold encounter with Kakarol and his kobold followers, I have added an additional tribe of blue kobolds who oppose Kakorol and his red kobold tribe. They live at opposite ends of the cellar tunnels and often fight each other for supremacy.

- ***Map:*** Ruined Bazaar - Kobold Cellars (30x60)

See the DM's Version of this map on the following page to match descriptions of the rooms found below.

How the players are introduced to the two rival tribes of kobolds mostly depends on which choices they make within the cellars. If they head north, they should meet the blue kobolds first, possibly aligning with them. If they head south first, they should meet the red kobolds first instead, and possibly align with them against the blues.

A: Entrance

This stairway is the only stairway leading into the cellars from the bazaar that is not blocked by cave-in or heaps of furniture.

When the characters enter, you can read the following to the players:

> As you reach the bottom of the stairs leading into the ancient cellars, you can see a faint bluish-colored light coming from the west. As you peer around the corner, you can see a wall sconce with a glowing blue crystal that appears to be casting magical blue light down the hallways.

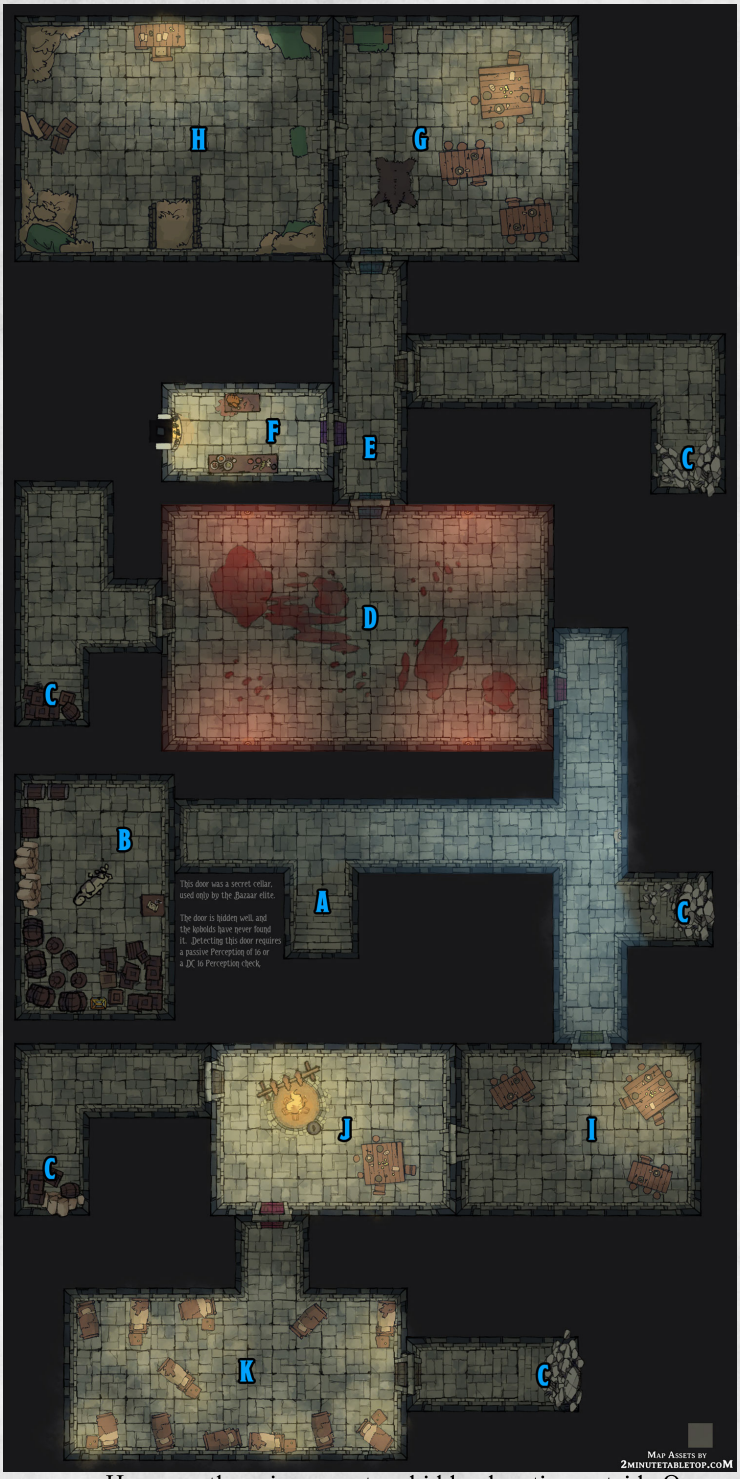
Secret Door

The door at the east end of the hallway is a secret cellar that was only used by the Bazaar elite in the hayday of Omu's markets.

The door is hidden well, and the kobolds have never found it. Detecting this door requires a passive Perception of 16 or a DC 16 Perception check.

B: Hidden Cellar

Much of the contents of this room have long since past their prime. Most of them have turned to dust or useless sludge. The crates contain dusty ruined clothing and other fabric items. The barrels once contained high-quality ales, liquors, and wines, but now are sludge and vinegar.



However, there is a map to a hidden location outside Omu (see map below) on the table near the secret door; And, in the chests to the north, there are some useful potions and scrolls:

- ***Treasure:*** 2 potion of greater healing, 1 potion of growth, 1 potion of healing, 1 potion of poison, 1 scroll of augury, 1 scroll of death ward, 1 scroll of inflict wounds, 1 scroll of locate object.

Additionally, to the south, in the gilded chest, there is some useful treasure:

- ***Treasure:*** 250sp, 120gp, 1 alchemy jug, 1 bag of holding, 1 brass mug with jade inlay (250gp value), 1 immovable rod, 1 lake's call (trinket whistle that sounds like a water bird), 1 quartz, 1 star rose quartz.

Map to Hidden Location

This map is a pirate map to a buried treasure on the large island in the Cauldron, a bay in southern Chult. This map has been here for centuries untouched since the fall of Omu, but the treasure was found several years ago, by a family of shipwrecked gnomes.

This item is a hook for the sidequest found in this product.

C: Blocked Stairways

These stairways are blocked by cave-in or by heaps of furniture.

D: Cellar Battleground

The two kobold tribes that live in these ruined bazaar cellars have been warring with one another for some time. They often fight one another in this central room of the cellar complex. For this reason, there are several large bloodstains that have permanently stained the stone cellar floors.

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

> As you open the door, you first notice the lights which magically flood the room with soft red light. Second, your sense of smell detects the presence of blood, both old and fresh. That is when your eyes see the stains of blood on the floor. It is obvious that this room has been used for fighting several times over the course of several days, or even weeks.

E: Blue Kobold Complex

Within these rooms to the north, are several blue kobold that are warring with the red kobolds to the south. If fighting starts with any of the blue kobolds, the others will come running towards the sounds of fighting to investigate and help their fellow blue kobolds.

The following encounter includes all the blue kobolds in the northern rooms.

- Encounter: 10 blue kobolds, 1 kobold mage (Darbu)

Darbu, the leader of the blue kobolds, will jump at the chance to convince the player characters to assist him in clearing out the red kobolds. He will offer the characters 12 gold pieces, the combined wealth of the tribe, if they assist him in this. In addition, Darbu will gather the entire tribe to accompany the characters if they agree to help him in his task.

F: Blue Kobold Kitchen

When the characters enter this room, read the following description to them:

> When you first open the door to this room, you immediately see to kobolds with blue skin. One is standing next to a large stone fireplace at the rear of the room, stoking a fire in preparation of roasting some meat. The other kobold appears to be dressing a large fowl carcass of some kind, also in preparation of a meal.

G: Blue Kobold Common Room

When the character first enter this room, read the following description to the players:

> Entering this room, you see several small tables with an assortment of stools and crude chairs. One table at the rear of the room has seveal lit candles, which bathe the room in soft light. Gathered around the room are several blue kobolds.

If the characters have not yet started fighting these blue kobolds, Darbu may take the opportunity to try and convince the characters of aiding him in destroying or driving off the red kobolds in the southern cellar rooms.

H: Blue Kobold Nest

When the characters first enter this room, read the following description to them:

> This room has an interesting smell when you first enter. There are bundles and piles of dried grasses mixed with blankets and torn bedding strewn about the large room. Additionally, a small area along the southern wall appears to be crudely fenced off and there appears to be a small clutch of blue kobold eggs nestled in the grass nest.

I: Red Kobold Common Room

Within these rooms to the south, are several red kobolds that are warring with the blue kobolds to the north. If fighting starts with any of the red kobolds, the others will come running towards the sounds of fighting to investigate and help their fellow red kobolds.

The encounter for this area is found in the *Tomb of Annihilation* campaign guide.

Kakarol, the leader of the red kobolds, will jump at the chance to convince the player characters to assist him in clearing out the blue kobolds. He will offer the characters 118 silver pieces, the combined wealth of the tribe, if they assist him in this. In addition, Kakarol will gather the entire tribe to accompany the characters if they agree to help him in his task.

When the characters first enter this room, Kakarol will jump at the chance to try to convince the characters to help him, unless he see's that they are accompanied by blue kobolds. Upon entering, you can read the following description to the players:

> This common room has a few small tables with an array of crude stools and ramshackle chairs gathered around them. The table nearest the door has several lit candles which give the room a nice dim glow of light. Seated at the tables are five red kobolds.

In the *Tomb of Annihilation* adventure, it describes Kakarol as wearing a torn 6-foot-long tapestry of a macaw decorated with garnet beads as a cloak, and that he has a hoard. Kakarol hides this hoard of treasure under one of the crude beds in the red kobold nest. A character searching the room or with a passive Perception score of 15, can see this hidden bundle.

J: Red Kobold Kitchen

When the characters enter this room, read the following description to them:

> The dominating feature of this room is a large fire pit. It appears as though the kobolds who live in these chambers have removed several of the floor stones and built a large pit which they can build a fire in. Roasting on a spit next to the fire are several rat-like carcasses that fill the room with the smell of cooking meat.

K: Red Kobold Nest

When the characters enter this room, you can read the following description to them:

> Several small rickety wooden beds with lumpy dirty mattresses and foul-smelling blankets are scattered throughout this room. Many of these small beds have tables with dripping tallow candles that fill the room with light as well as attempt to mask the smell of a kobold nest.

Omu: Amphitheater

In the *Tomb of Annihilation* campaign guide where there is a likely combat encounter that takes place, this is one of the locations in Omu where I felt especially needed an encounter map.

In the campaign guide, on page 106, the area is described where the powerful magically enhanced Tyrannosaurus Rex known as the King of Feathers makes his home. During the day, the ***King of Feathers*** rests and guards his domain. Use the following map if the characters enter this area while the King is here:

- ***Map:*** Omu Amphitheater (30x30)

At night, the King of Feathers is out prowling the city of Omu, hunting for food. You can use a random encounter map to have the King simply attack the players elsewhere while he is hunting.

If the players come to the Amphitheater at night, the deinoychuses that make their home in the narrow rubble-strewn passages beneath the grandstands will come out to hunt the intruding characters. Use the following map for that encounter if necessary:

- ***Map:*** Omu Amphitheater Night (30x30)

Omu: Fallen Tree

In the *Tomb of Annihilation* campaign guide on page 102, you can find more information about this location.

In those entries, you will find that this location is a possible encounter location with the elder tabaxi hunter (assassin) who desperately wishes to die a hunter's death. But he's grown senile in old age and now views almost all creatures as "prey."

For this reason, I felt a combat encounter map was needed. However, the book and module describe the tabaxi as attacking from the east bank in a ruined building, and I envisioned this as a different encounter, where the tabaxi instead faces off with the characters in an honorable toe-to-toe fight of sorts on the fallen tree itself.

My inspiration for this fight was the death of Sonny Landham's character, Billy, in the 1987 film "Predator". You can view this scene here in the youtube video below:

- Billy vs. Predator

The following map can be used for Fallen Tree or as a location for a random encounter if you like:

- ***Map:*** Fallen Tree (25x20)

Remember, you can still have Bag of Nails lead the characters back to his lair and attempt to poison them if he drops below half-health, and I would recommend that, but in my version of this encounter, Bag of Nails seeks death in a more straight-forward manner.

Either on his person or in his lair, the characters can find the a pirate map, which is a hook to lead them to the sidequest included in this product.

Omu: Adventurer's Camp

In the *Tomb of Annihilation* campaign guide on page 103, you can find more information about this location.

In this location, there is a handout and story link to the Company of the Yellow Banner, and the handout includes clues for entering the Tomb of the Nine Gods. This is an important location and because it also includes possible random encounter with one of the *Red Wizards of Thay*, I included a map.

- ***Map:*** Adventurer Camp Day (25x25)

You can also use the map as a random ruin encounter map if you desire. I provided both a day and a night version for just that reason, though because the camp is abandoned, there is no lighting effects on the night version.

- ***Map:*** Adventurer Camp Night (25x25)

Sidequest: Gnomish Family Robinson

Suggested Party Level: 7th or higher

Description: Rumors abound of a hoard of pirate treasure that was captured by an army of gnomes and is hidden away in the jungles of the southern shore of the large island in the bay known as The Cauldron in southern Chult. The pirate treasure hoard is real. But it was no army of gnomes, only a simgle family of gnomish inventors who have built many defenses to guard their island from the pirates that onces sank their ship and stranded them there.

Hook: The player characters can hear about these rumors in many different ways. If they haven't yet visited Jahaka Anchorage, perhaps they can learn of the "gnomish army" and "treasure hoard" there. Or possibly they hear a rumor about it in Port Nyanzaru. But it's important that when they go to investigate, they quickly learn that the gnomes are not an army and they should ultimately choose to help the gnomes defend their island, as they do not wish to return to "civilization" any longer. Additionally, I have provided two "pirate map" items that in other locations in this product, but you could have the characters find a copy of that map elswhere as well:

Running this Sidequest

The gnomes live in a well-defended tree-fort similar to that of the film that this sidequest references: the Disney classic, *Swiss Family Robinson*. Soon after the player characters arrive and befriend the gnome family, one of the younger gnomes in the family will run into the scene and inform everyone that he spotted a small fleet of pirate ships headed their way.The players should feel free to help the gnomes defend their fort and to help strategize defenses. The gnomes can mention some of the defenses they've already built and let the players help deploy those defenses. Much like in the classic film, the pirates should seem inept and mostly inefectual.

However, the pirates did bring one weapon that might be a bit of a challenge: a group of pirate ettins.

The Map

The following map can be used either for the characters assaulting the gnome's home or for defending the tree fort from pirate attackers. Additionally, you can use the DM's map version on the other side of this page to find descriptions of the individual areas of the map.

- ***Map:*** Gnomish Family Robinson (35x35)

The Gnomes

The following is the gnome family Robinson. They can become friendly (allies) or enemy depending on how the player characters interact with them"

- Brandon Robinson is the patriarch of the family, he is an accomplished magician. Brandon is a gnome ***mage*** with 11d8+22 hp.
- Melissa Robinson is the mother of the family, she is a priest and healer. Melissa is a gnome ***priest*** with 10d8+10 hp.
- Jacob Robinson was a cabin-boy on the ship the Robinsons where on when they were shipwrecked and was adopted and raised by the Robinsons. He is a talented hunter and brews his own poisons. Jacob is a gnome ***drow elite warrior*** that has 11d8+22 hp, only the innate spellcasting trait, and both his shortword and shortbow are deal an additional 3d6 poison damage on hit.
- Hannah Robinson is the only daughter of the Robinsons and is a quiet and introspective druid. Hanna is a gnome ***druid*** with 10d8+10 hp.
- Ethan Robinson is the youngest of the Robinsons and is a wild scamp, always in search of adventure and fun. Ethan is a gnome ***bandit***.

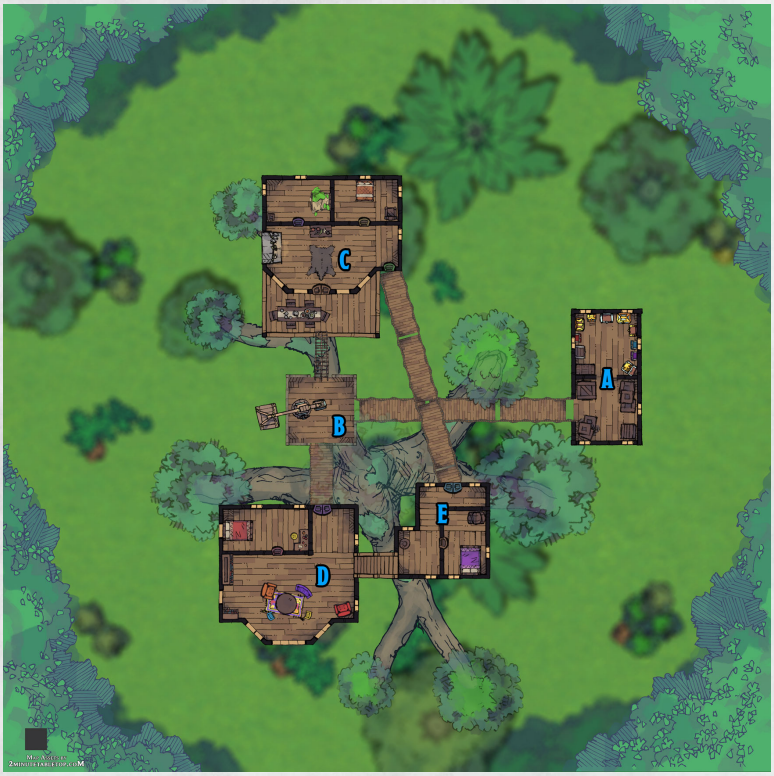
Tree Fort General Features

The Gnomish Family Robinson tree fort is based on ideas from the film *Swiss Family Robinson*. They live 100ft up in the canopy of a massive ancient tree about a half-mile inland from the southern shore of the large island in the bay known as *"The Cauldron"* in southern Chult.

Entering the Tree Fort

There is one main entry to the tree fort, the lifting crane in the center of the complex. Riding the crane up takes about one minute as the gnomes have invented an automated magic-powered system that slowly brings the crane platform up like an elevator. From the Lifting Crane platform in the center of the fort there is a lever that controls the crane and can be set into a locked position. At the base of the ancient tree, there is a hidden control mechanism (DC 20 to find) that will lower or raise the crane platform, but only if the lever is not in the locked position at the top.

In addition, climbing the ancient tree is possible. A Strength (Athletics) DC 14 check will allow a creature or character to climb the tree and reach the lowest platform, which is the Lifting Crane platform, which is 100ft from the forest floor.



Platform Heights

Height	Platform Name
150 feet	E: Jacob's Brewery
135 feet	C: Children's Bedrooms, Kitchen, & Dining Patio
110 feet	A: Pirate Treasure
105 feet	D: Master Bedroom & Family Room
100 feet	B: Lifting Crane
0 feet	Forest Floor

A: Pirate Treasure

Almost all of the pirate treasure hoard the gnomes found is now hidden away in these rooms. The gnomes took what they needed to make the traps and defenses for their forest home, but they are not greedy nor do they covet treasure.

The treasure below does contain several powerful magic items. If you don't wish to give your party several powerful items, delete some before rewarding it to your players.

- ***Pirate Treasure Hoard:*** 16000gp, 2200pp, 2 black opal, 1 blue sapphire, 1 boots of striding and springing, 1 bracers of archery, 1 heavy crossbow +1, 1 elixer of health, 1 elven chain, 1 fire opal, 1 half-plate armor +1, 10 necklaces of fireballs, 1 scale mail armor +1, 1 star sapphire, 1 wand of the war mage +1.

B: Lifting Crane

This central and lowest platform of the complex, this platform has no roof or walls, only wooden railings. The main feature of this platform is the magically-powered elevator-lift crane that raises and lowers people and goods up and down from the forest floor.

There is a lever with two positions here and two buttons:

- Lever Position One: Automated
- Lever Position Two: Locked/Manual
- Button One: Lift Up
- Button Two: Lift Down

If the Lever is in the Locked/Manual position, the hidden controls near the base of the ancient tree are disabled and only the buttons at the top can control the lift.

C: Children's Bedrooms, Kitchen, & Dining Patio

Ethan and Hannah Robinsons rooms are at the far north of the tree fort complex, and they are also 35 feet higher than the central platform. Additionally, the kitchen and the dining patio are here. The gnomes prefer eating outside on the patio, even when there is a storm. The patio has a roof over it, but no walls surrounding it, only wooden railings.

D: Master Bedroom & Family Room

Brandon and Melissa Robinson's room is in this platform of the tree fort as well as a quiet family room. The south windows of the family room can see out over the trees to the south, giving the room an amazing view of the southern coastline of the island.

E: Jacob's Brewery

This platform is the highest platform in the complex. Jacob has a natural affinity with brewing things. He makes a good wine using flowers that grow in the highest branches of the ancient tree as well as a nutty ale that he won't tell anyone what's really in it.

But his true passion is brewing poisons.

When the Pirates Attack

When the pirates attack, you can alert the players that the attack is incoming in two possible ways:

- If the players are allied/friendly with the gnomes, Ethan Robinson will run up and tell the characters that he spotted a fleet of pirate ships on the horizon.
- If the players attacked the gnomes, you can give the player characters opportunities to spot the incoming pirates whenever they are in the Family Room or Jacob's Brewery rooms.

The characters should have plenty of time to prepare for the oncoming attacks if they know the pirates are coming.

The gnomes have a number of defenses that should aid in defending the complex, most notably, the ten necklaces of fireballs that were in the pirate treasure hoard they found. They will immediately mention that these can be thrown down at the attacking pirate forces like little bombs.

Any other strategies or plans the players can come up with, you should let them at least attempt. This battle should be a little bit campy even. It's more about FUN rather than actually dangerous.

Pirate Waves

The pirates attack in three waves. If these three waves are defeated, the remaining pirates will retreat back to their ships and flee the island.

- ***Pirate Wave 1:*** 20 bandits (pirate mateys), 4 bandit captains (pirate masters)

The first wave is mostly useless fodder. Just average pirate mateys and their masters.

- ***Pirate Wave 2:*** 10 bandits (pirate mateys), 2 bandit captains (pirate masters), 1 mage (pirate mage), 3 acolytes (pirate priests), 2 veterans (pirate captains)

The second wave is a bit more organized and has several spellcasters, though they are still at a serious disadvantage since the players (and possibly gnomes) are in the treetop (with the high ground).

- ***Pirate Wave 3:*** 10 bandits (pirate mateys), 2 bandit captains (pirate masters), 2 acolytes (pirate priests), 2 veterans (pirate captains), 5 ettins (pirate ettins)

The third wave offers the most challenge as the toughest creatures, a number of pirate ettins are among the attackers.

Increased Difficulty Options

I included a covered Battering Ram token that you can use to give the pirates if you want to increase the difficulty and allow some of the pirates to get past the defenses.

Additionally, you can have the pirate mages cast their fly spells on other pirates before they actually attack, which will allow some pirates to fly up into the tree and try to distract the PCs and gnomes, allowing the others on the ground to get closer to the tree, etc.

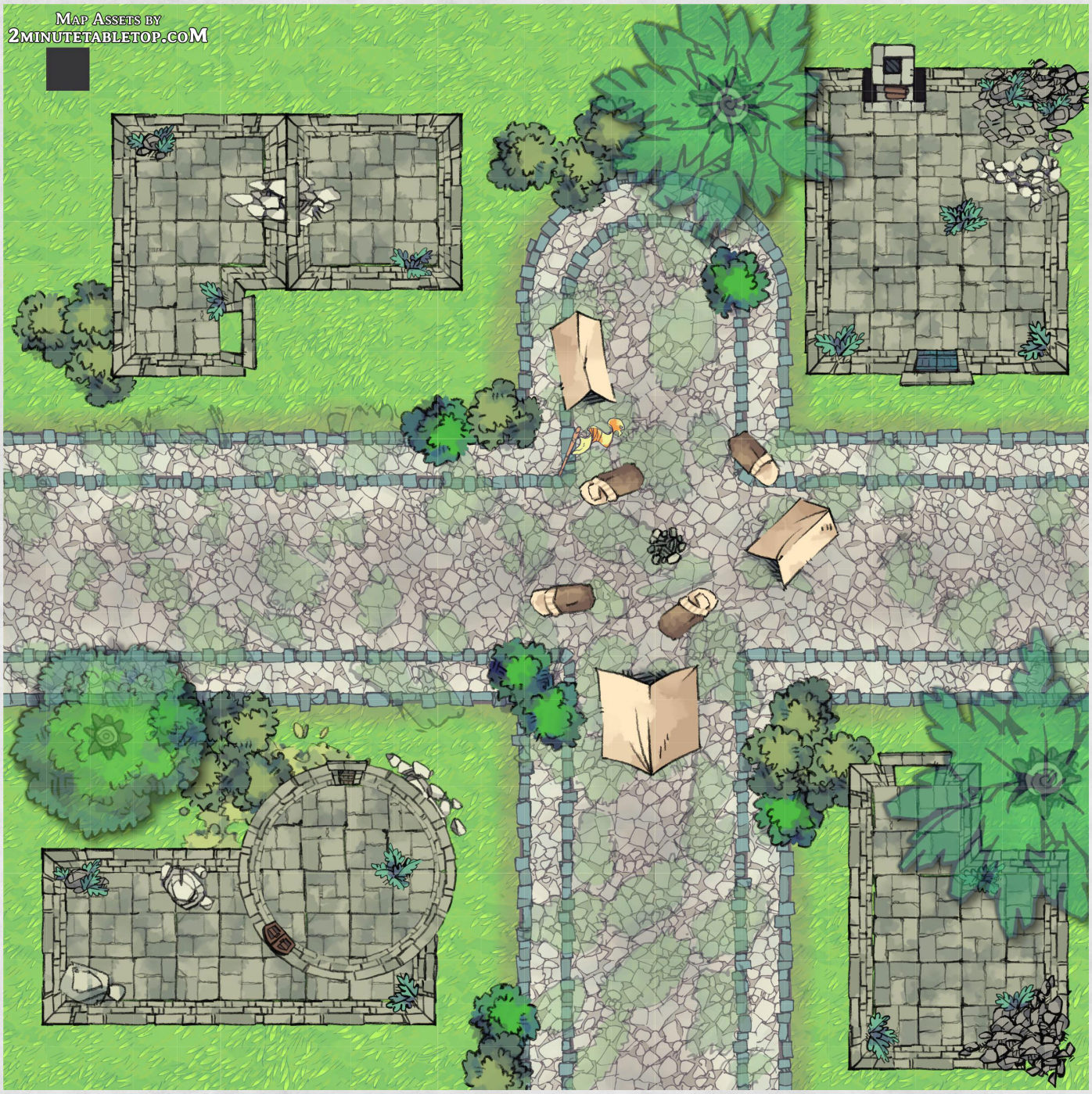
Rewards

If the pirates are defeated and the gnomes are still alive, they will ask that the characters take word of back to Port Nyanzaru to inform their relatives that they are still alive, but the characters are welcome to take any or all of the treasure they wish. The gnomes would prefer to stay here though. They were shipwrecked and left to survive on their own here, but now they enjoy their forest tree-fort home.

Map Appendix

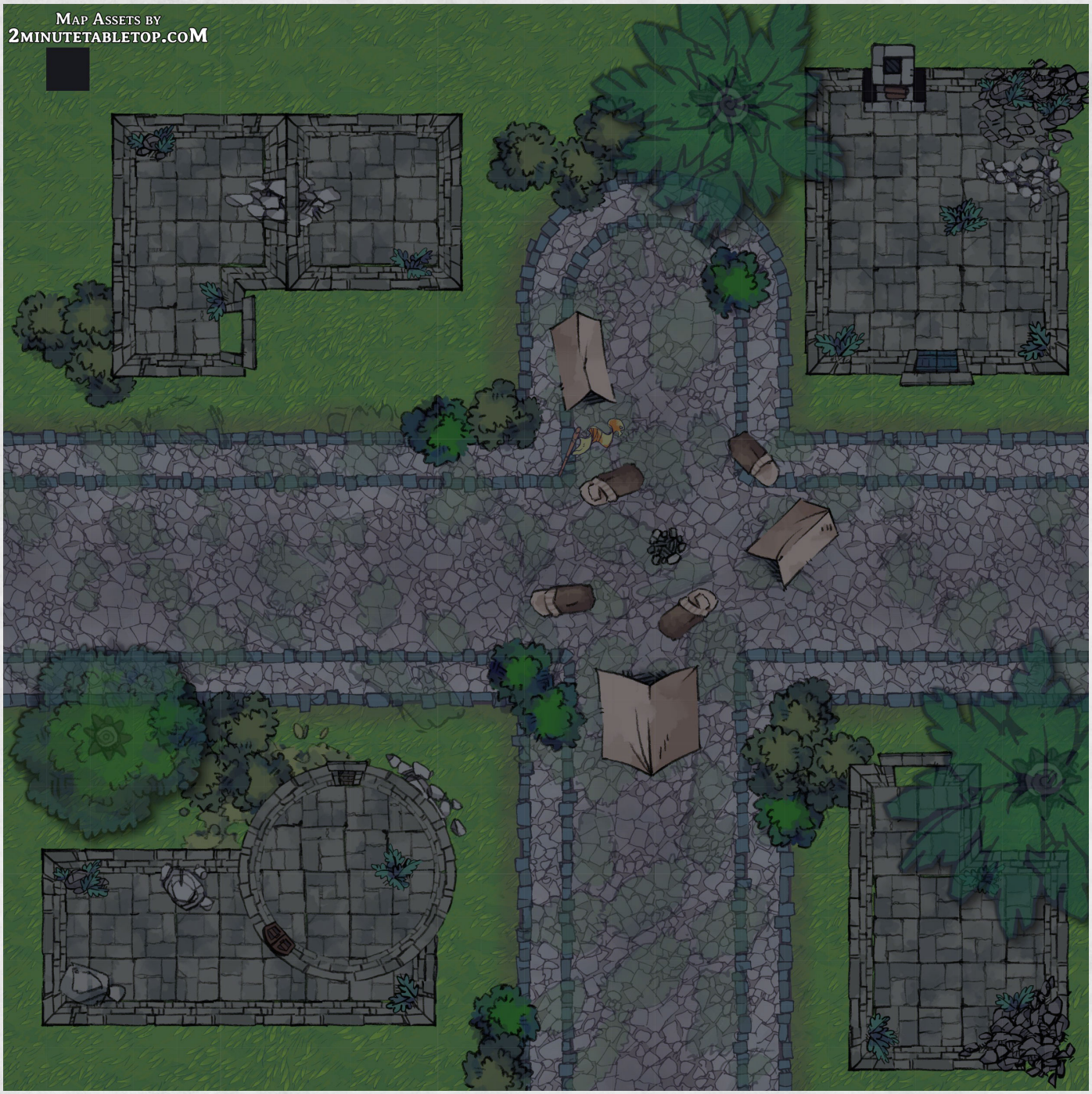
ToA Expansion Map

Adventurer's Camp, Day



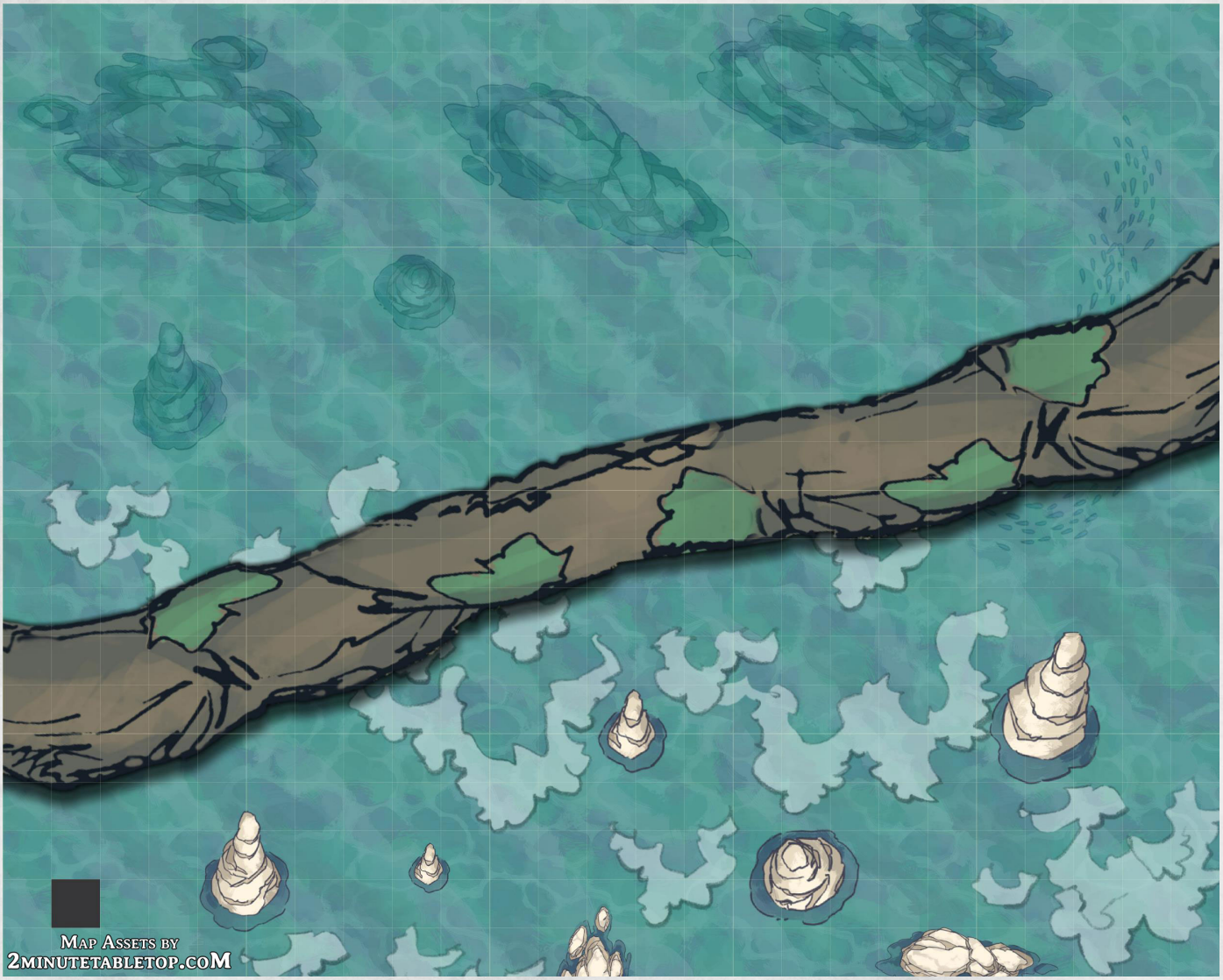
ToA Expansion Map

Adventurer's Camp, Night



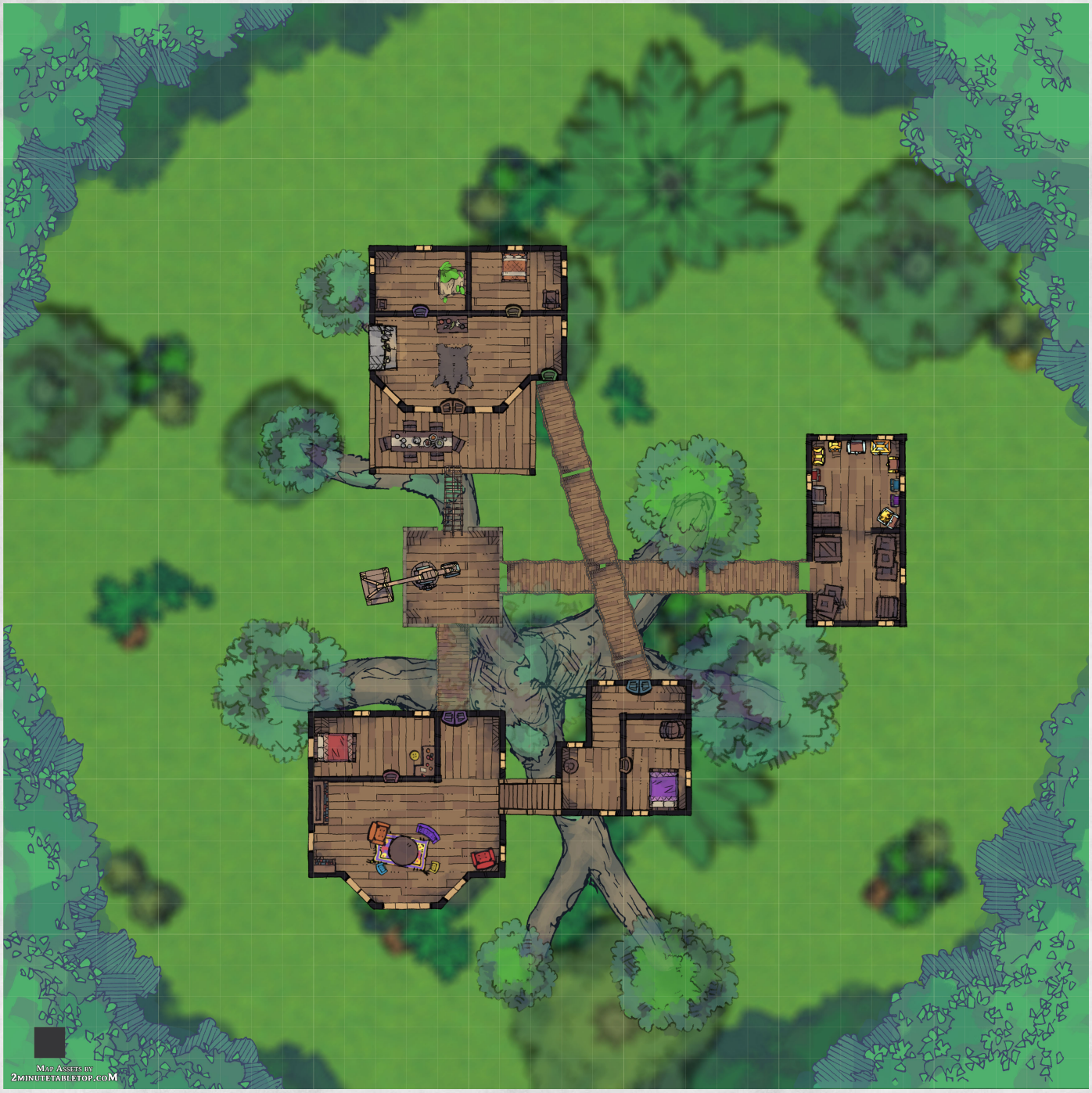
ToA Expansion Map

Fallen Tree



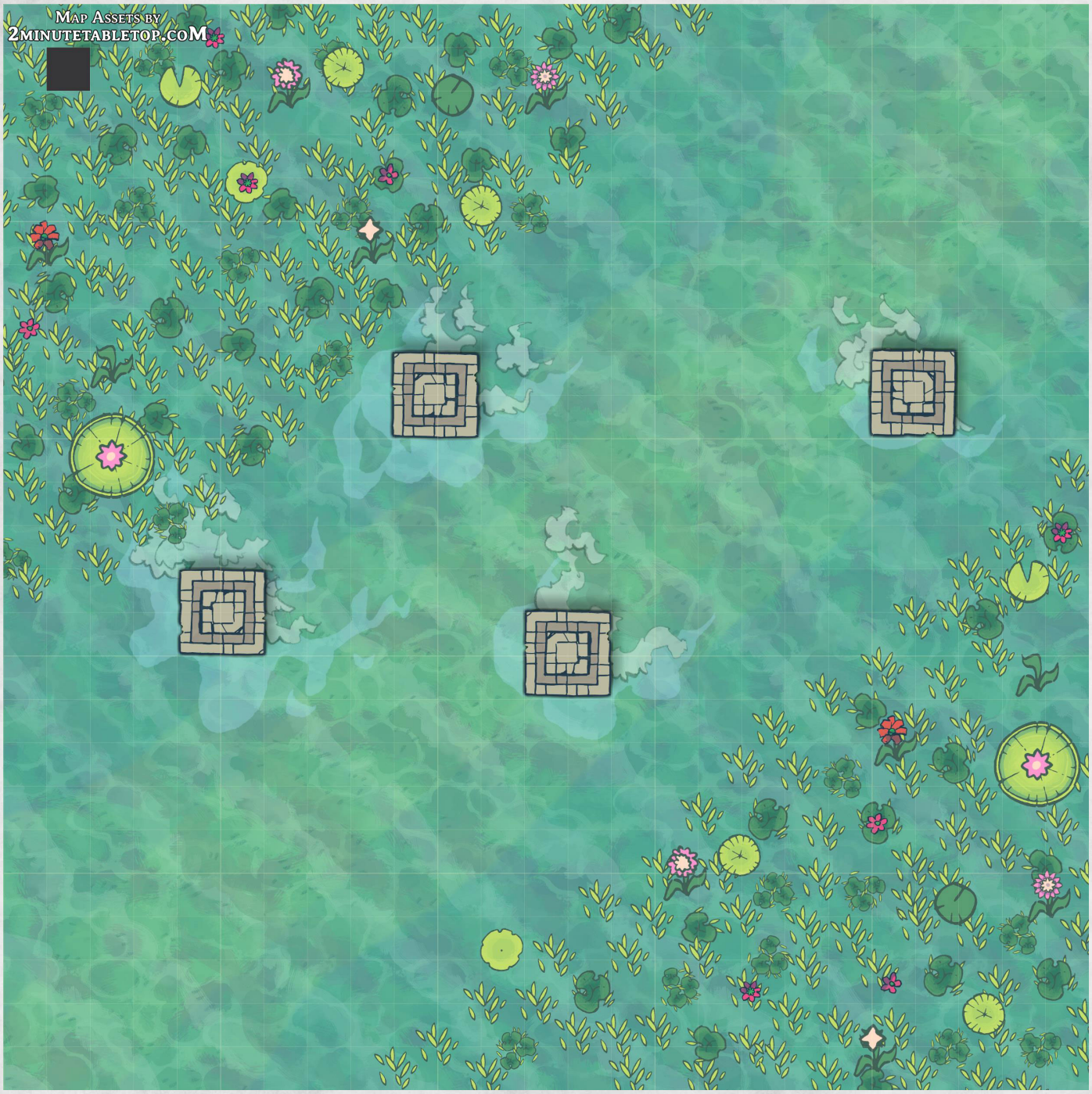
Sidequest Map

Gnomish Family Robinson



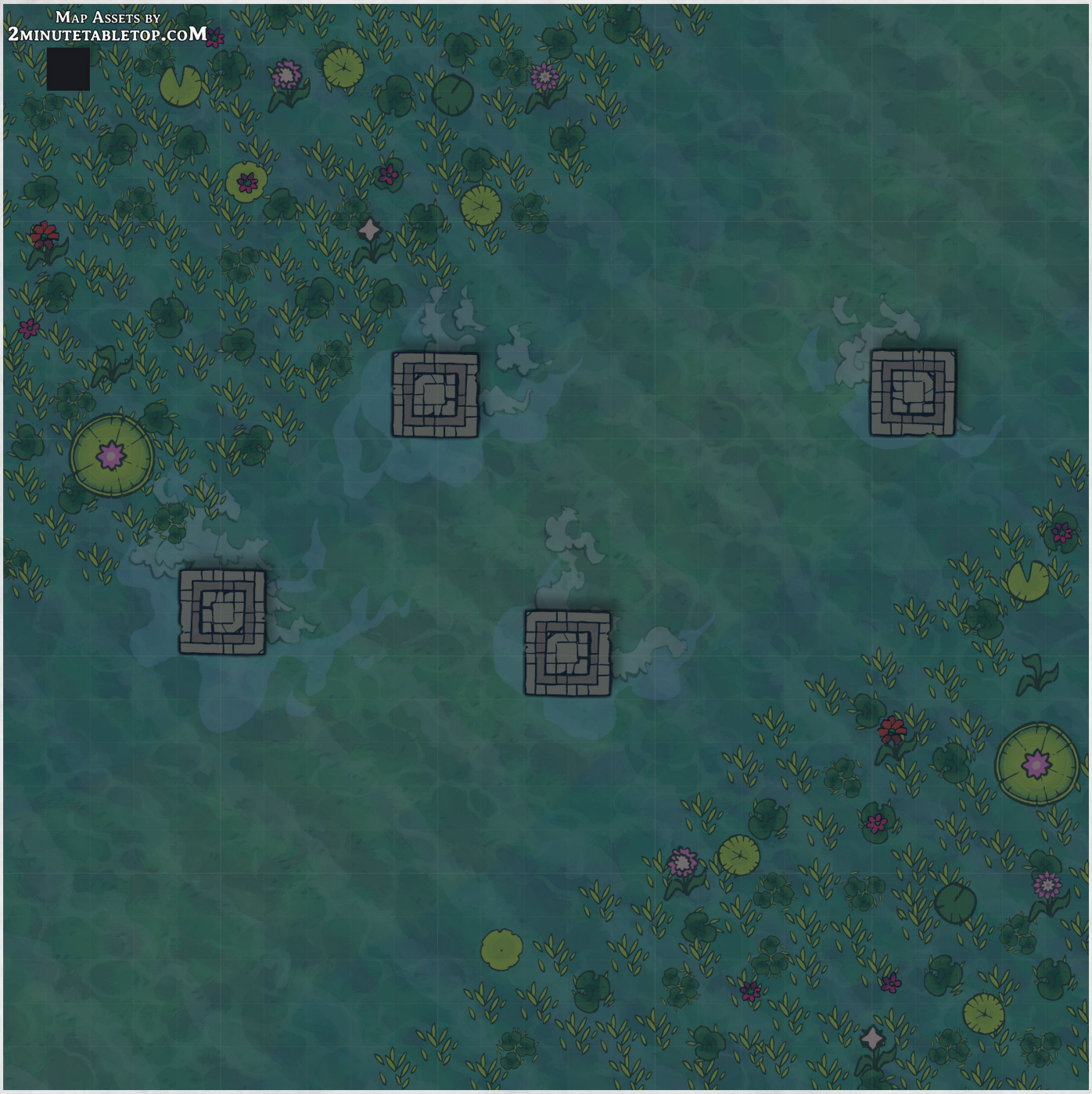
Random Encounter Map

Jungle 11 River, Day



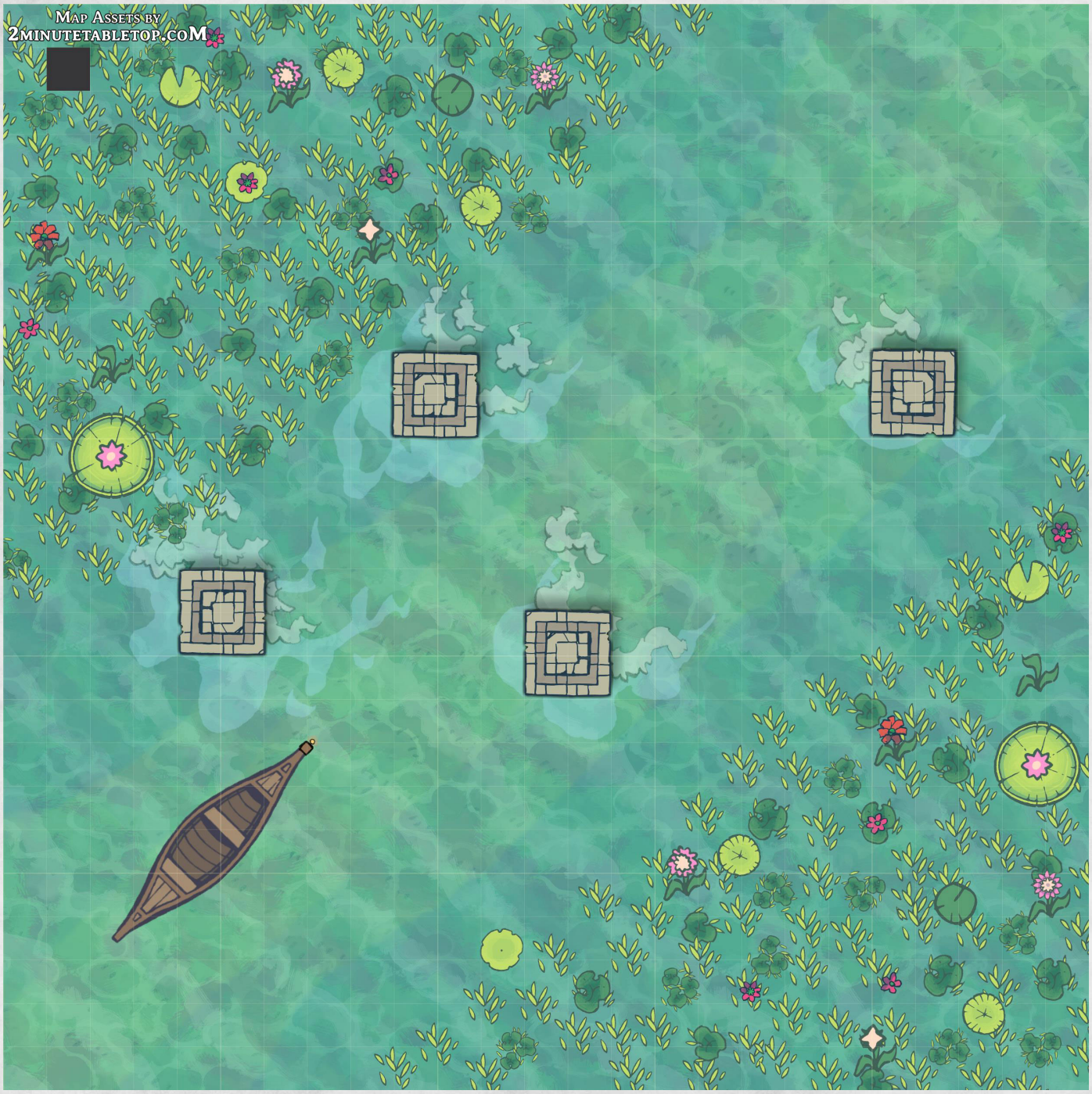
Random Encounter Map

Jungle 11 River, Night



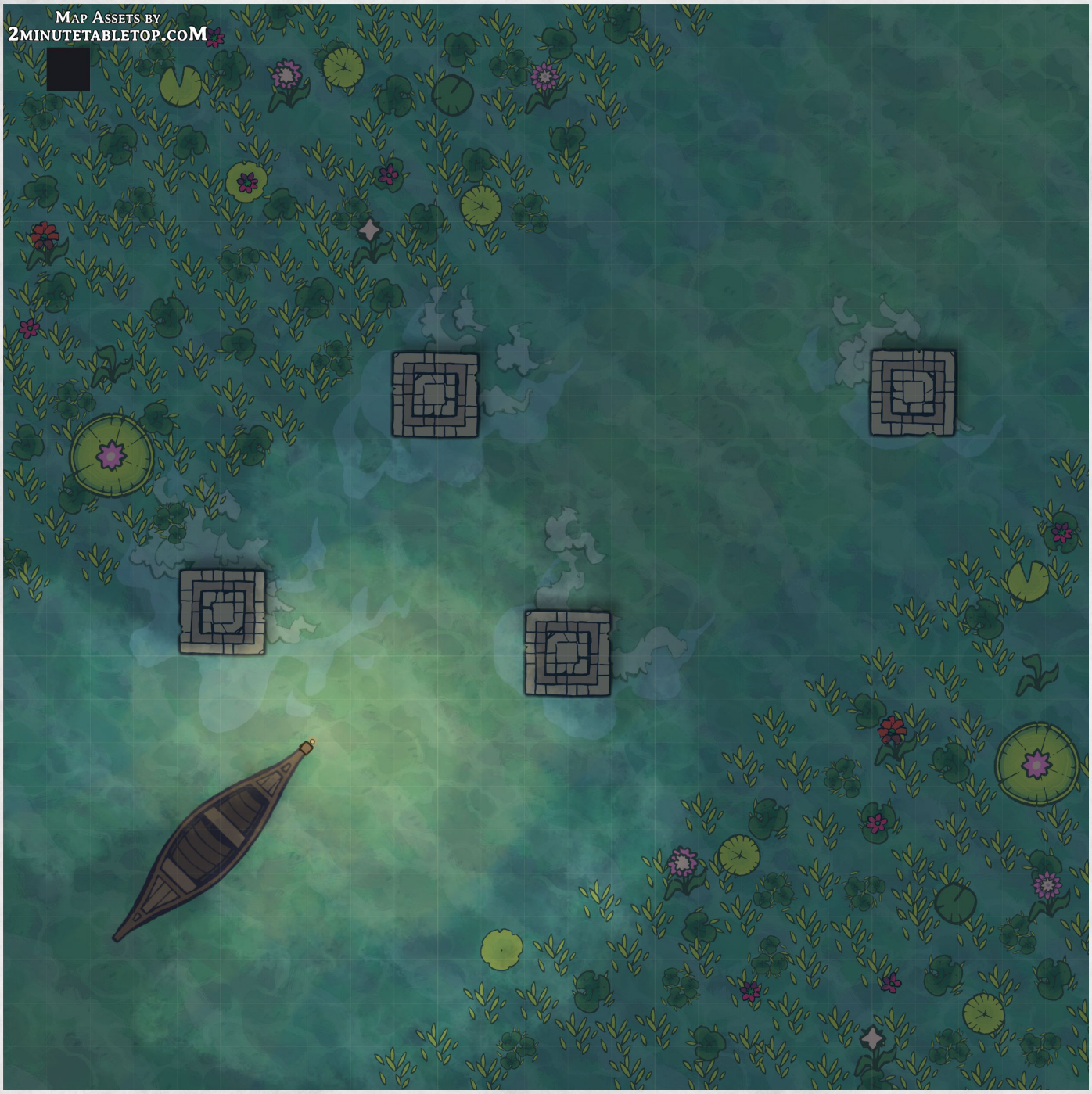
Random Encounter Map

Jungle 11 River Canoe, Day



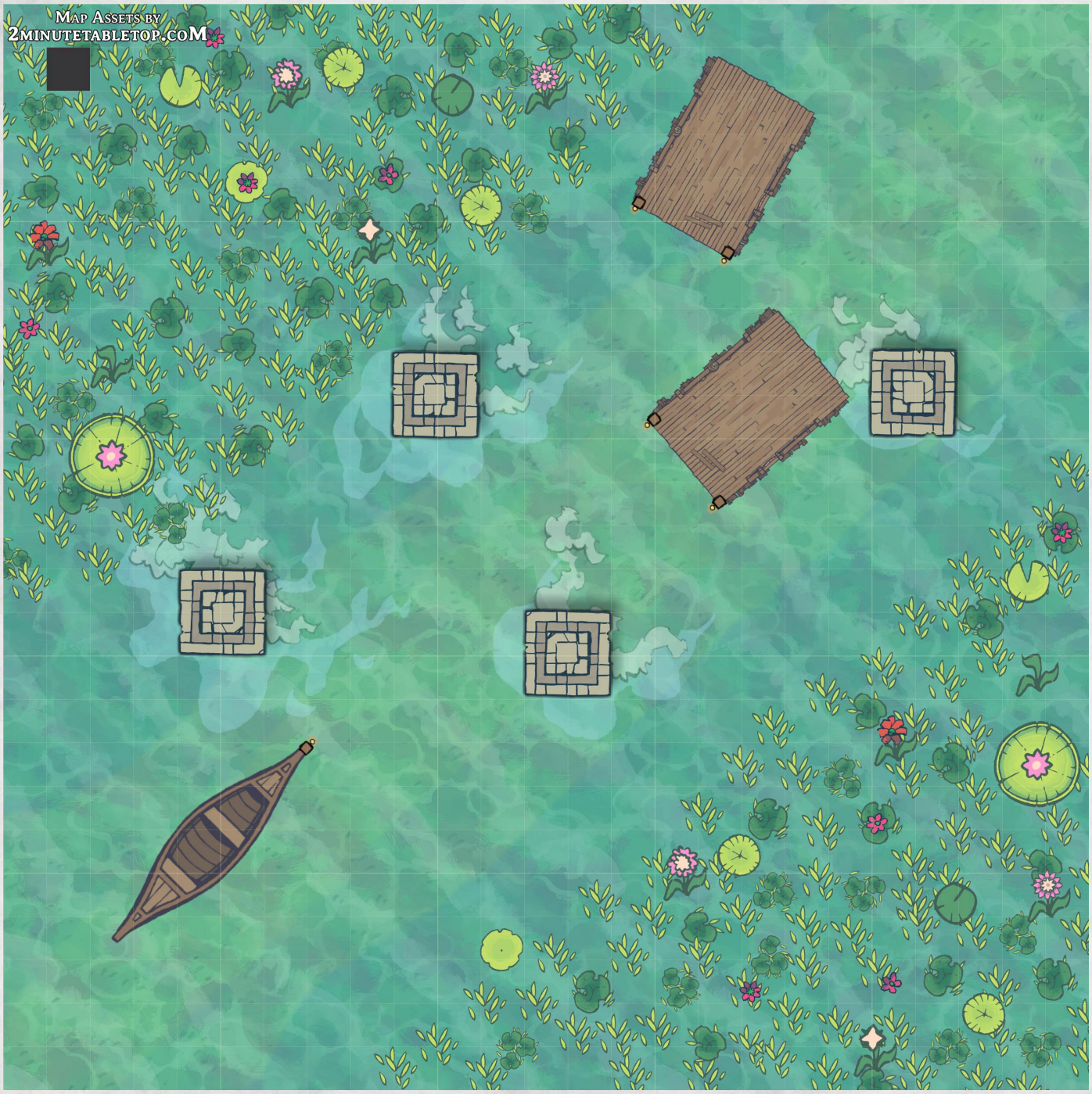
Random Encounter Map

Jungle 11 River Canoe, Night



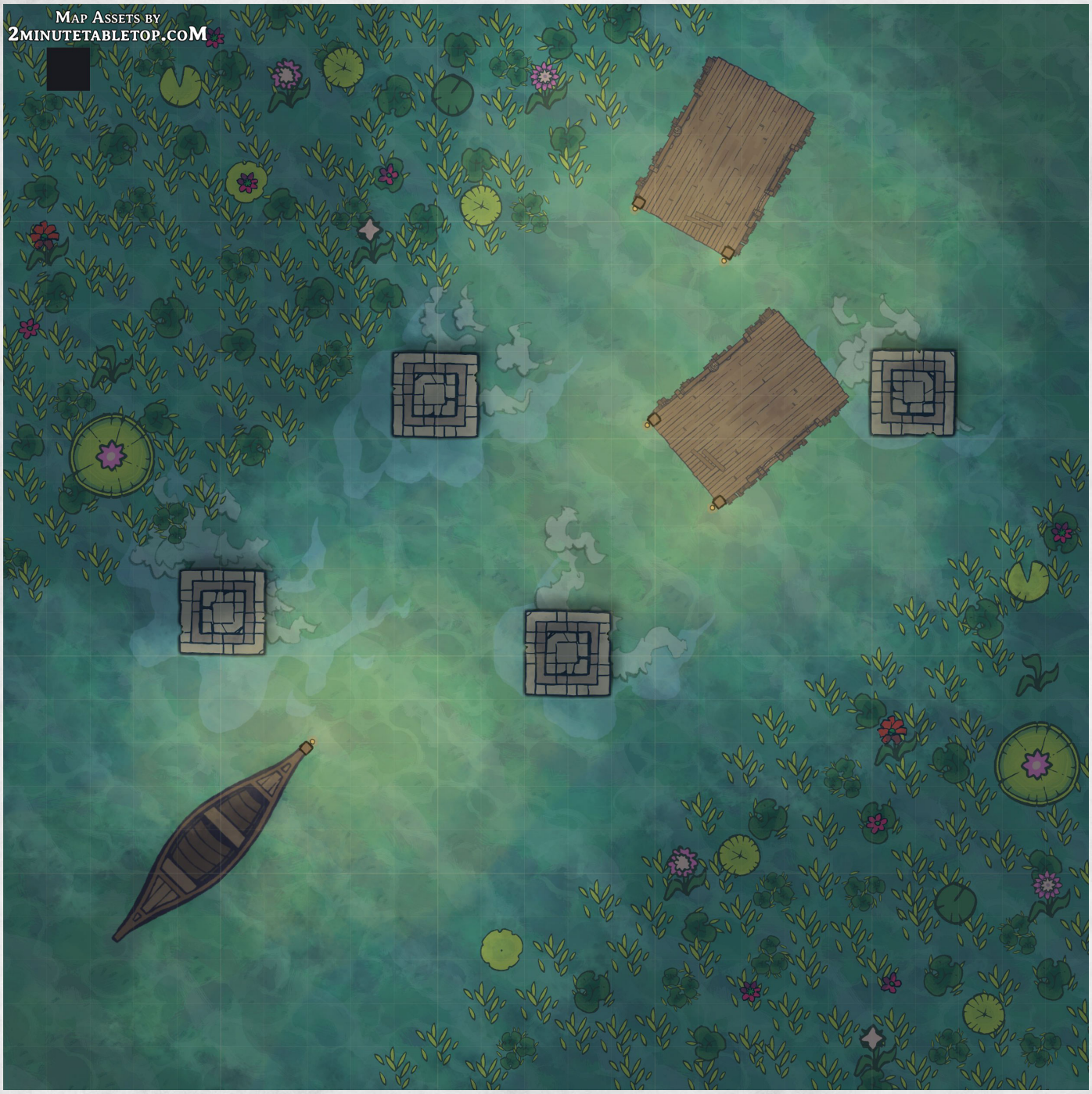
Random Encounter Map

Jungle 11 River Barges, Day



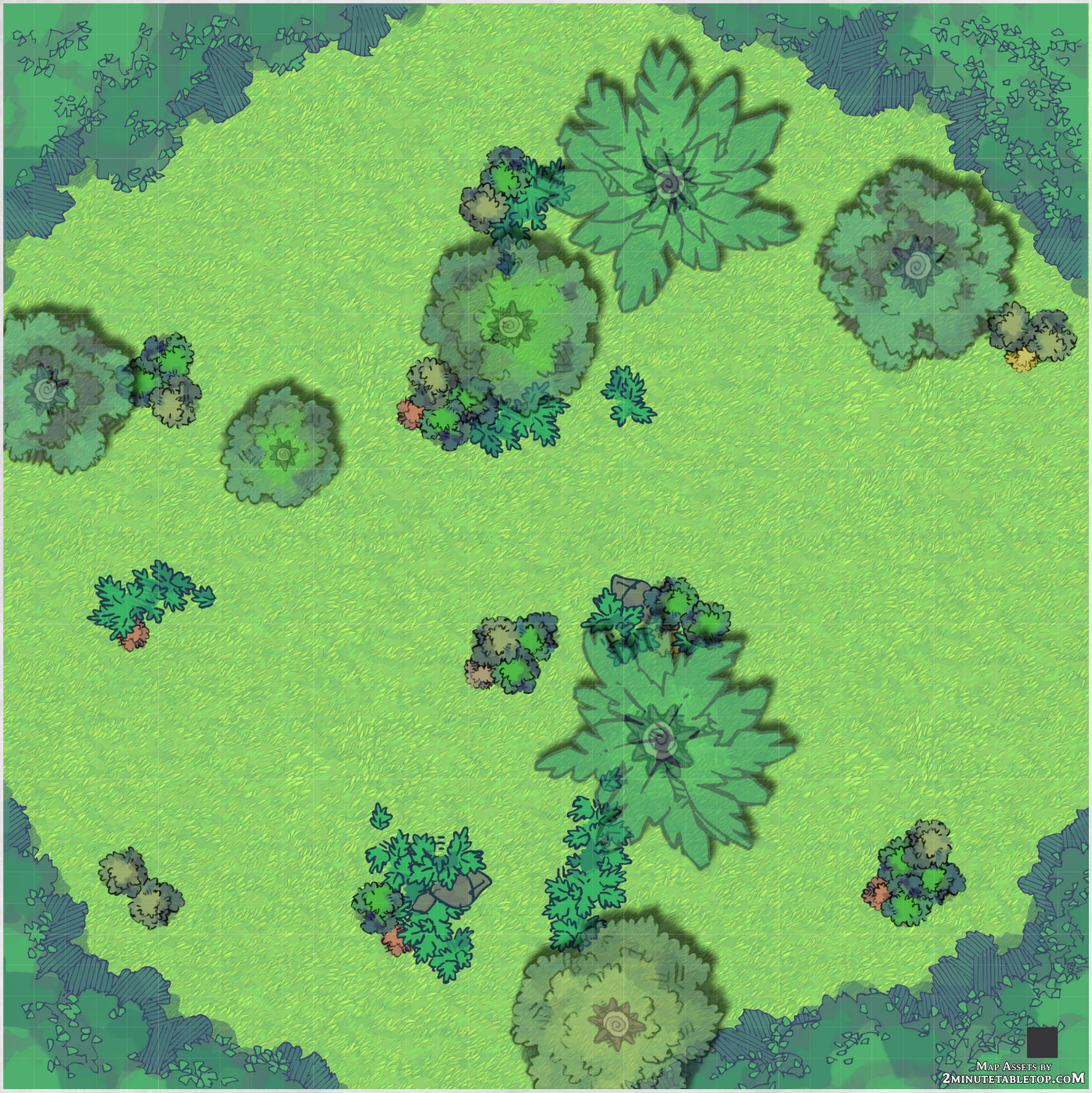
Random Encounter Map

Jungle 11 River Barges, Night



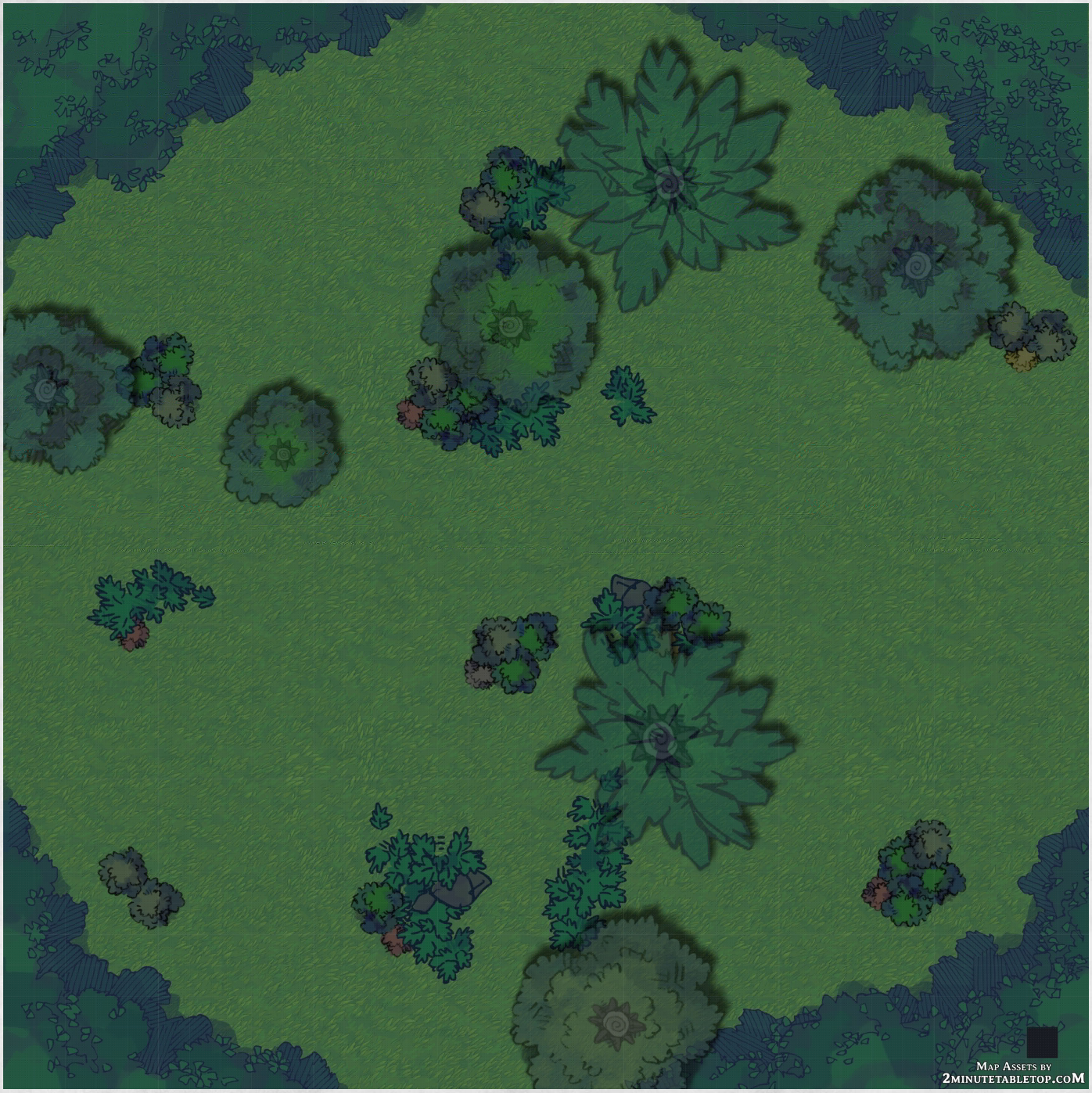
Random Encounter Map

Jungle 12 Empty, Day



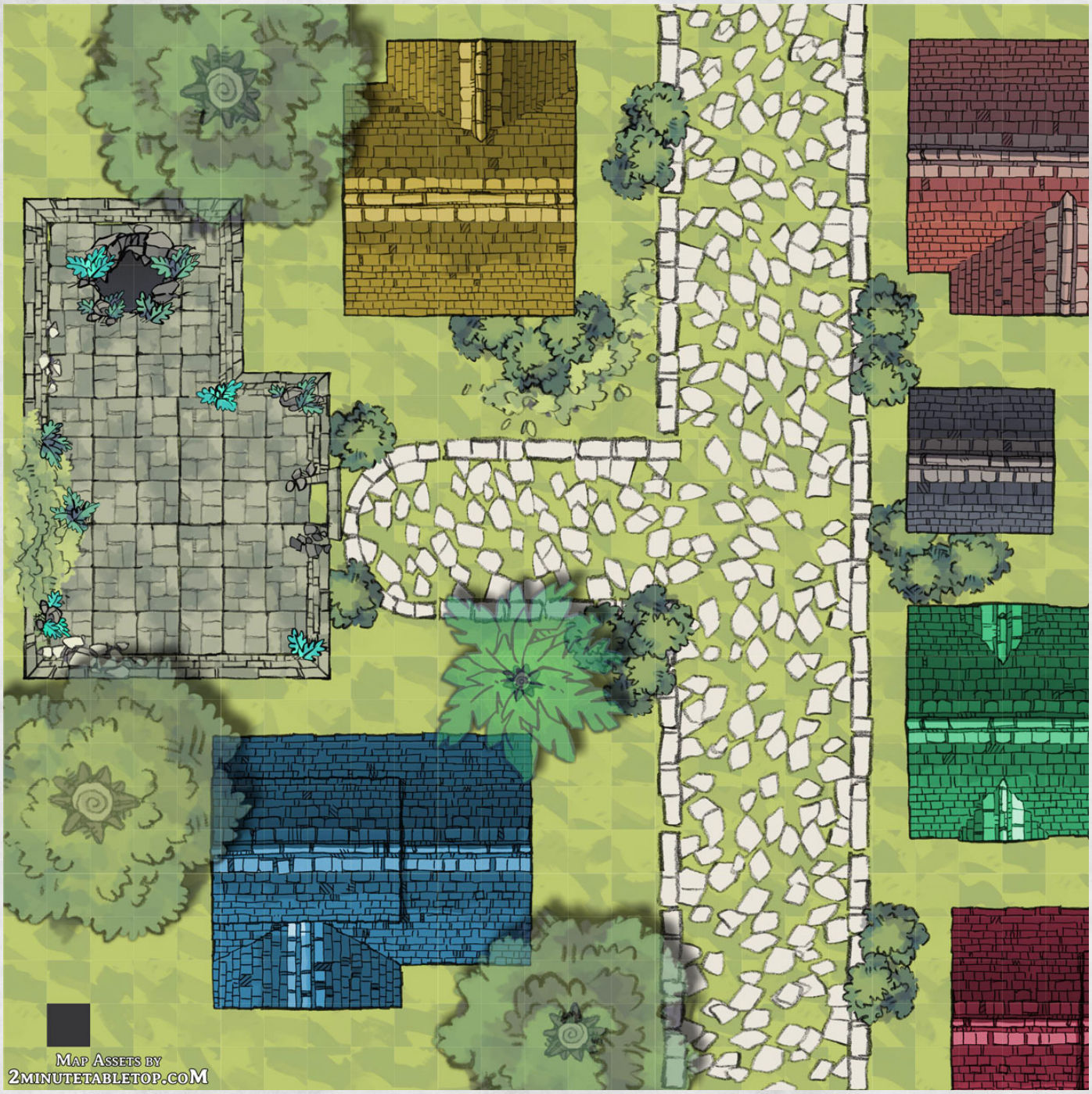
Random Encounter Map

Jungle 12 Empty, Night



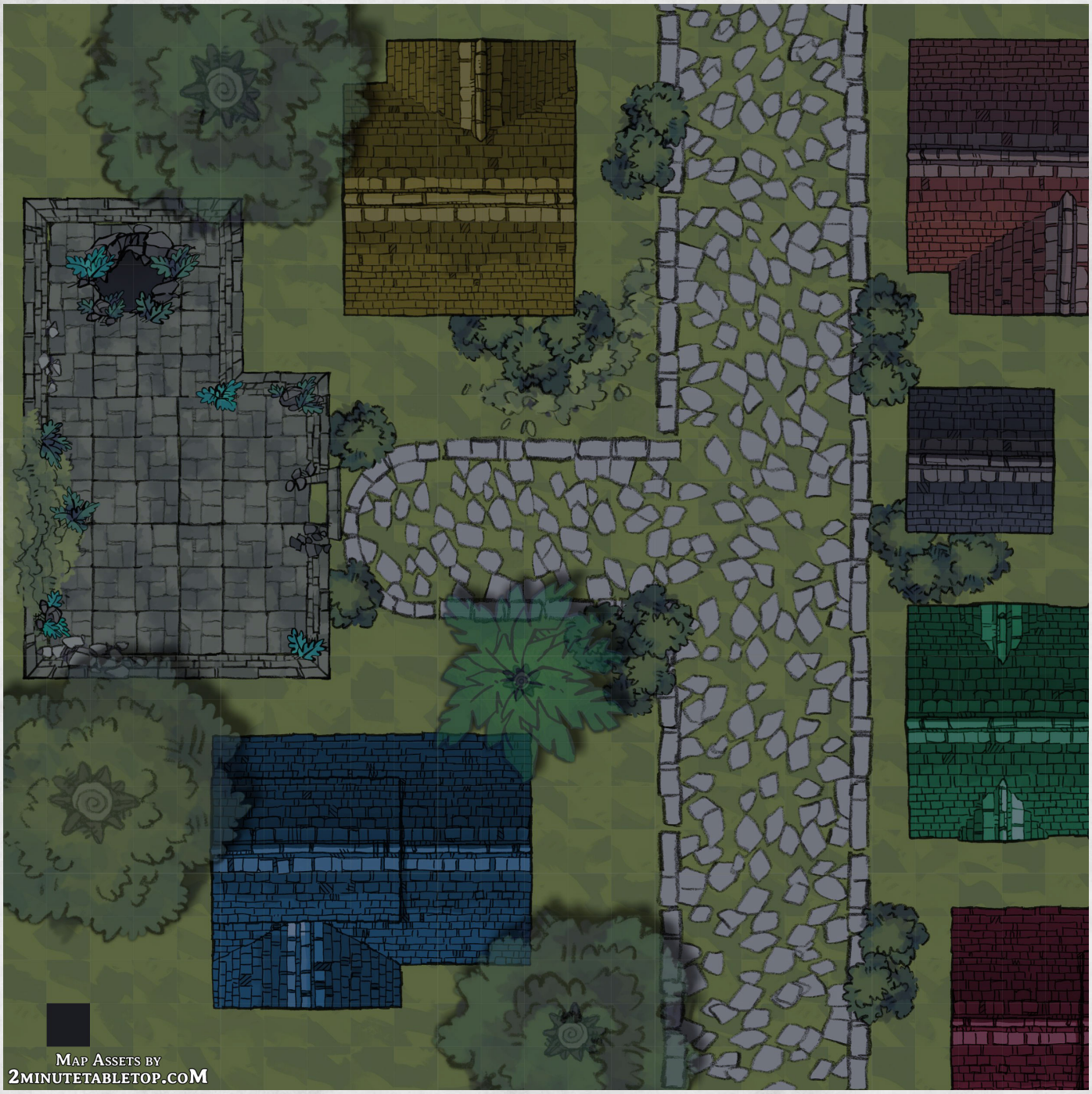
ToA Expanded Map

Secret Entrance to the Fane, Day



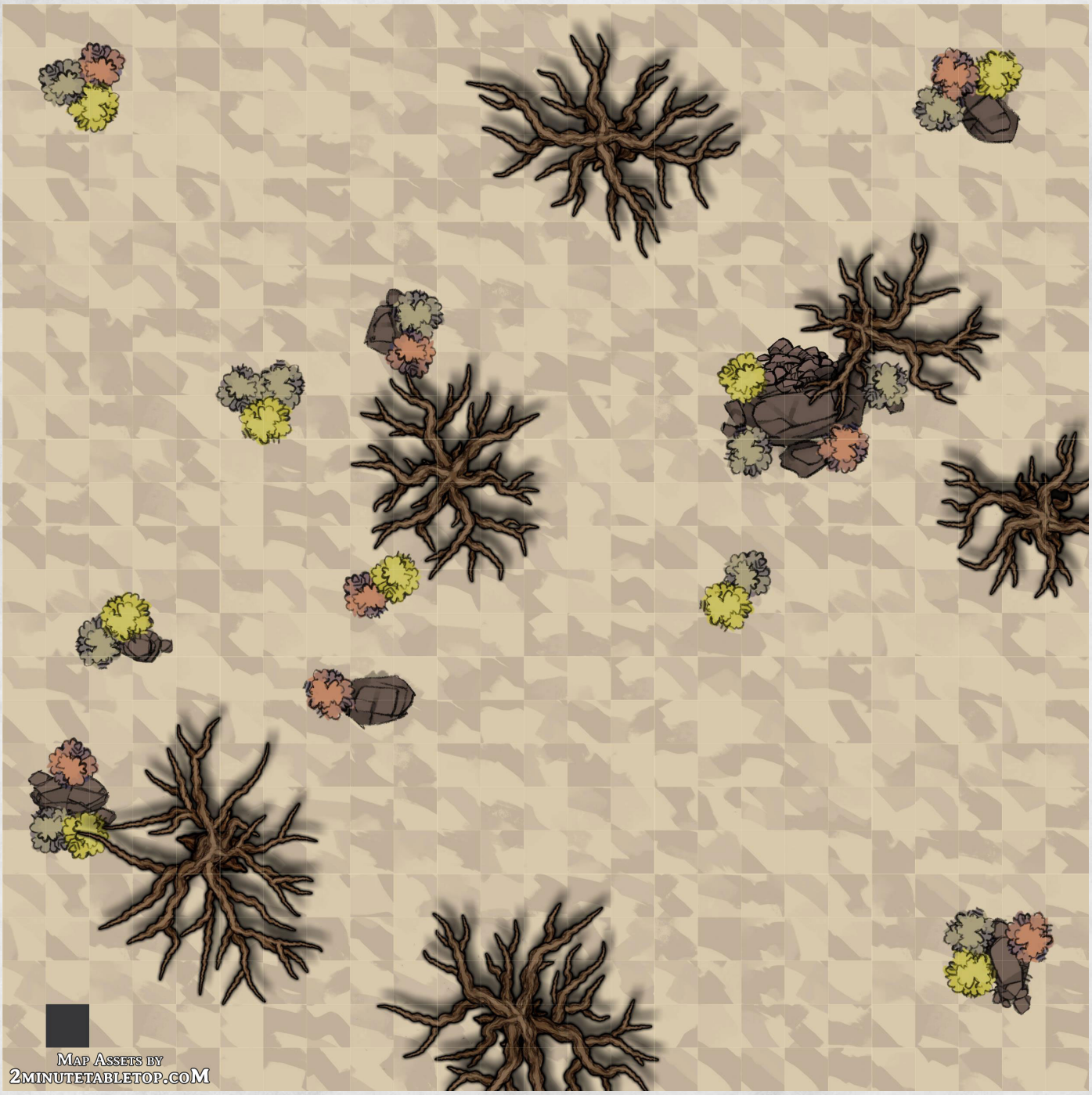
ToA Expanded Map

Secret Entrance to the Fane, Night



Random Encounter Map

Wasteland 03 Empty, Day

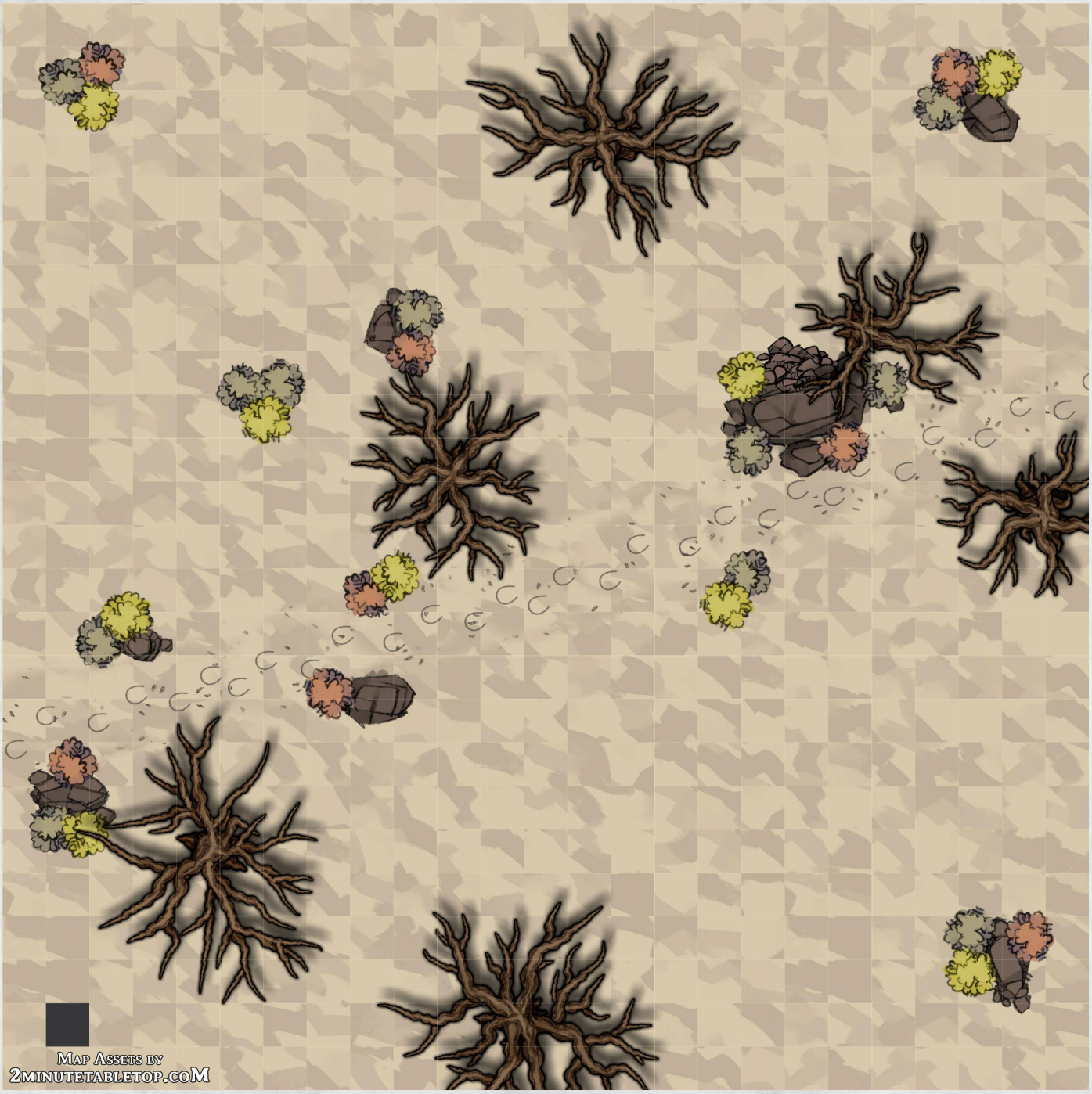


Random Encounter Map

Wasteland 03 Empty, Night

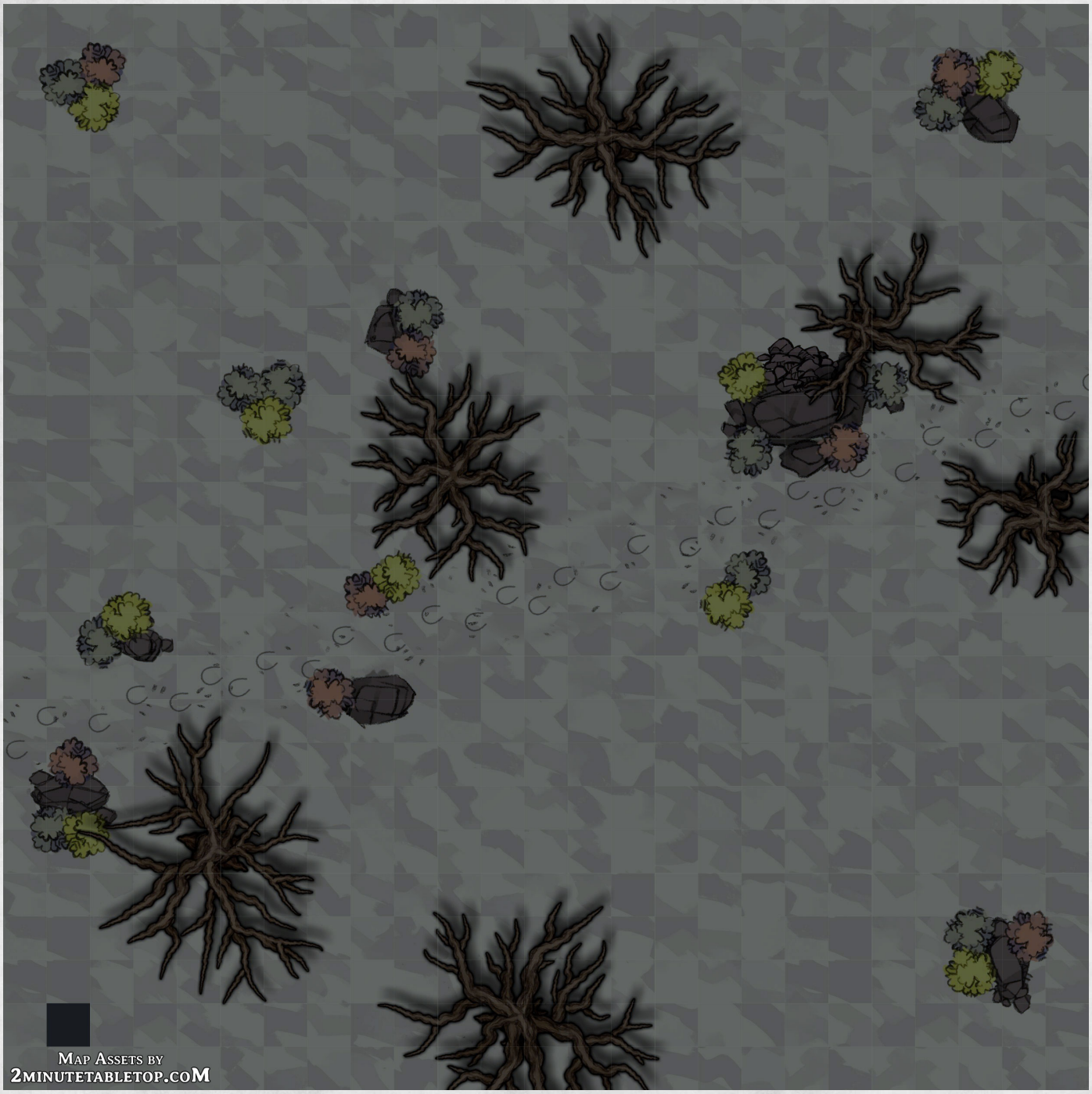
Random Encounter Map

Wasteland 03 Path, Day



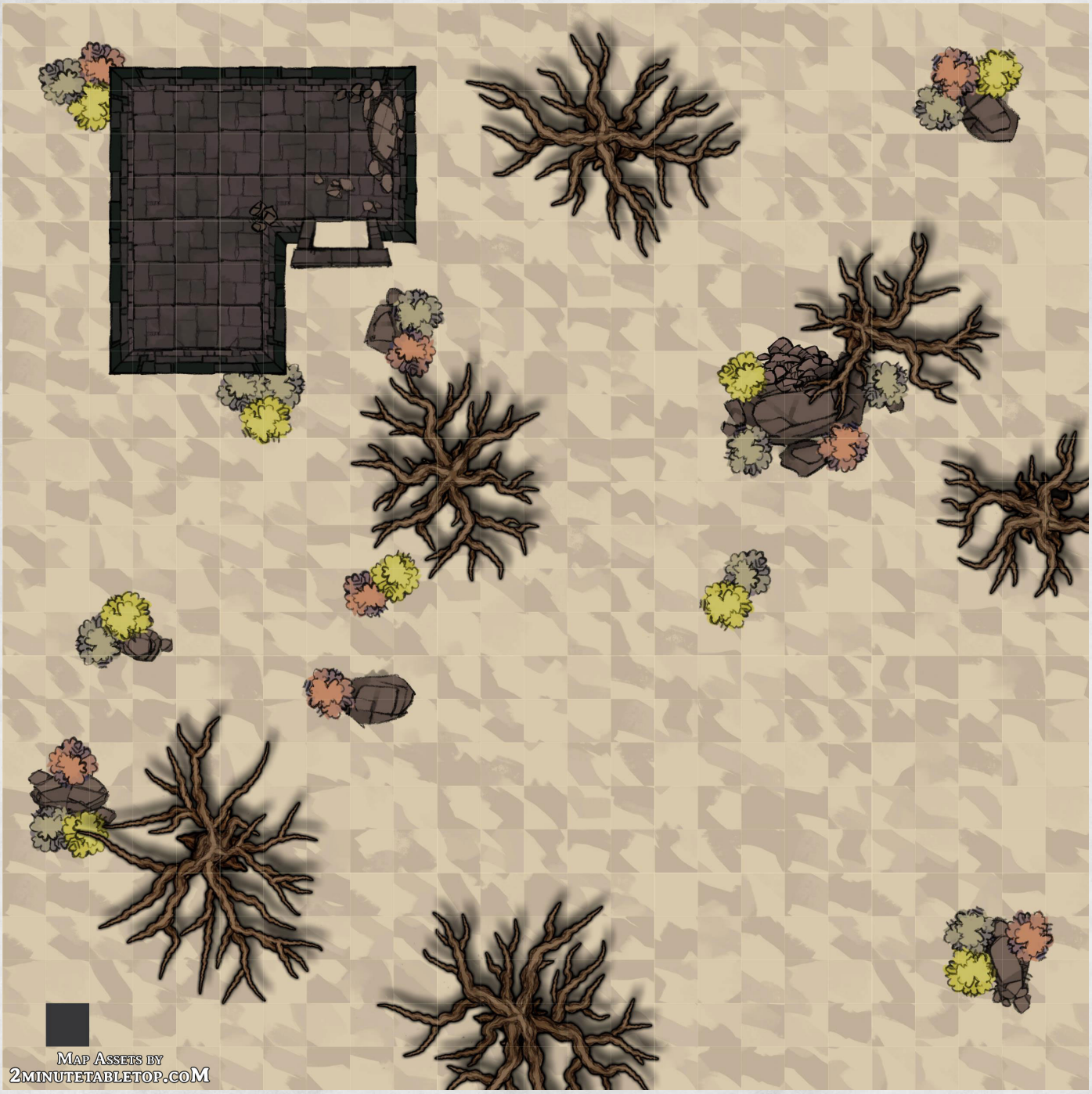
Random Encounter Map

Wasteland 03 Path, Night



Random Encounter Map

Wasteland 03 Ruin, Day

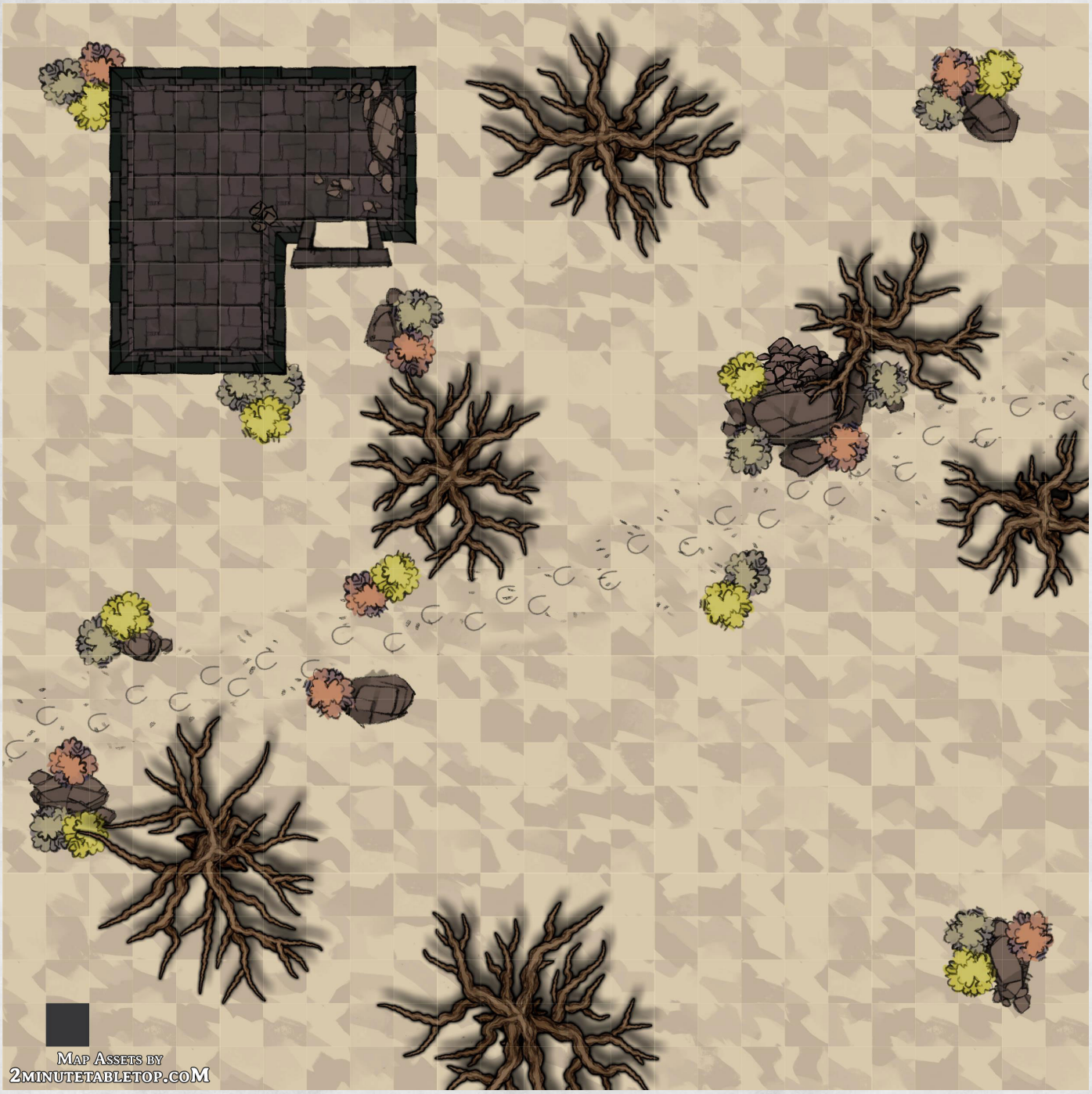


Random Encounter Map

Wasteland 03 Ruin, Night

Random Encounter Map

Wasteland 03 Ruin Path, Day

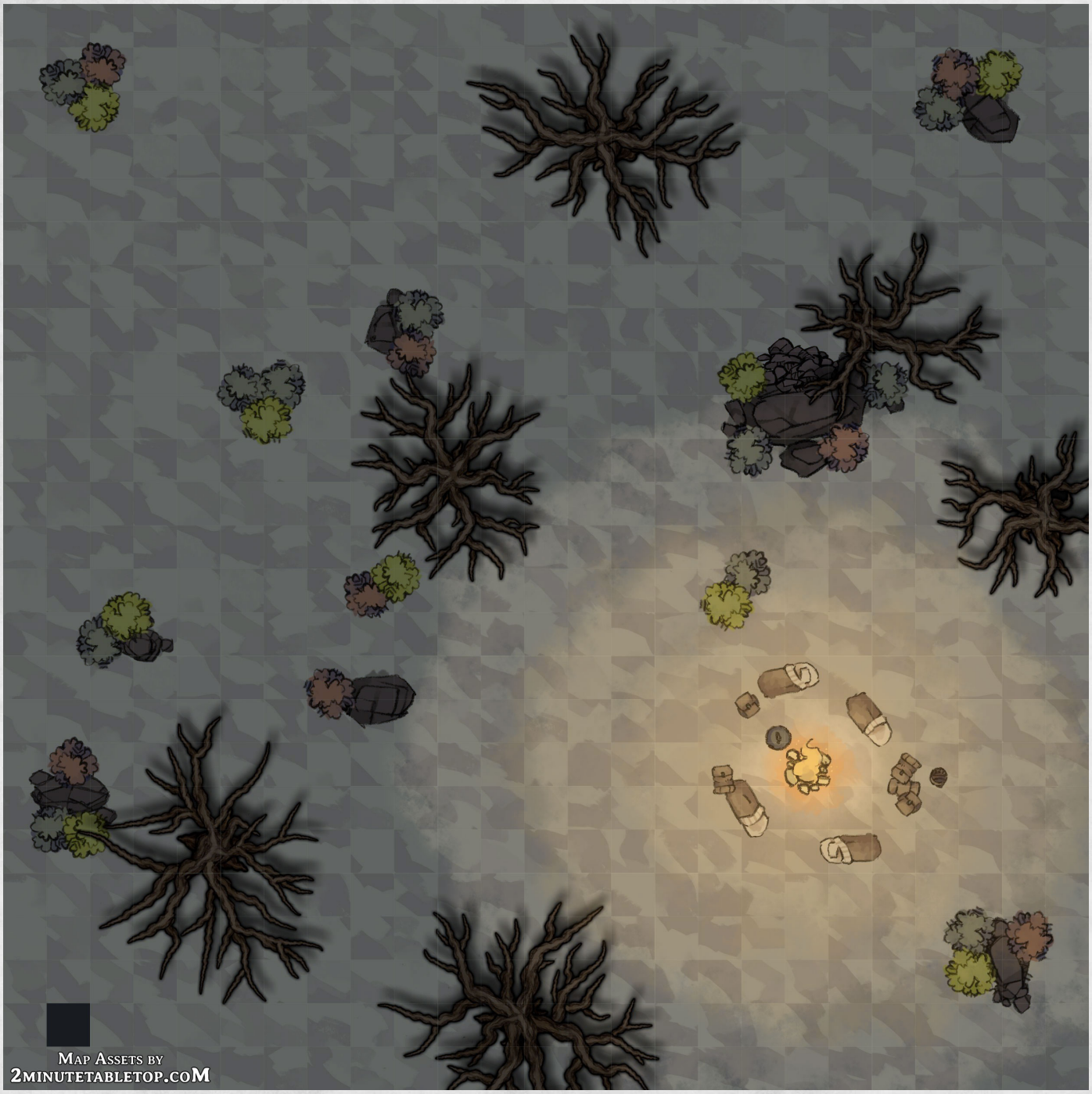


Random Encounter Map

Wasteland 03 Ruin Path, Night

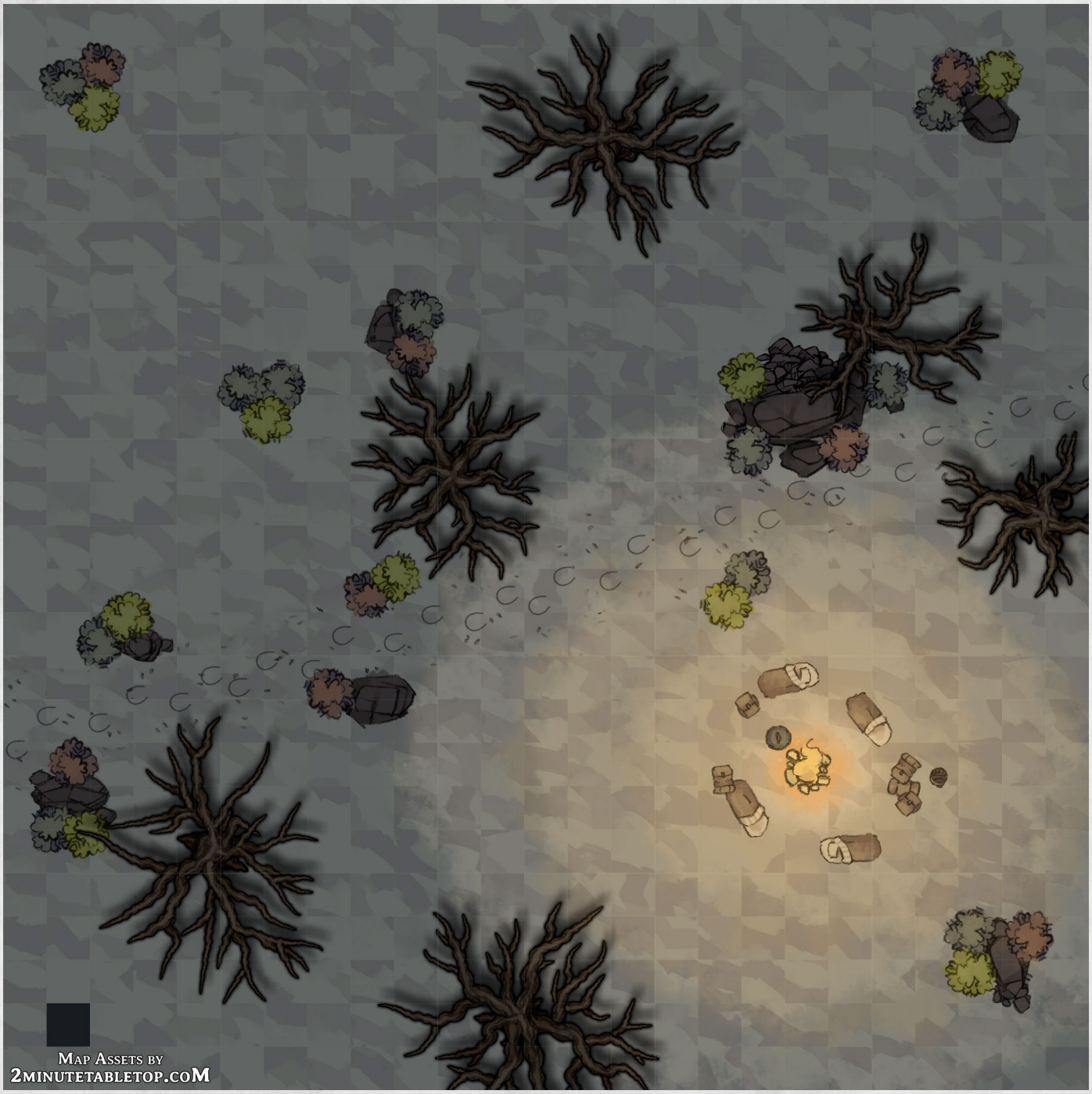
Random Encounter Map

Wasteland 03 Empty, Camp



Random Encounter Map

Wasteland 03 Path, Camp



Random Encounter Map

Wasteland 03 Ruin, Camp

Random Encounter Map

Wasteland 03 Ruin Path, Camp