

# **TOMB OF ANNIHILATION EXPANDED**

## **PART FIVE: MBALA**

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**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 FIVE, MBALA

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

**A 15+ 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.**

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# MBALA EXPANDED

This expansion includes a number of enhancements and expansions of the area of the Mbala, 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 35 random encounter maps for seven different environments of Chult – a beach, two jungle maps, two grassland maps, and two wasteland maps. All of these maps have multiple variants for different situations— one jungle map has twelve different variants.

### Mbala

This product includes an overland map handout of the Mbala plateau, a colorful map for the Nanny Pu'pu encounter in a day and night variants, and the Ptera Nest Cave on the side of the plateau.

### Sidequest: Pirate Mine

This first sidequest can be given to the PC's whenever the DM deems they're ready for it, but they can get hooked into this quest in a couple of different ways that are outlined in the pages for the Sidequest. But ultimately, these hooks lead to the PC's investigating a mine east of Jahaka Anchorage, where the pirates make their base. In that mine, the pirates put the captured crews from the prizes they take to work as slave labor, mining the precious gems and crystals found in the mine. Most parties will opt to free these slaves and return the mine to the rightful traditional owners, a clan of albino dwarves from Hrakhamar.

### Sidequest: The Ultimate Hunt

The second sidequest is linked to the Ptera Nest Cave in Mbala. In the cave are the bodies of two dead and half-eaten jungle explorers. You can add a map to their belongings which leads to a location northeast of Ataaz Yklwazi. This map is labeled "The Ultimate Hunt" and eventually leads the characters to hunting the mythical and fearsome Tyrannosaurus Rex Zombie.

## 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.

## MBALA

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 described as a plateau with ruins on top where an ancient village once sat. The location is home to a green hag known as Nanny Pu'pu. She killed and consumed the inhabitants of the former village. Her hut is the only remaining standing structure on the plateau. Additionally, the campaign describes a cave in the side of the plateau where pterafolk make a nest. Neither of these locations have encounter maps in the campaign, but I felt they were necessary for maximum enjoyment, especially for online VTT play. 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 the overland map, you can treat this as a handout, sharing the map with your players when they get within sight of the plateau. The map of this area can be found in the accompanying .zip file or embedded in this document in the Maps section.

For information on the Mbala location, see pages 72-74 in the *Tomb of Annihilation* campaign guide, or entry 02.27 Mbala in the *Tomb of Annihilation* campaign module.

### NANNY PU'PU'S HUT

When your players approach Nanny Pu'pu's hut, you can use one of the following variants, depending on time of day, for the encounter, if there is one. Nanny Pu'pu isn't overtly hostile to the characters and would rather use them to her advantage ... before she kills and devours them.

In both of these maps (which can be found in the accompanying .zip file or embedded in this document in the Maps section), you'll notice a tree on the east side of the map, where the flying monkeys roost and can be called to defend her. And on the west side of the map is an area of disturbed dirt where her flesh golem is buried.

### PTERA NEST

The adventure mentions that the hag, Nanny Pu'pu, wants only two things:

- to convince the adventurers to destroy the nest of pterafolk on the south side of the plateau.
- and to become her meals for the next several months.

As a hook to the sidequest included in this document, "The Ultimate Hunt", the characters can find a map to the area of the map where the Tyrannosaurus Rex Zombie can be hunted.

The map of this area can be found in the accompanying .zip file or embedded in this document in the Maps section.

## SIDEQUEST: PIRATE MINE

**Suggested Party Level:** 3rd or higher

**Description:** East of Jahaka Anchorage where the pirates strike out from, they hold a mine filled with raw gems. They strip those gems with slave labor—slaves they've taken from captured ships. The miners are oppressed slaves and the mine rightfully belongs to the albino dwarves that once held Hrakhamar.

**Hook:** The characters can get hooked into this sidequest in a number of different ways:

- They can simply encounter an escaped slave running wildly through the jungle during a random encounter. That slave was one of over a dozen that managed to escape over a week ago, but almost all of them have died due to the dangers of the jungle.
- If the characters are in a town or a military camp, they might learn a rumor that slaves are being used to mine precious gems in a former Clan Hrakhamar mine north of Hrakhamar.
- If the party has an albino dwarf member or one of the dwarf guides, that guide may feel especially compelled to render aid to reclaim the mine.

### MINE, LEVEL 1

Out at the shore of Jahaka Bay is a dock anchored to several deep pylons and set of crude iron rails leads off to the north into the jungle. The area around the tracks is kept clear and characters should be able to see straight through the jungle to the mine entrance, just a few miles inland.

The map of this area can be found in the accompanying .zip file or embedded in this document in the Maps section.

The entrance to the mine is only lightly guarded by a few pirates. The players may notice a few colorful bits of raw gems, indicating the value of the mine below, but these bits of raw gem aren't worth a lot. You can give the players a handful of 10gp gems if they spend time gathering the low-quality chips and raw gems.

The defenders are lax and easily surprised. Use your party's passive Perception scores, anyone within 20 feet of the beginning of the tunnel entrance can hear the pirate guards talking to one another, not really taking their guard job seriously. Even the most un-stealthy players should be able to get surprise on these two pirates. Part of their lax attitude is their primary attention is on the mine shaft, as they are guarding against prisoner escapes, not inquisitive adventuring parties.

- **Encounter:** 2 pirates (bandits), 1 pirate boss (bandit captain)

After the characters deal with the pirate defenders, you can read the following description to the players:

The light from outside fills the small mine area with dim light. The tracks you've followed inside end at the far cave wall and a nearly empty mine cart sits on the tracks. To the west of the mine cart is a wooden structure, supporting a bucket on a pulley system and a ladder leading down into the darkness.

## MINE, LEVEL 2

The climb down the mineshaft is nearly fifty feet of rickety ladder before the characters reach the bottom. The characters enter the mine in the northwest corner of the map. The map of this area can be found in the accompanying .zip file or embedded in this document in the Maps section.

This level of the mine is lit by groups of candles. In areas without light, it is complete darkness. The area to the east actually leads to the rest of the original dwarven mine, but when the dwarves were forced to abandon it, they collapsed the tunnel.

The pirates instead have been mining in random directions trying to find anything useful. In the southwest corner of the map, they have precious gems and crystals, which the slaves are now mining under guard.

- **Encounter:** 5 pirates (bandits), 2 pirate bosses (bandit captains), 10 slaves (commoners)

The slaves have nearly nothing and will want the guard's weapons and clothes for themselves. They'll also beg the characters to take them back to civilization. One of the slaves will promise the characters that he is a former ship's captain, named Captain Alexon, and can pay them 2000 gold pieces if they return him and the other slaves to Port Nyanzaru safely.

Another of the slaves is an albino dwarf. He will tell the characters that the mine is rightfully the property of Clan Hrakhamar. If they inform the clan in Port Nyanzaru, he insists that the clan chief will reward the characters for reclaiming the mine.

None of the slaves will object to the characters taking the raw exposed gems and crystals as spoils of their fight though:

- **Treasure:** 2 amber, 4 amethyst, 6 bloodstone, 1 blue spinel, 5 carnelian, 1 emerald, 8 moonstone, 1 topaz, 3 tourmaline.

# SIDEQUEST: THE ULTIMATE HUNT

**Suggested Party Level:** 6th or higher

**Description:** Rumors have been brewing for years that the curse of the undead in Chult has begun to affect the giant lizards of the jungle. The most fearsome of those is the dreaded land shark—the Tyrannosaurus Rex. Supposedly, there is a zombie Tyrannosaurus roaming the jungle northeast of Ataaaz Yklwazi.

**Hook:** In the back of the pterafolk cave nest on the cliffside of Mbala, there are two dead half-eaten explorers. Hidden among their belongings is a map with the location of Ataaaz Yklwazi marked as well as an area of greater undead jungle to the northeast. The map only has one written notation: The Ultimate Hunt.

## RUNNING THE SIDEQUEST

To maximize the fun of this sidequest, you should know if your players would enjoy an extended tracking encounter where they follow the beast's tracks and trail through the jungle, slowly discovering clues to what it is they are tracking as well.

Or, if your party would not enjoy that and would rather just jump straight to the jungle clearing marked on the map and have a combat encounter.

The following sections allow for both.

## TRACKING THE BEAST

You can extend this part of the encounter to make it take several minutes of Survival and Perception checks to track the giant zombie lizard, or you can shorten it to one Survival check and describe the party tracking the monster to the combat encounter.

In general, it should be relatively easy for the party to track the giant beast, but you can use a lot of descriptions and make it very fun as they get closer and closer. When they get close to the combat encounter, you can use descriptions of water puddles rippling with ground vibrations and other things inspired by sources like the *Jurassic Park* films.

## TYRANNOSAURUS REX ZOMBIE

As the characters get close to the clearing, you should reveal the map to them and place the T-Rex Zombie on the map with them on the edge of the map. The map of this area can be found in the accompanying .zip file or embedded in this document in the Maps section.

- **Encounter:** 1 tyrannosaurus rex zombie

You can read the following description to your players:

In the center of a large clearing, you see a huge lizard. It appears to be chewing on the carcass of another animal. As you look upon this mammoth lizard, you can smell the rotting flesh from where you are, and you realize this large beast is undead. From descriptions you have heard from the locals of Chult, you realize this creature is what they call a Tyrannosaurus Rex--a huge carnivorous dinosaur. But this one is also a zombie!

At first, the T-Rex Zombie won't know they are there, but if they make too much noise or get within 50 feet of the T-Rex, it should sense them, unless they are using Stealth (in which case, use the T-Rex's passive Perception as a Stealth DC), but to heighten tensions, when the characters get within 20 feet, make them repeat their Stealth rolls.

Remember, the T-Rex Zombie also spews out regular zombies from its gullet!

If you wish to reward your players, you can have them find treasure or magic items inside the T-Rex zombie's corpse! The following treasure can be used, or you can make your own (or just add some specific items to the list below):

- **Treasure:** 3000cp, 2500sp, 5000gp, 500pp, 1 bag of holding, 1 cloak of protection, 1 immovable rod, 2 potion of fire breath, 3 potion of greater healing, 3 potion of healing, 1 potion of invisibility, 1 potion of storm giant strength, 1 potion of water breathing, 1 ring of jumping, 1 scroll of elemental weapon, 1 scroll of haste, 1 scroll of protection from evil and good, 1 scroll of scorching ray.

## 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.

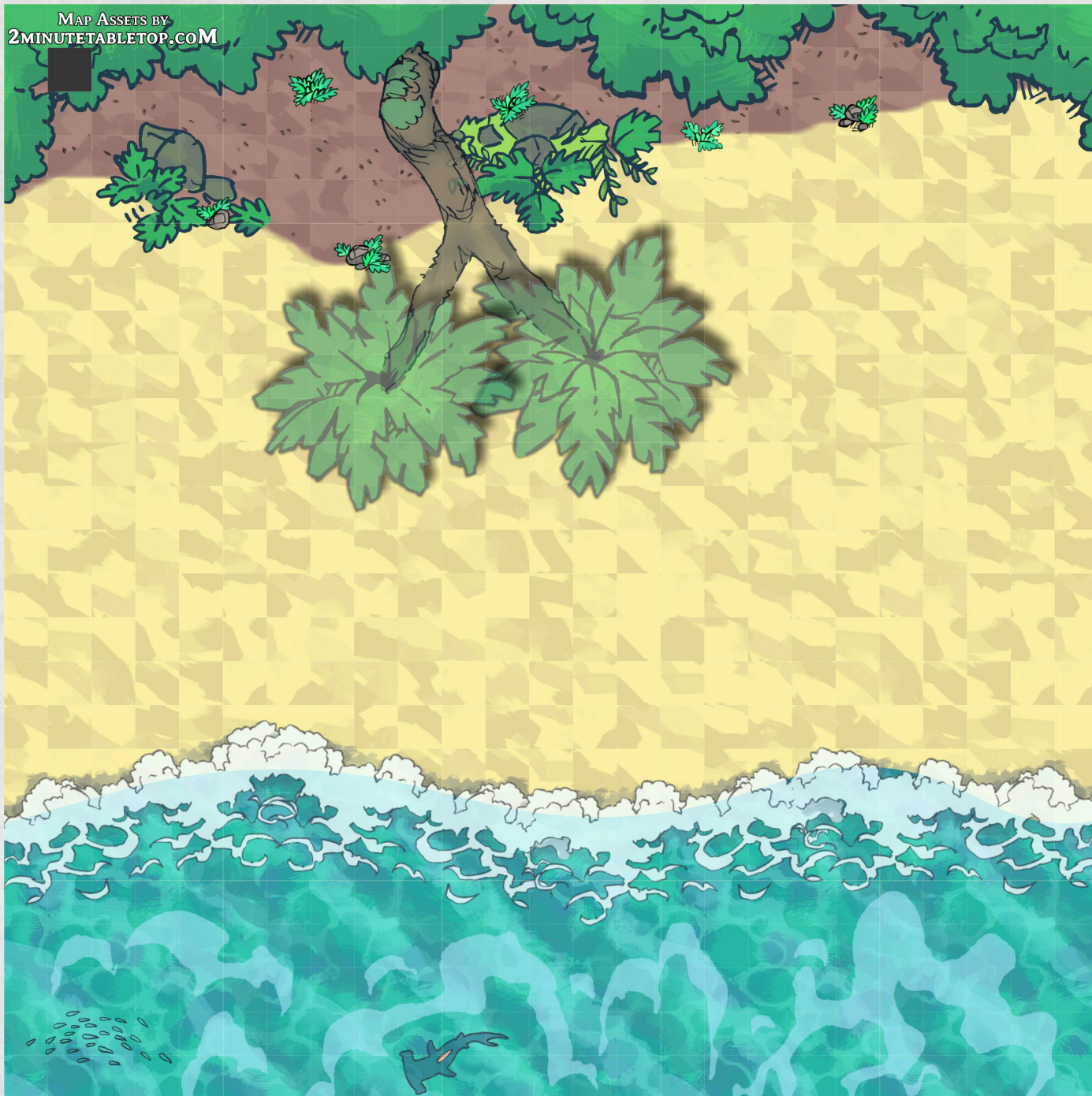
I use DPS to create much of the map, then export it as and load the map in Photoshop. In Photoshop, I add details, add lighting fx, recolor assets, and further customize the map for the specific story location/encounter.



# MAP APPENDIX

RANDOM ENCOUNTER MAP

BEACH 04, DAY



RANDOM ENCOUNTER MAP  
BEACH 04, NIGHT

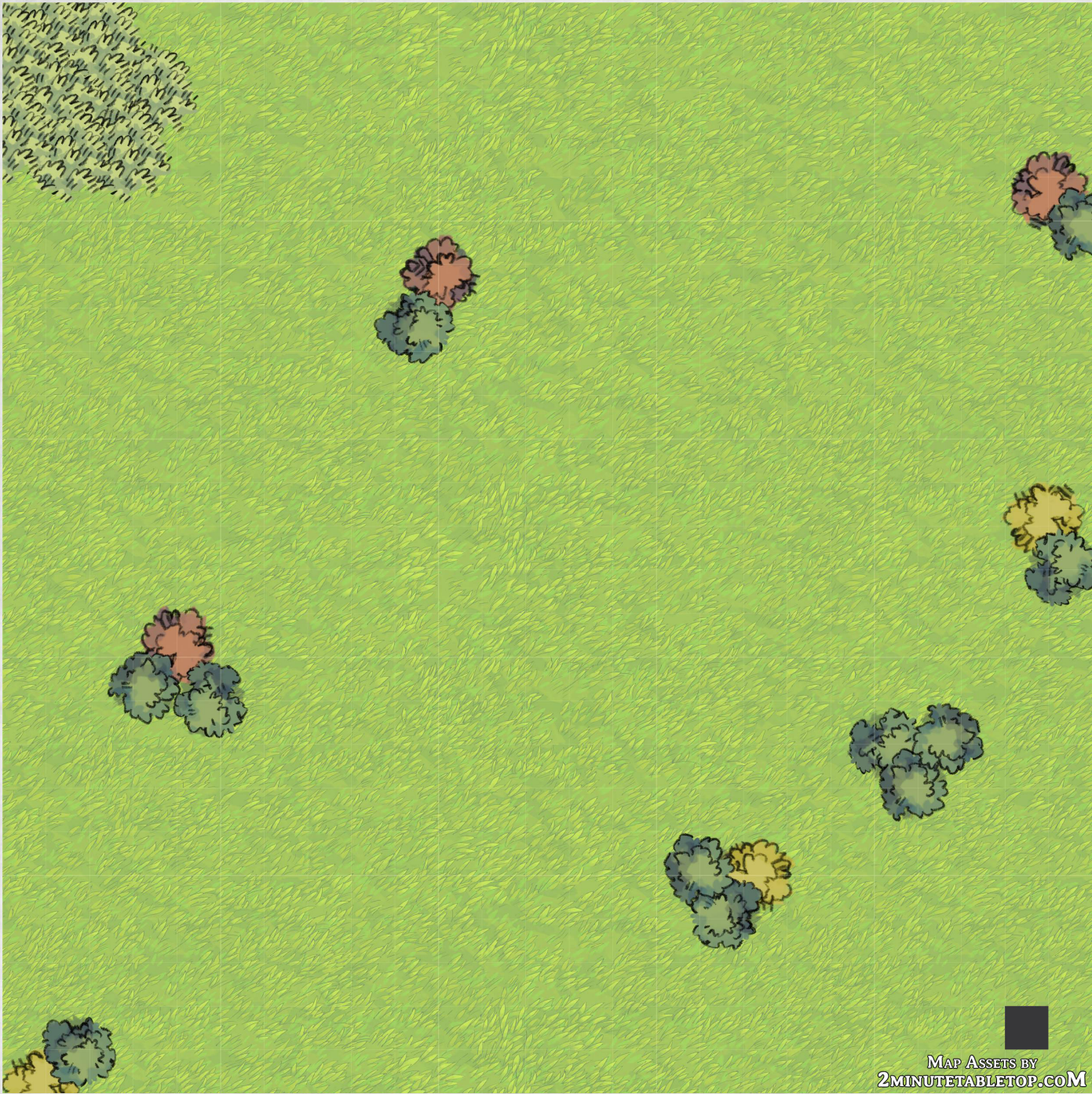




BEACH 04, CAMP

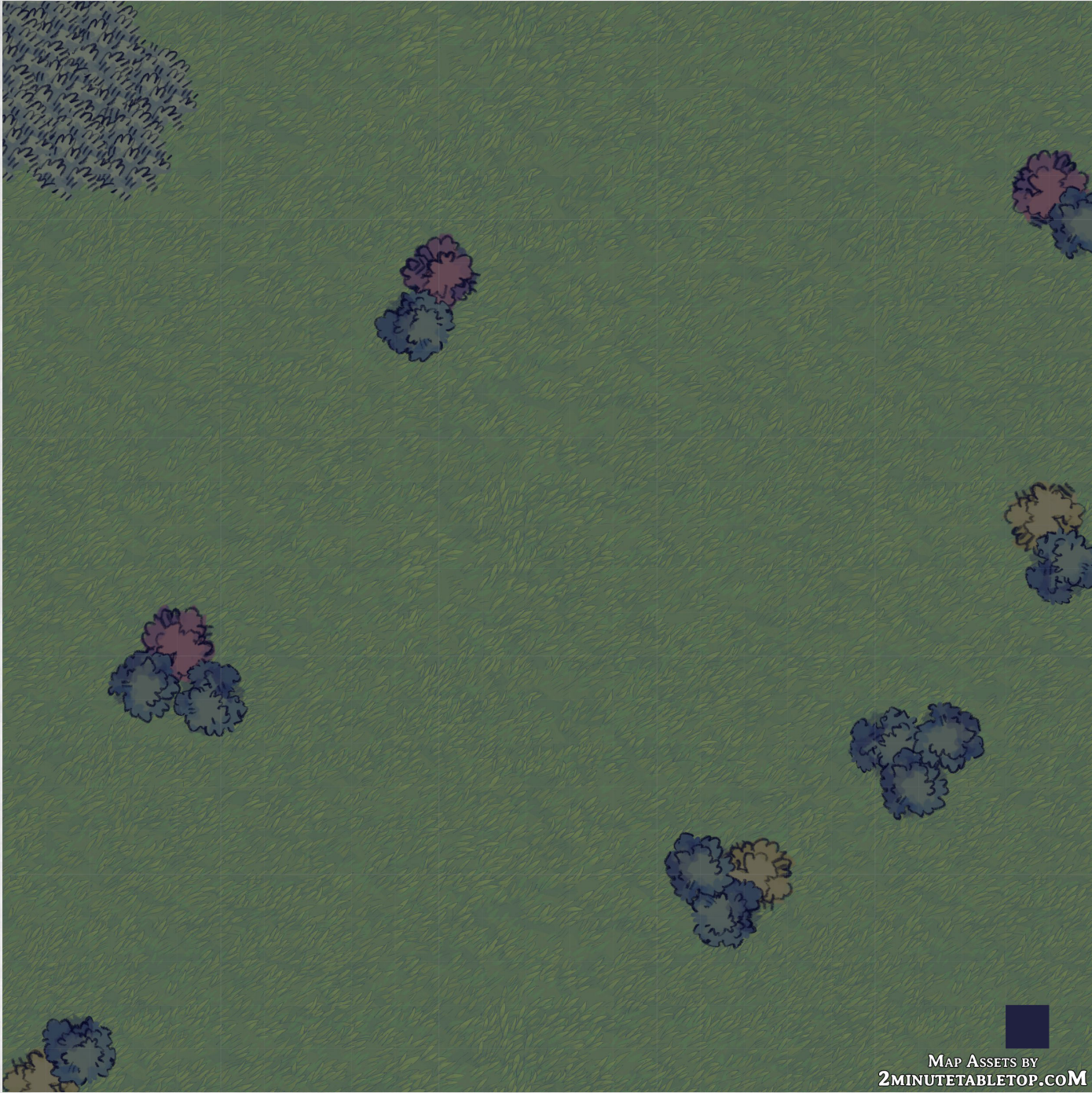


# GRASSLAND 01, DAY

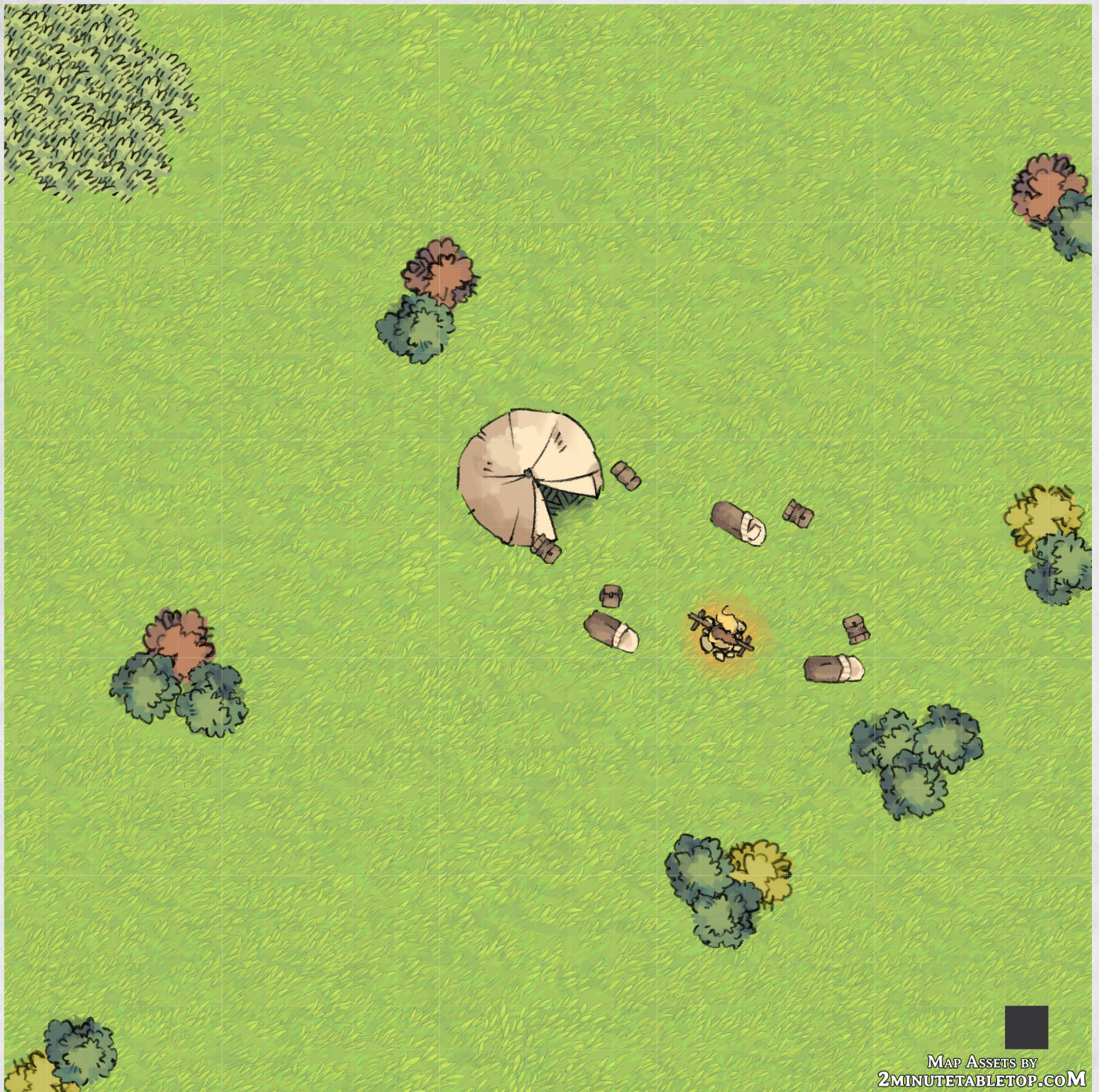


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# GRASSLAND 01, NIGHT



# GRASSLAND 01, CAMP DAY



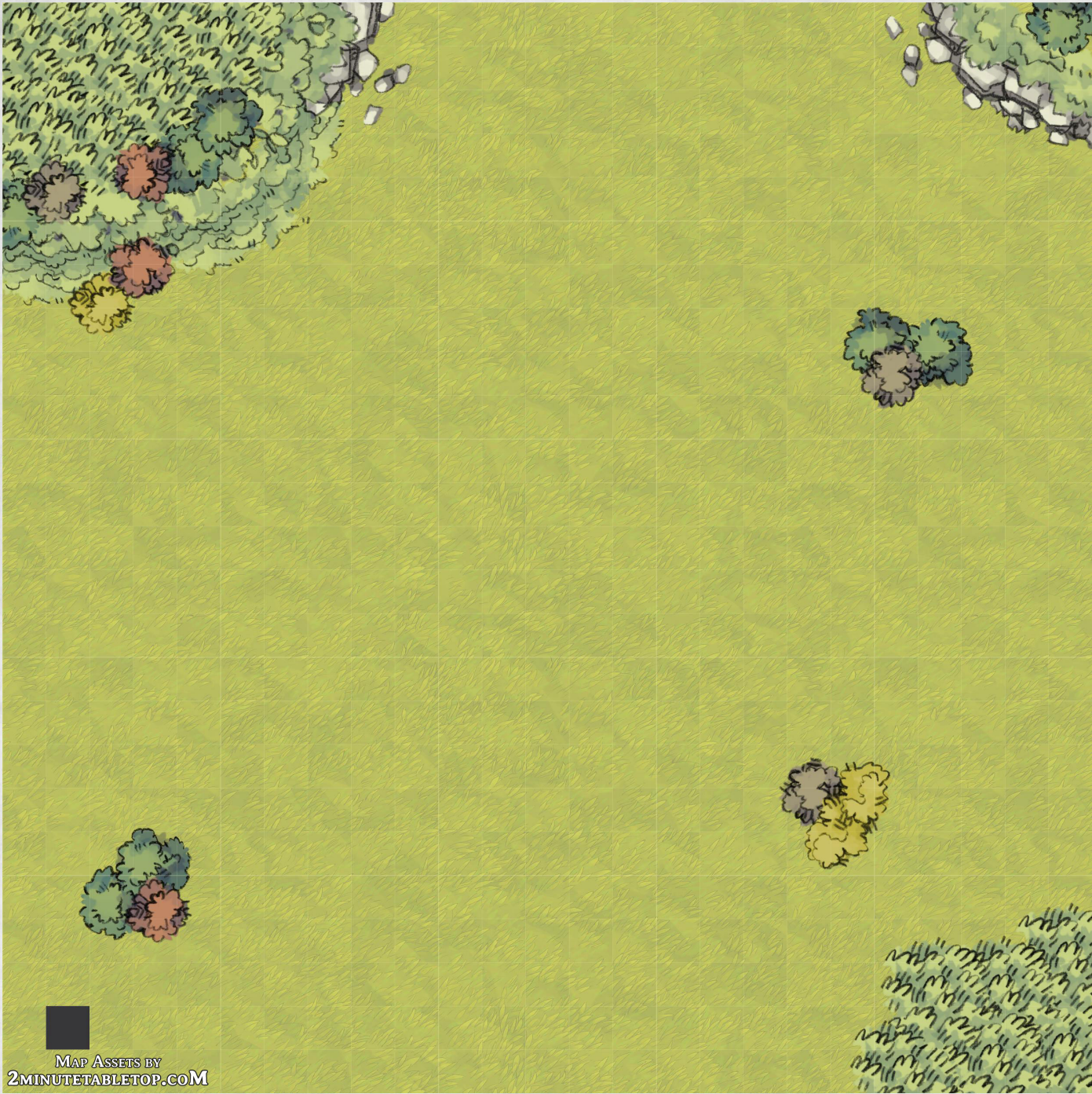
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# GRASSLAND 01, CAMP NIGHT



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# GRASSLAND 02, DAY



# GRASSLAND 02, NIGHT

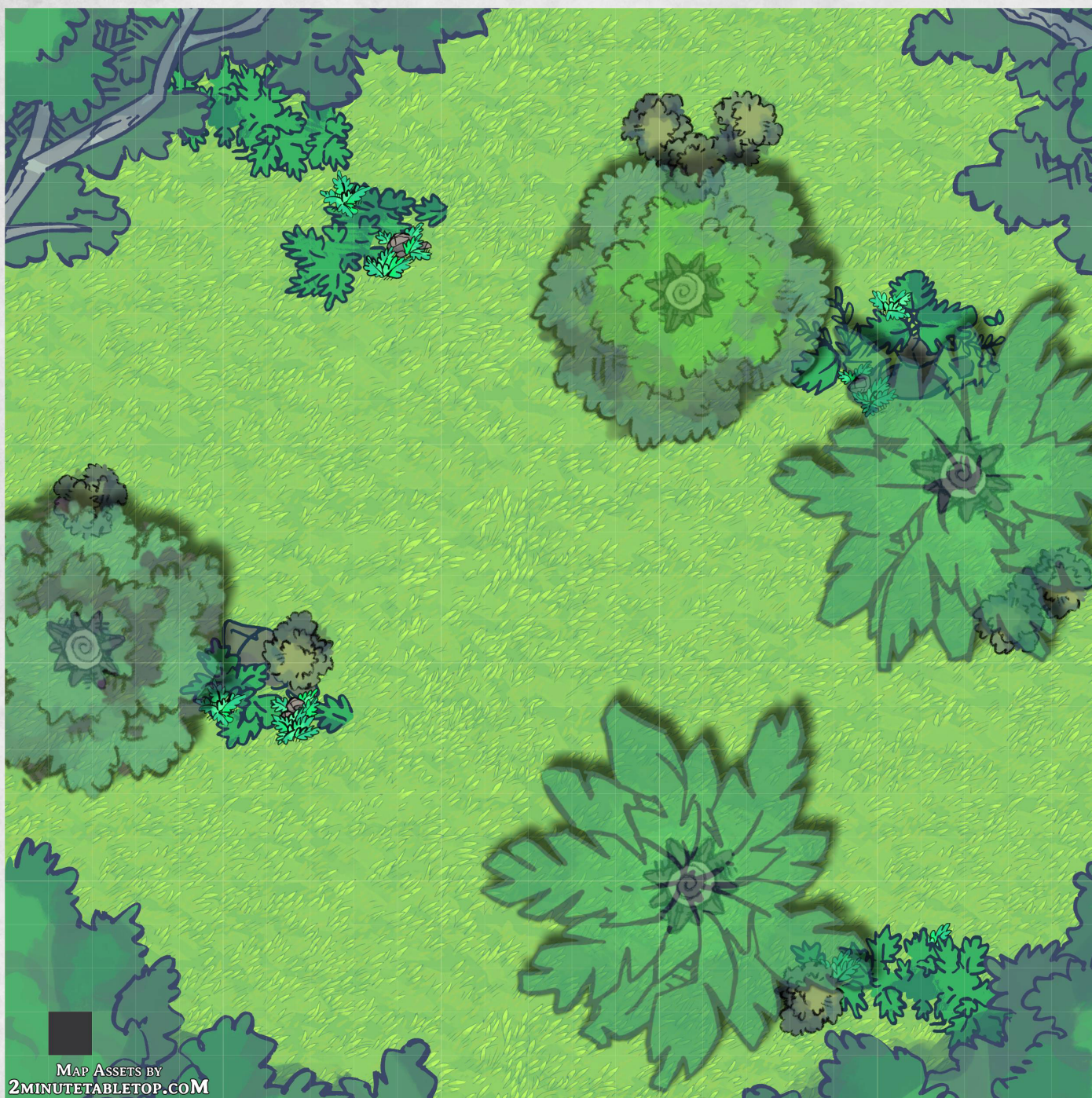


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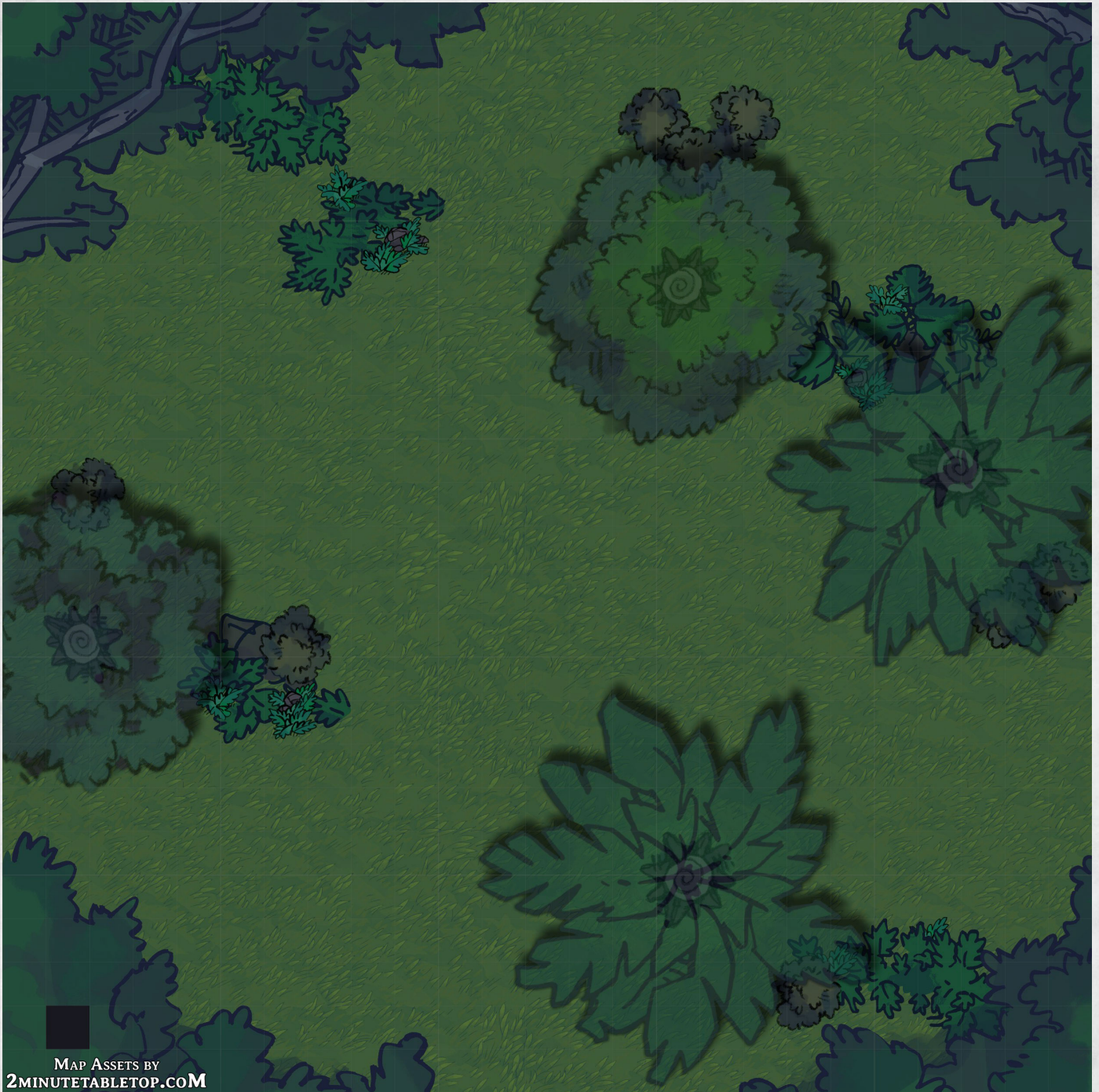




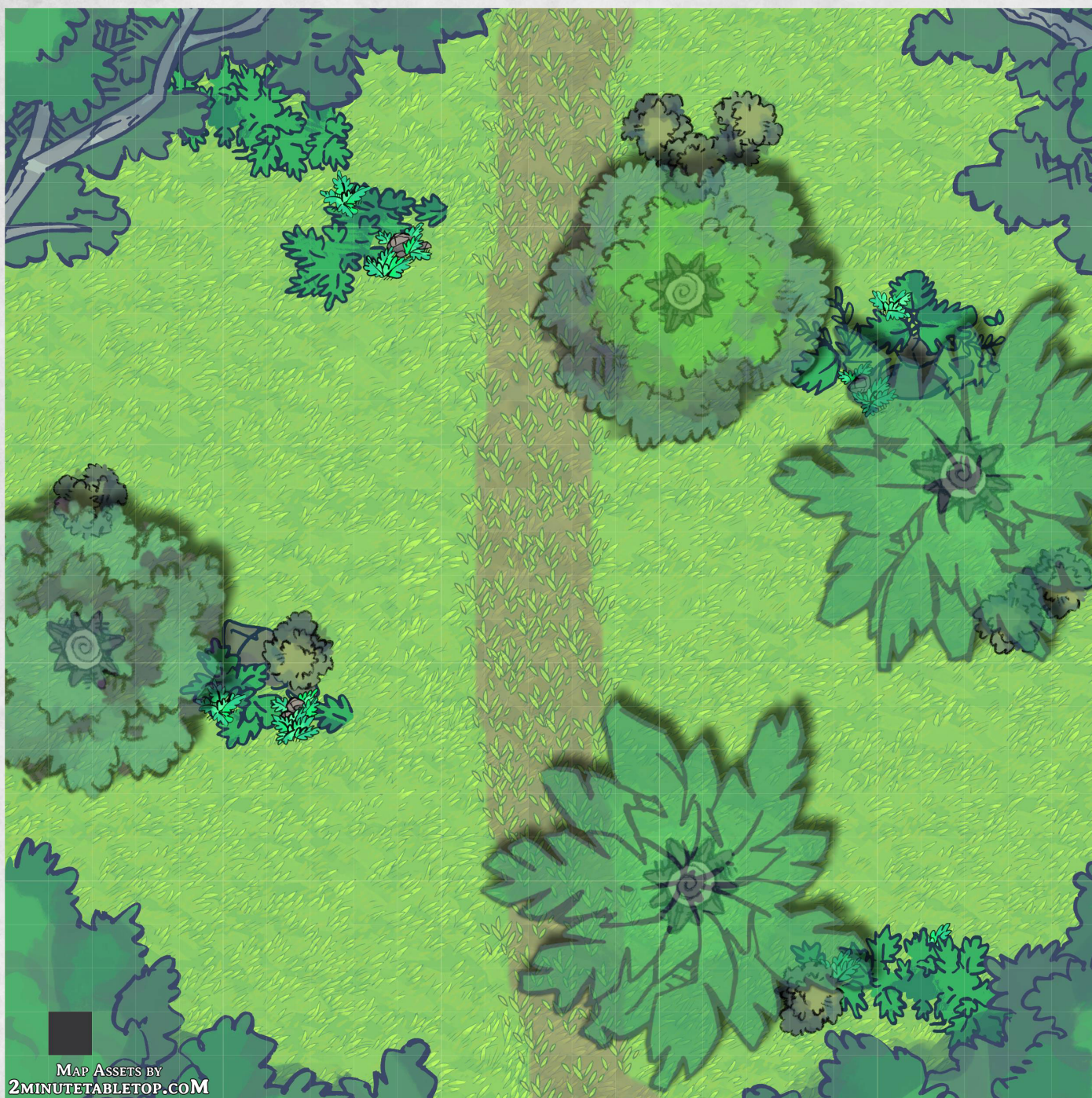
# JUNGLE 09, DAY



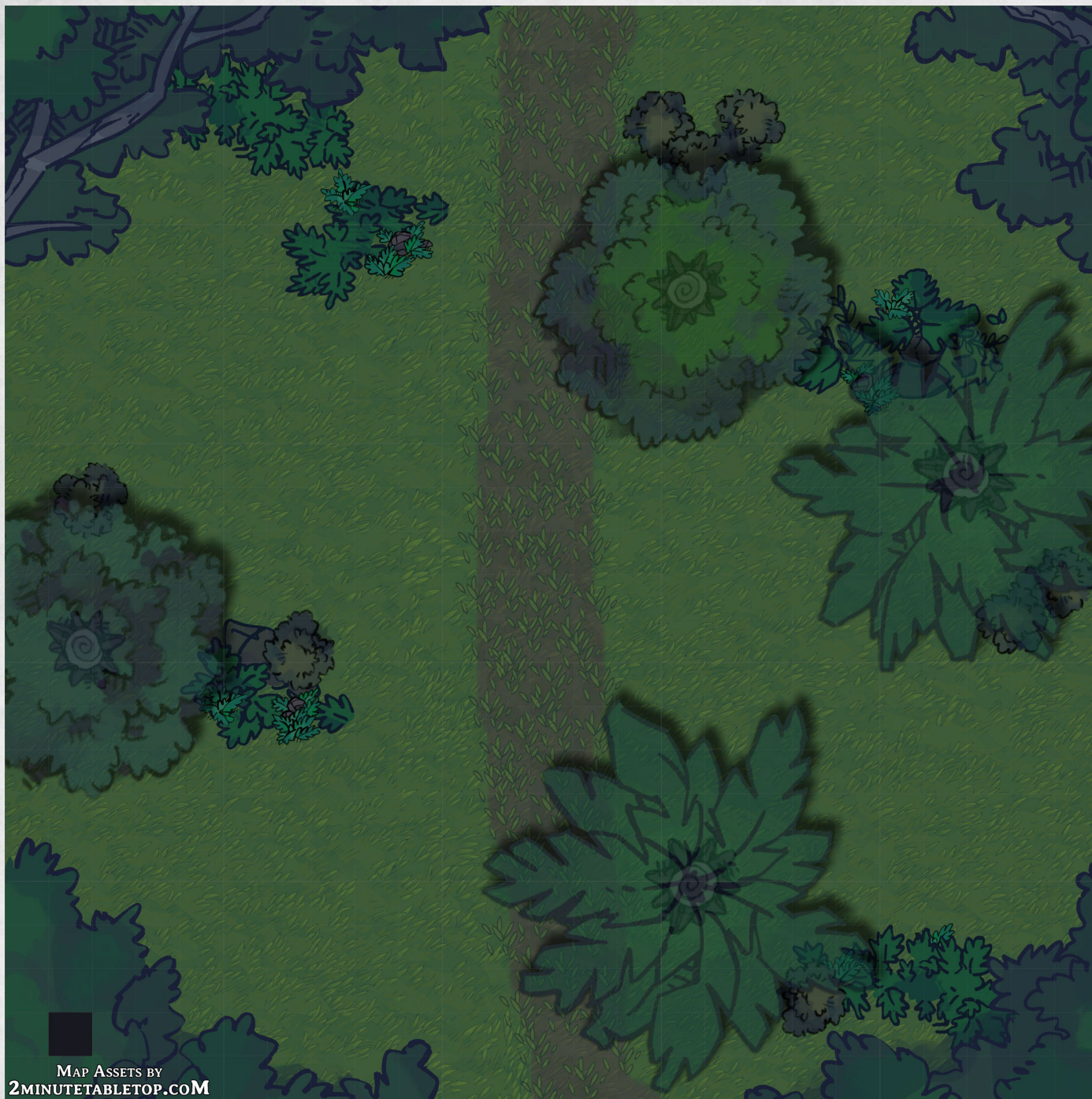
RANDOM ENCOUNTER MAP  
JUNGLE 09, NIGHT



# JUNGLE 09, PATH DAY



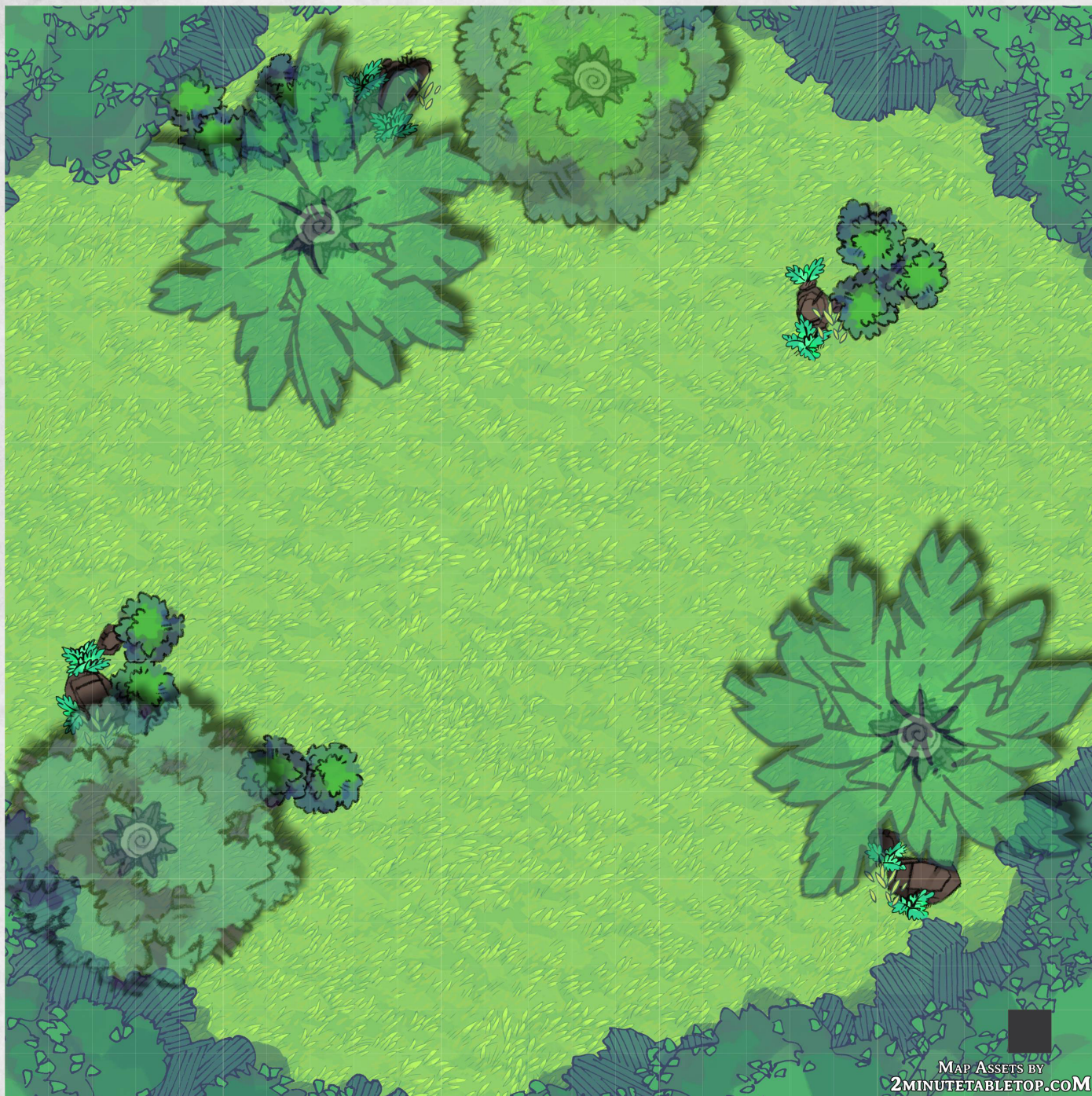
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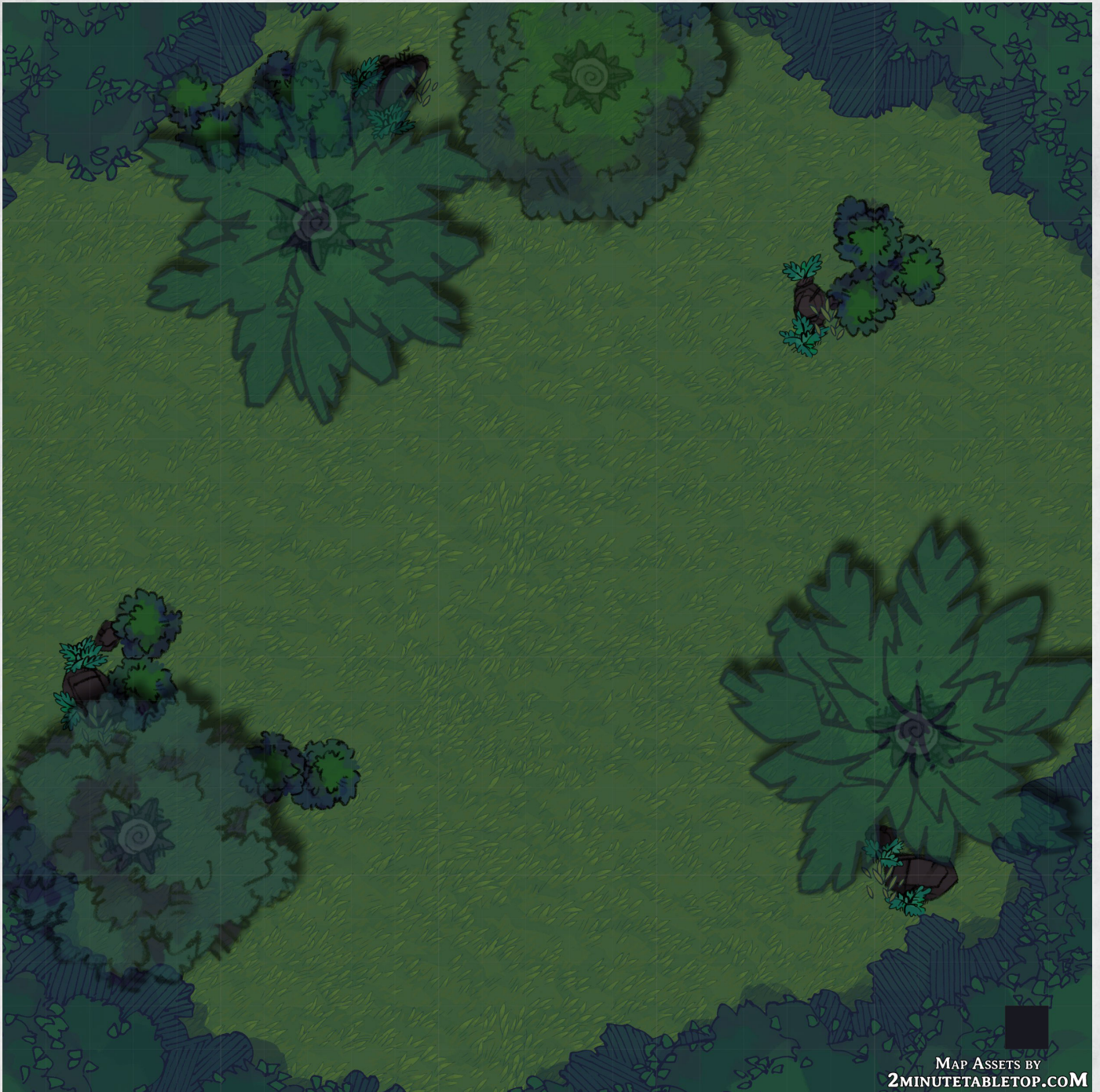
RANDOM ENCOUNTER MAP  
JUNGLE 09, CAMP



# JUNGLE 10, DAY



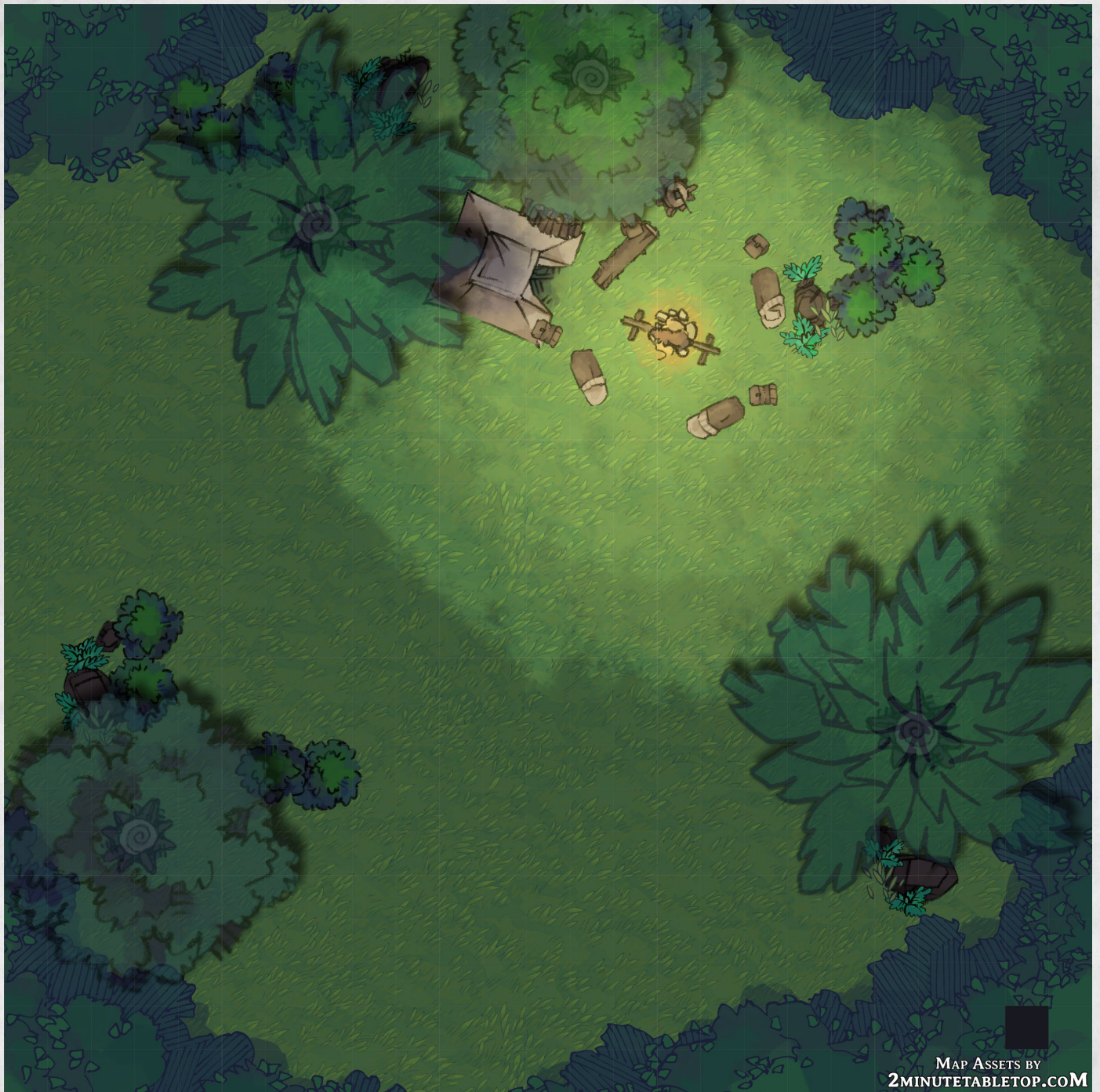
RANDOM ENCOUNTER MAP  
JUNGLE 10, NIGHT



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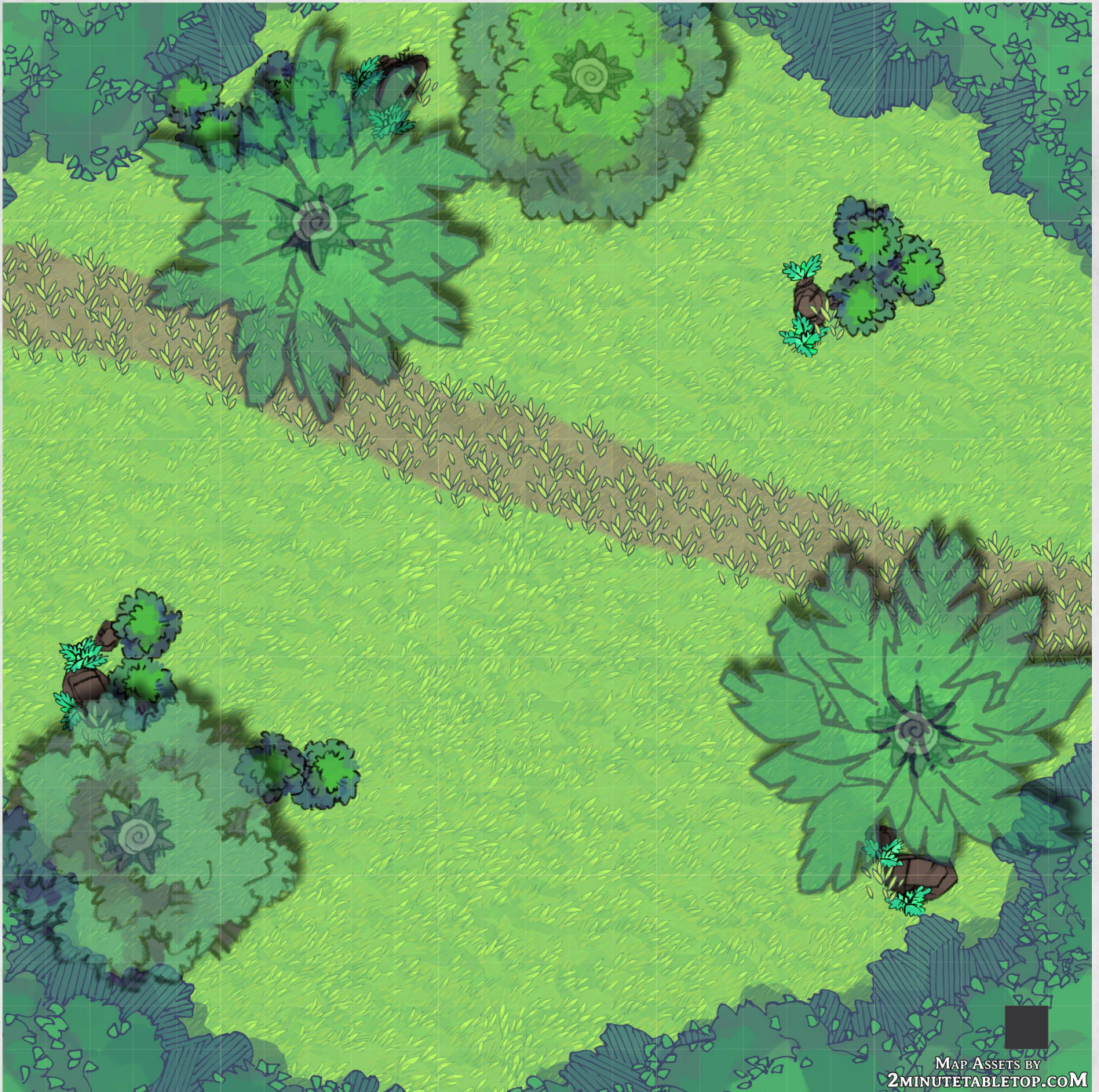
RANDOM ENCOUNTER MAP

JUNGLE 10, CAMP





# JUNGLE 10, PATH DAY



# JUNGLE 10, PATH NIGHT



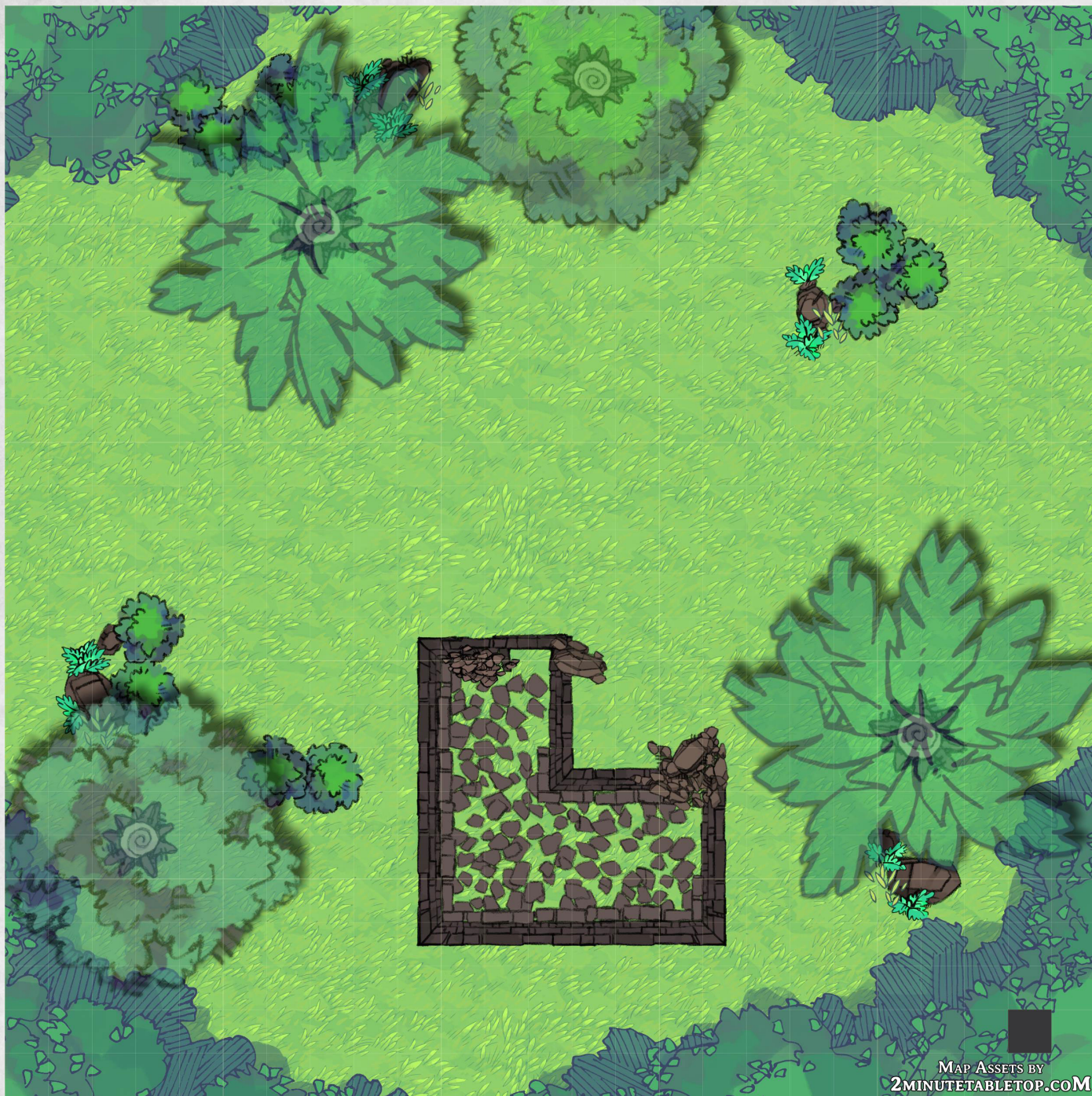
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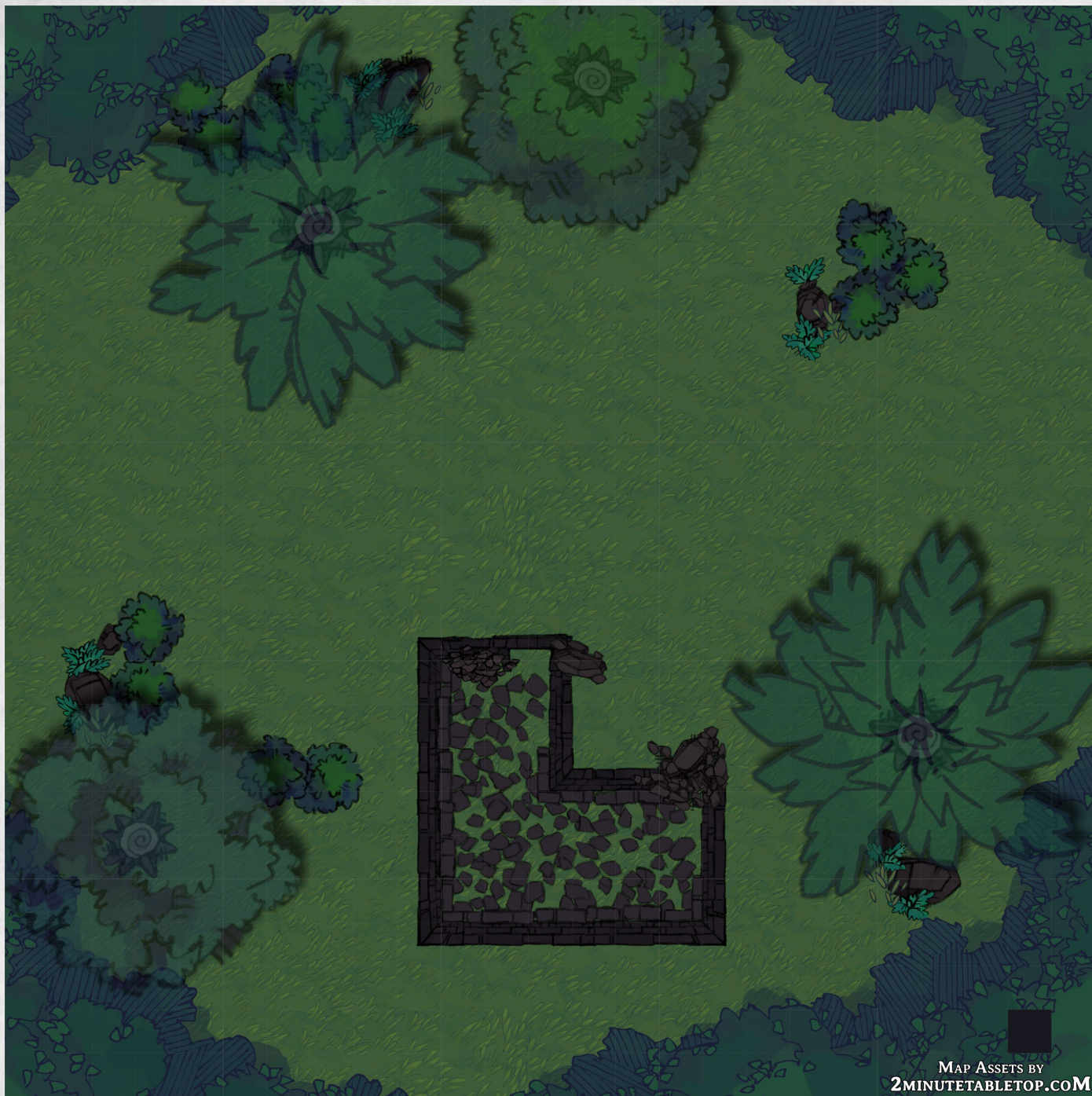


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# JUNGLE 10, RUIN DAY



# JUNGLE 10, RUIN NIGHT

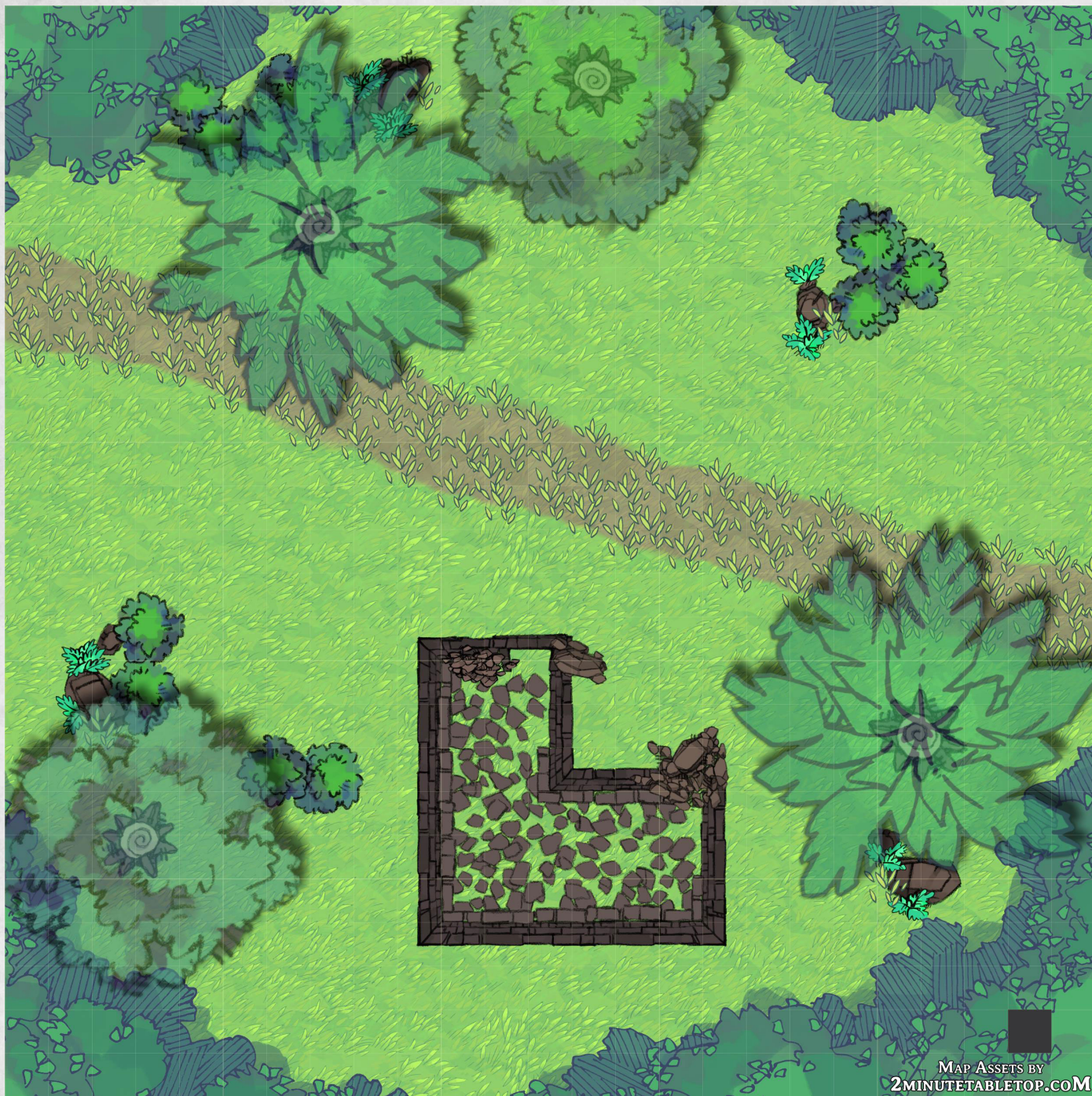


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# JUNGLE 10, RUIN CAMP



# JUNGLE 10, RUIN PATH DAY



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# JUNGLE 10, RUIN PATH NIGHT



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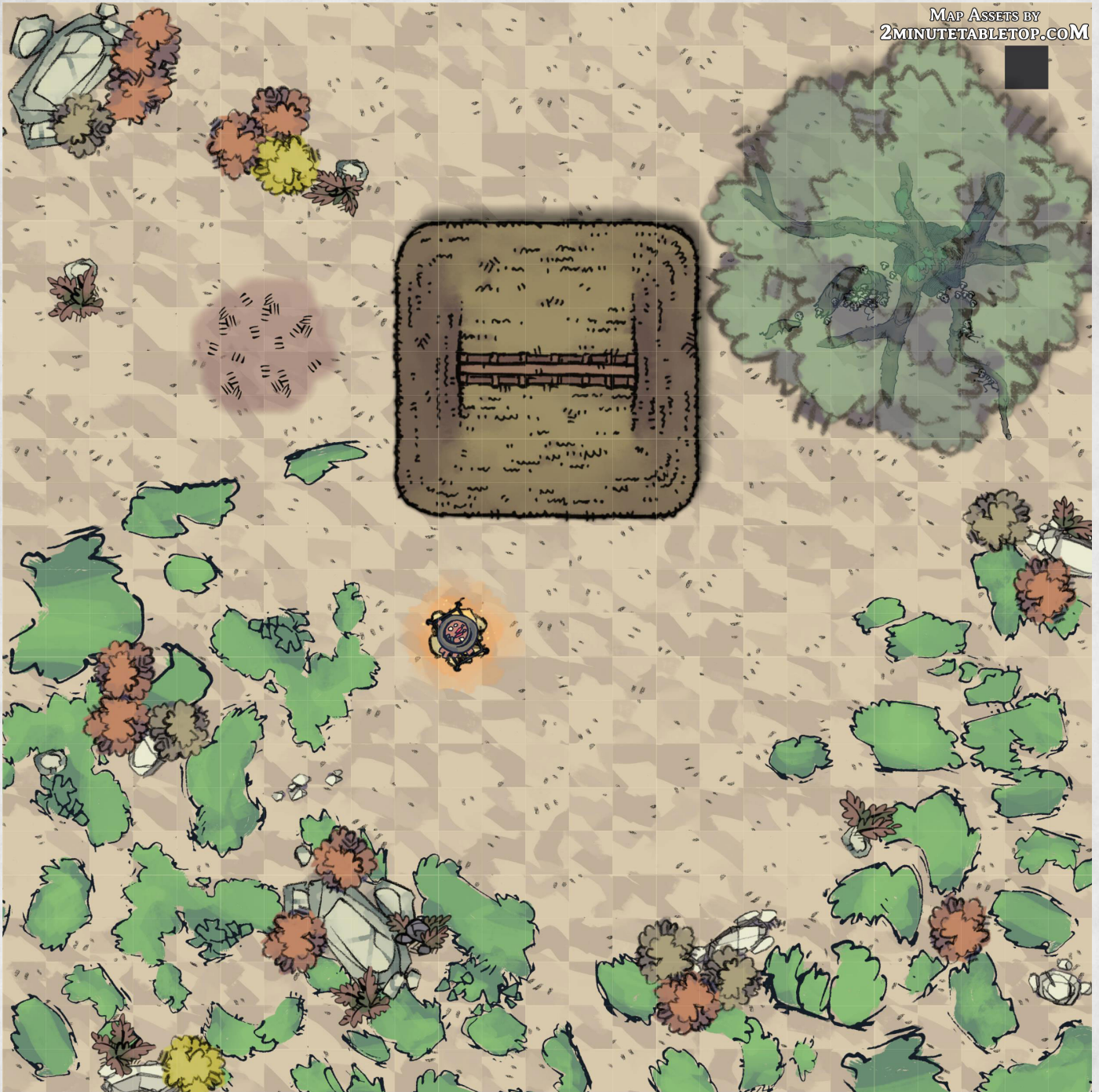


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SIDEQUEST MAP

MBALA NANNY PU'PU HUT, DAY

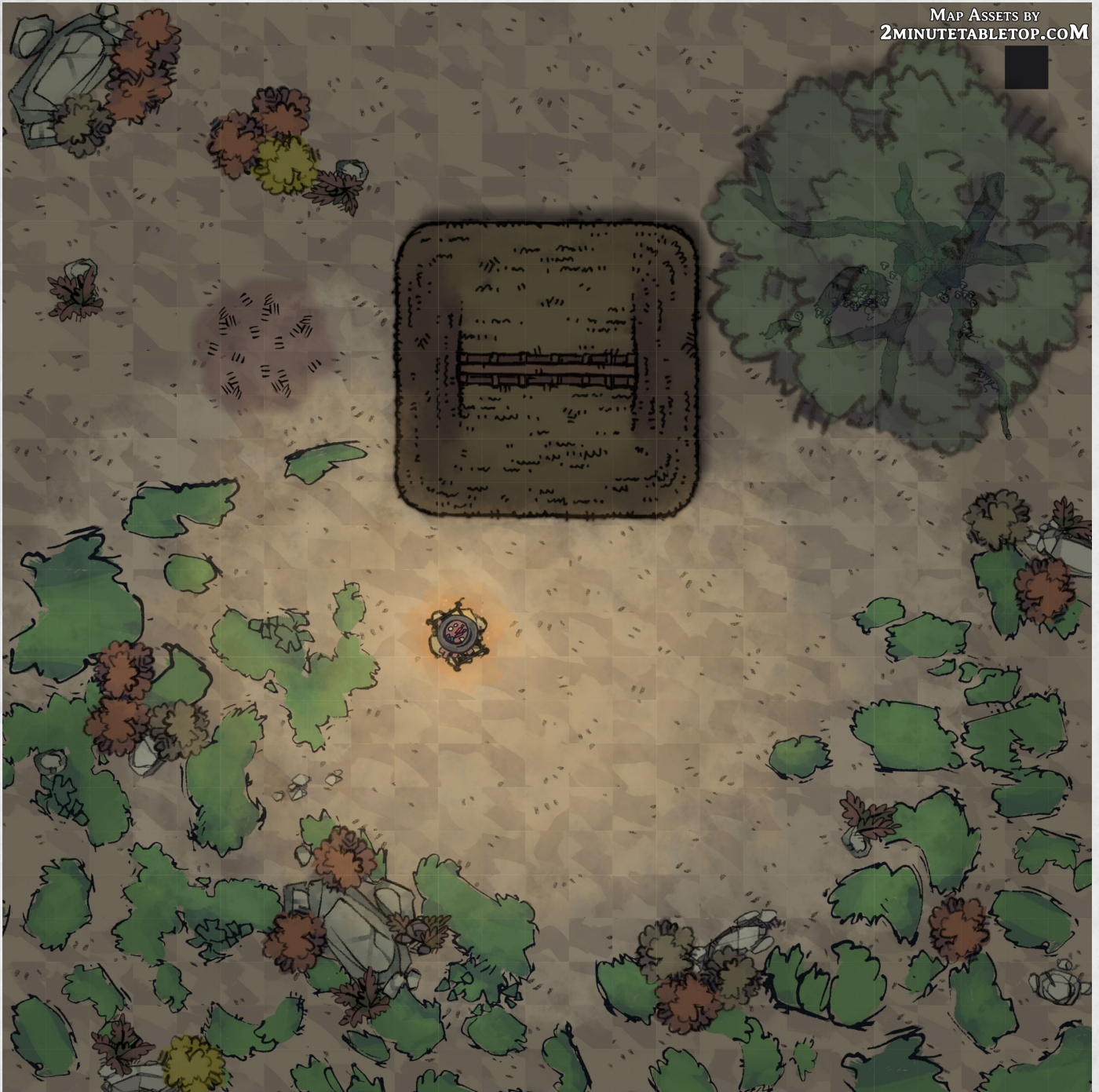
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SIDEQUEST MAP

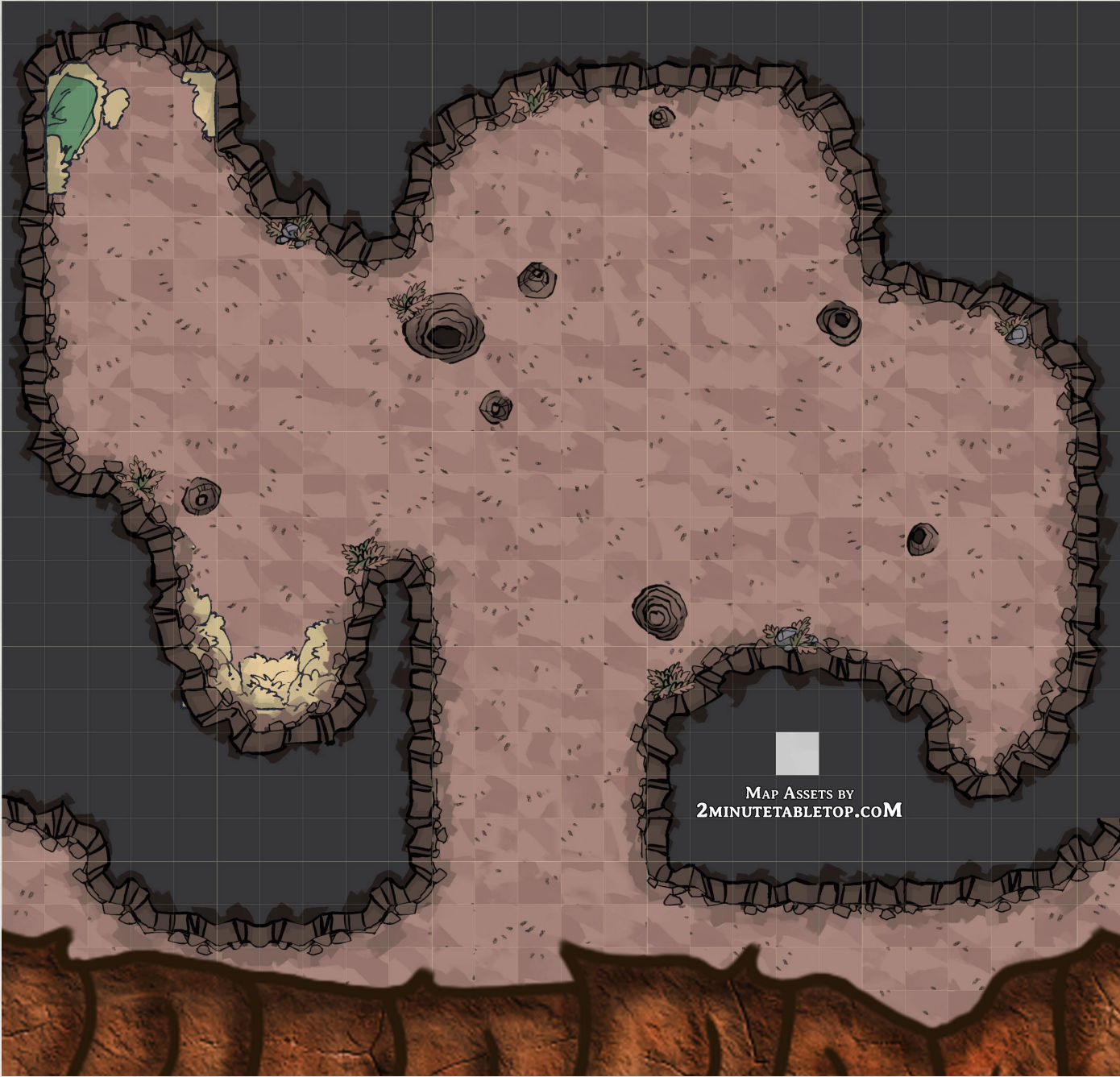
MBALA NANNY PU'PU HUT, NIGHT

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SIDEQUEST MAP

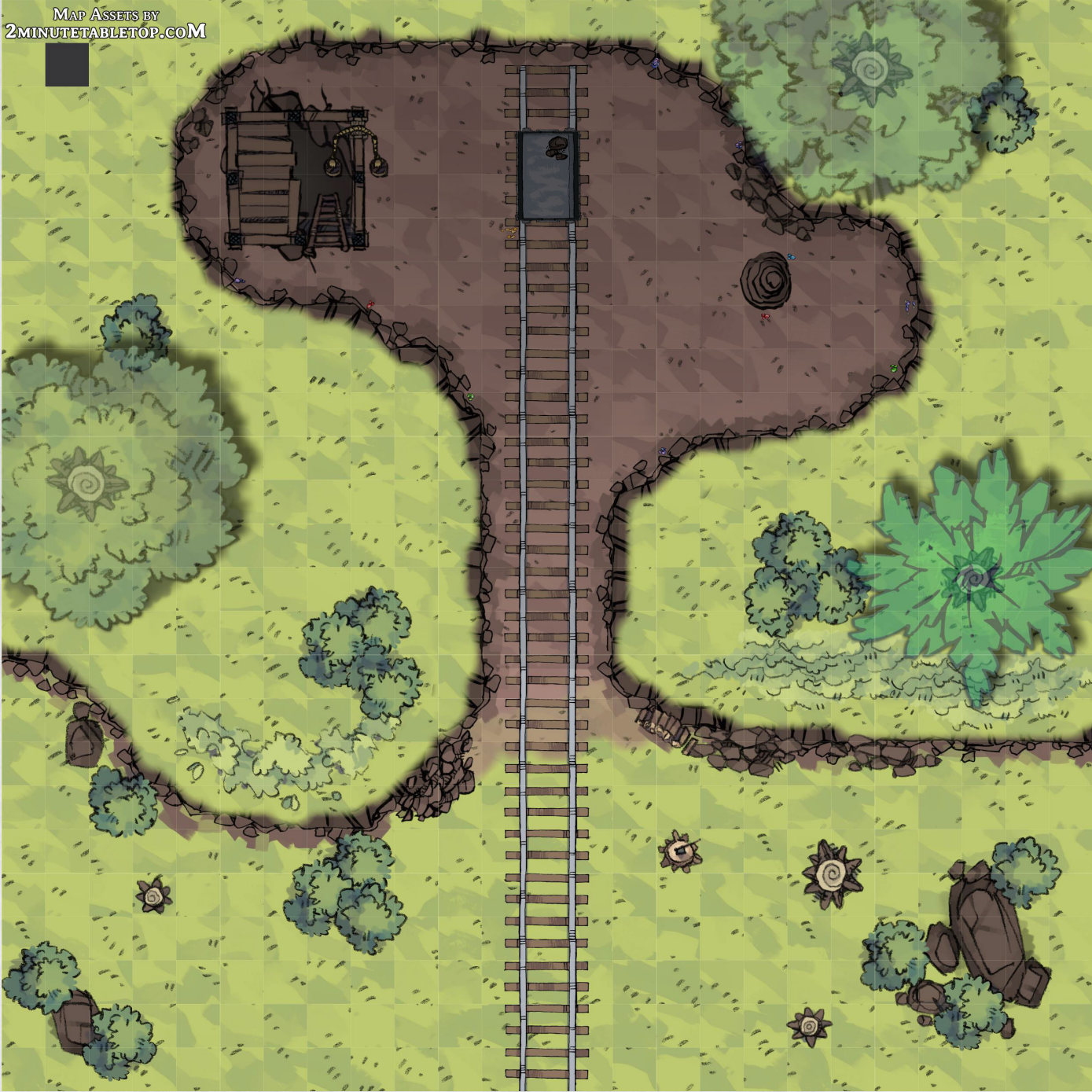
MBALA PTERA NEST



SIDEQUEST MAP

PIRATE MINE, LEVEL 1

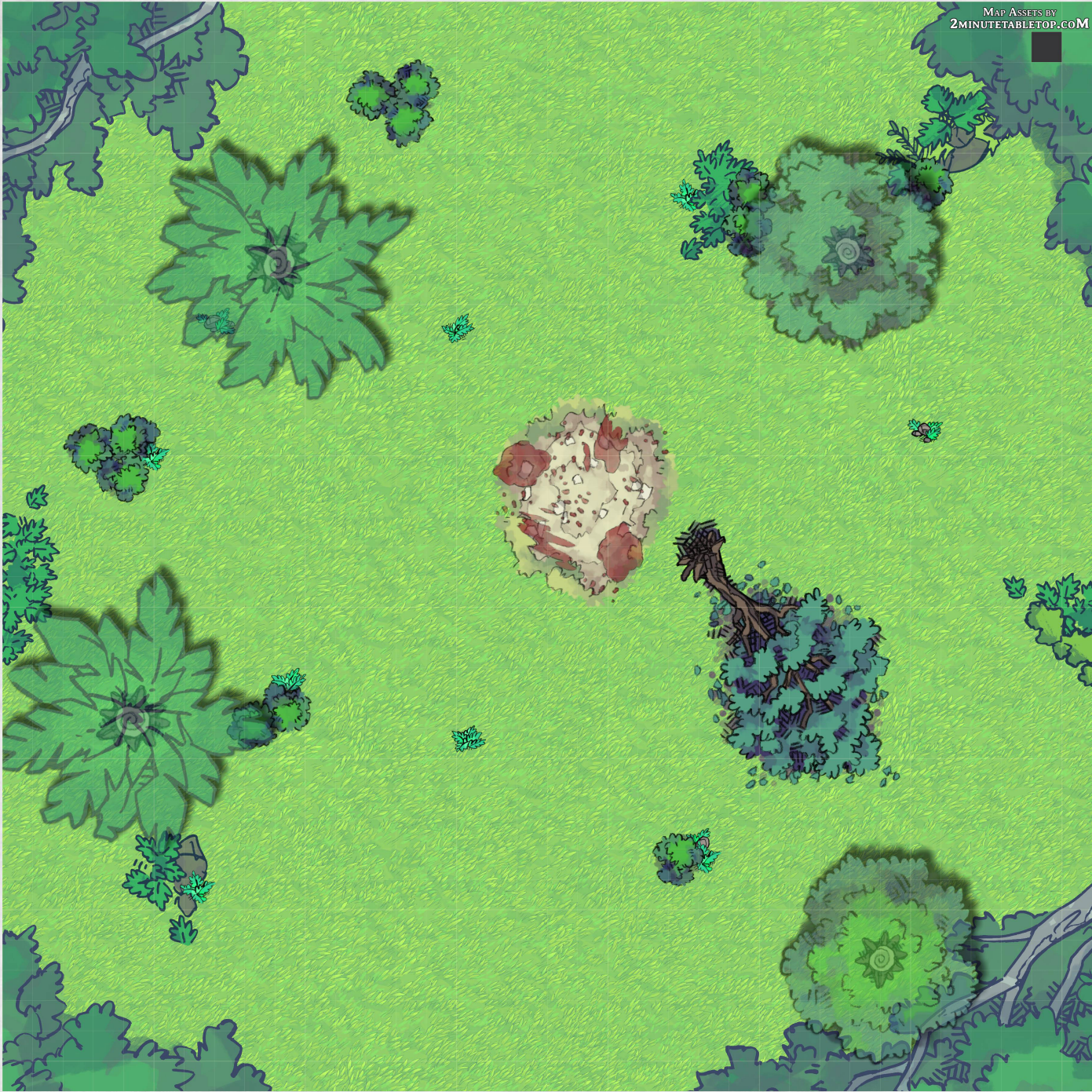
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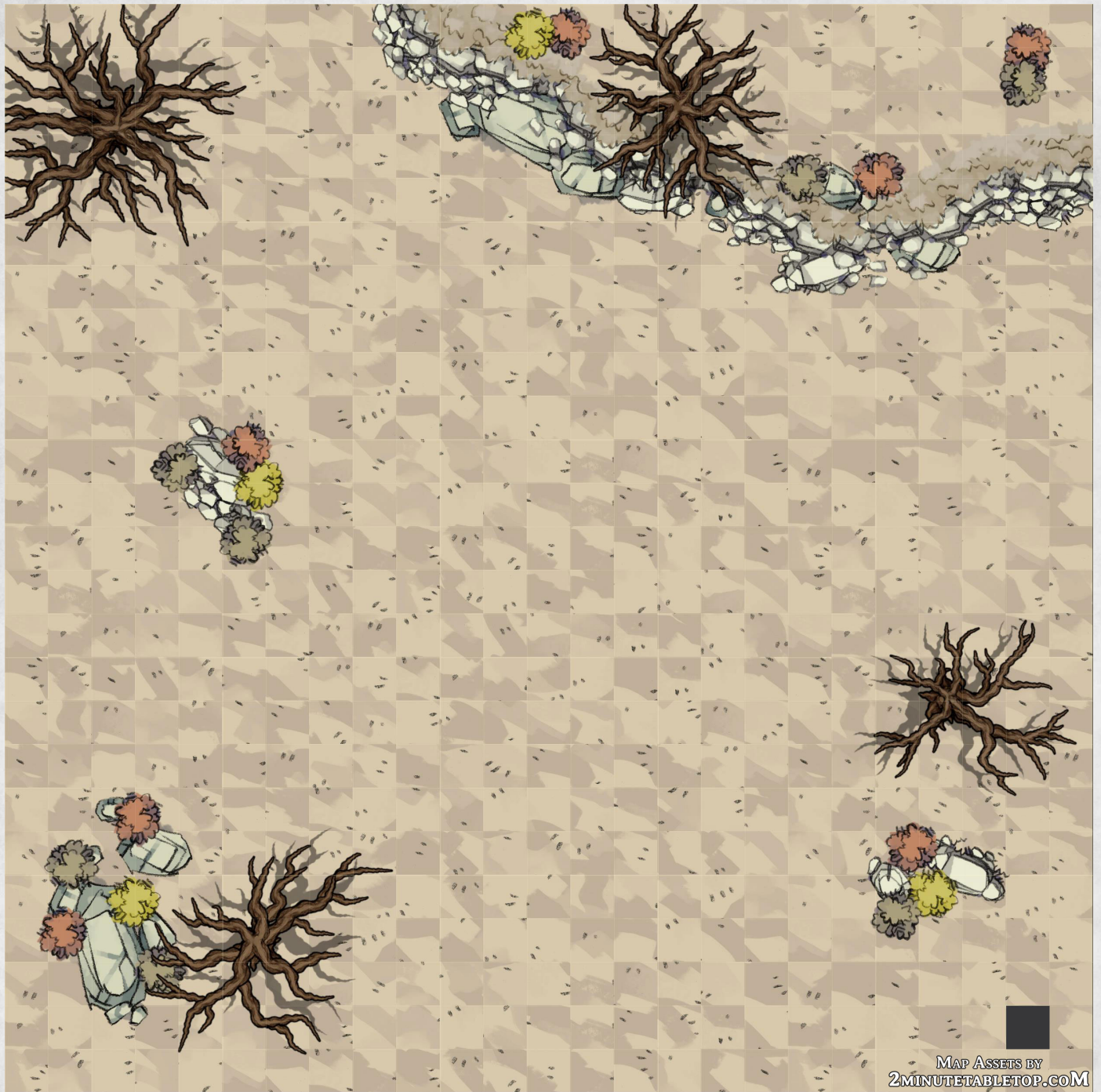
# PIRATE MINE, LEVEL 2



# THE ULTIMATE HUNT

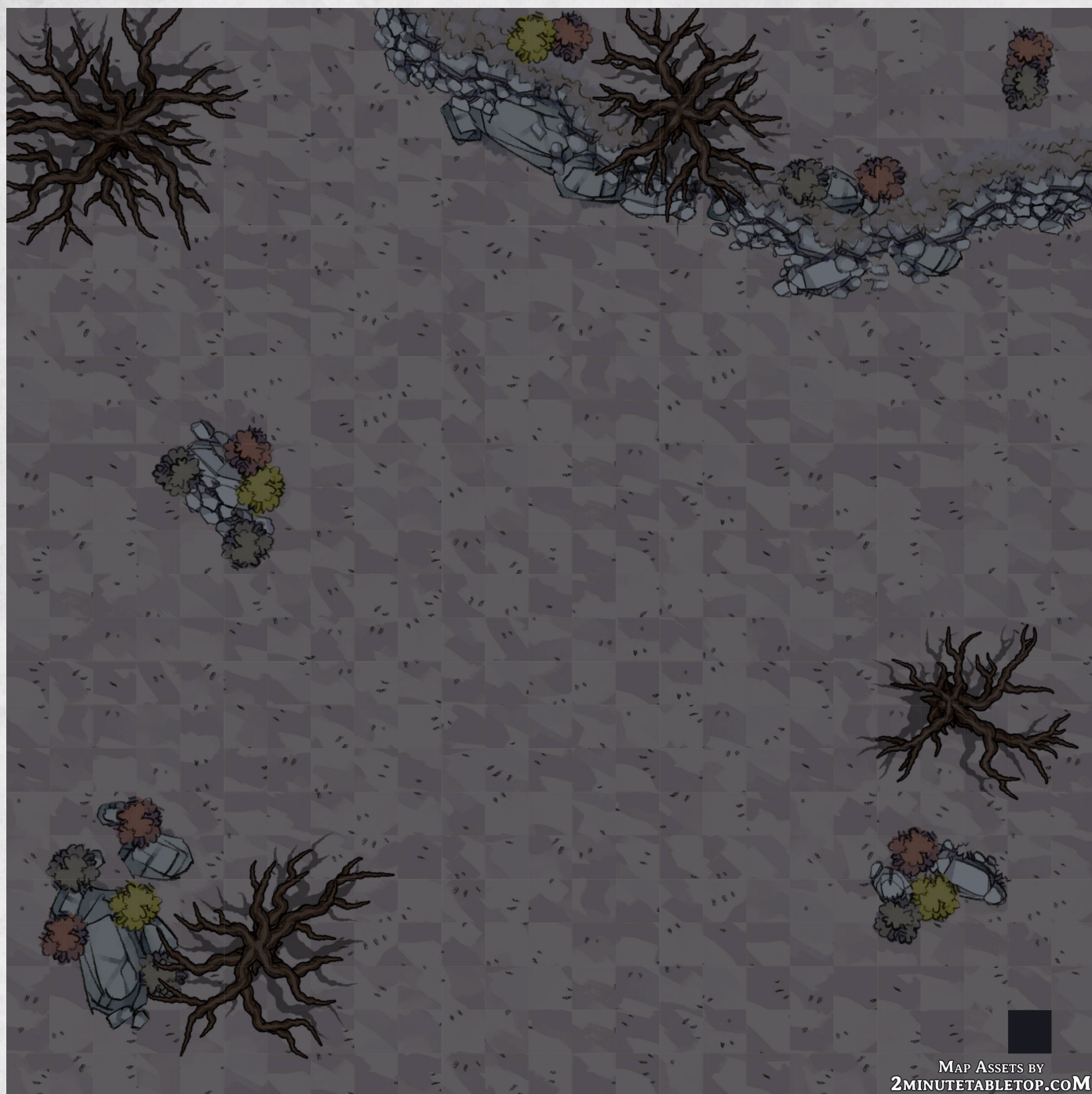


RANDOM ENCOUNTER MAP  
WASTELAND 01, DAY

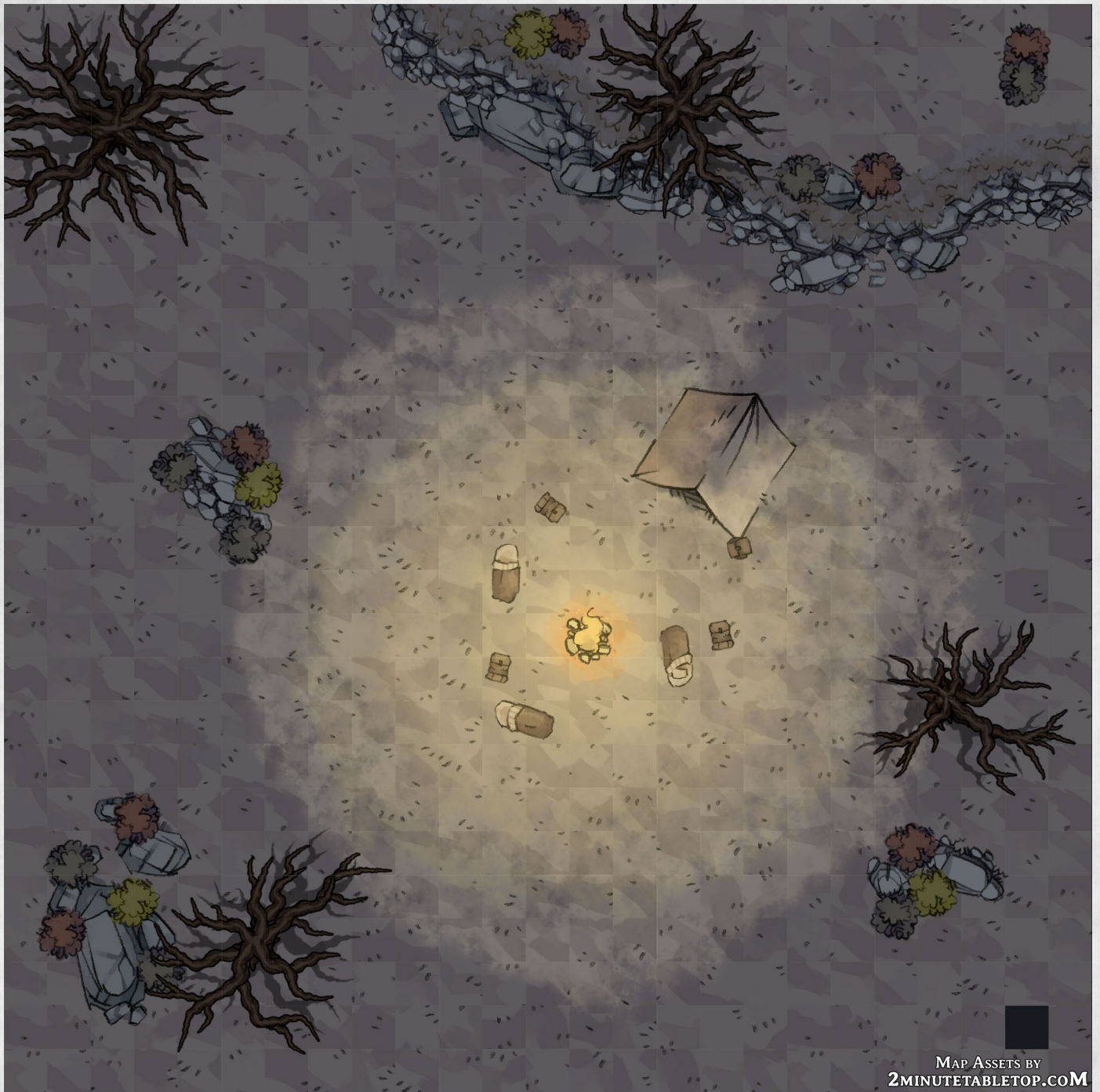




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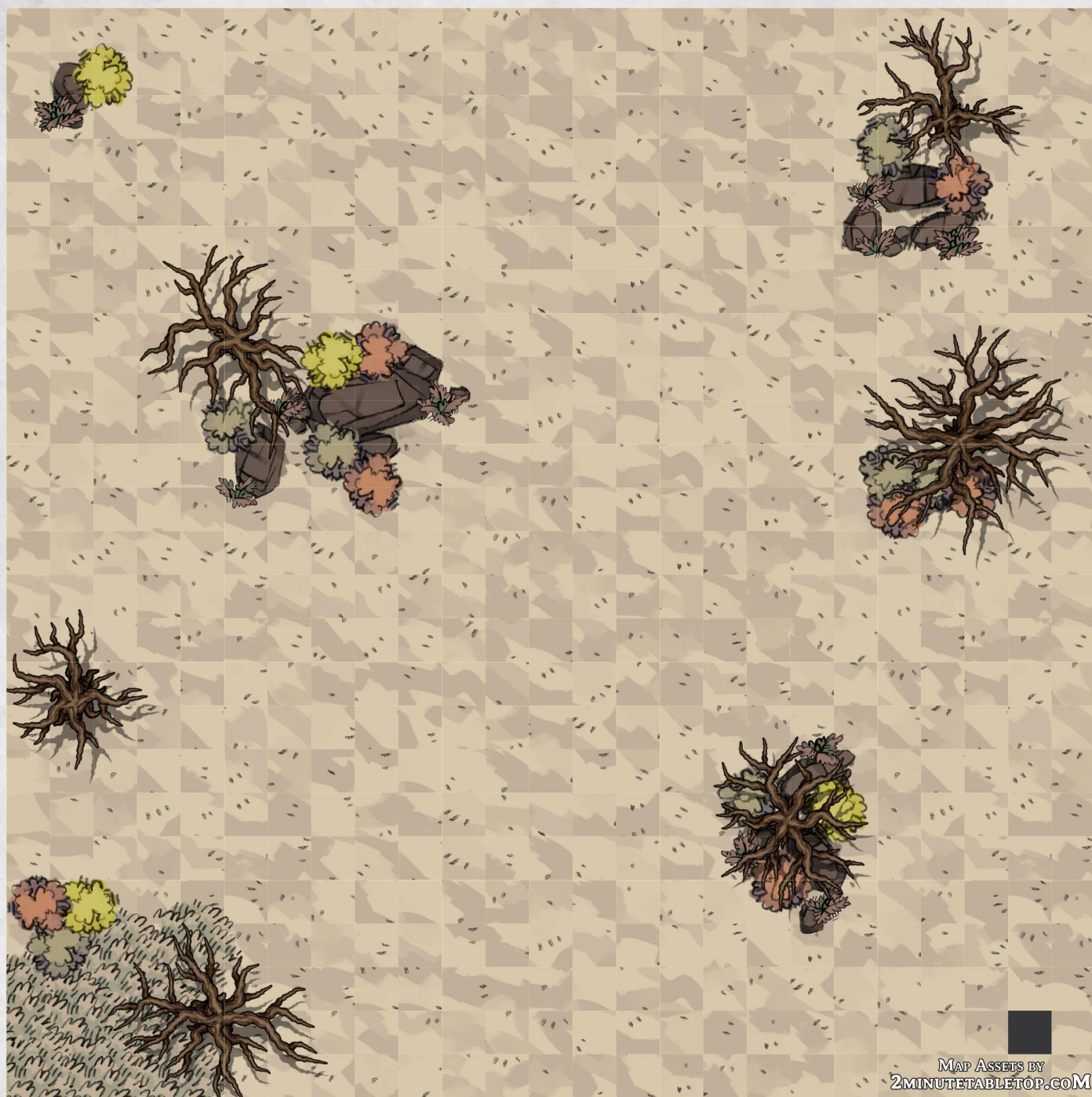


RANDOM ENCOUNTER MAP  
WASTELAND 01, CAMP



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# WASTELAND 02, DAY



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# WASTELAND 02, NIGHT



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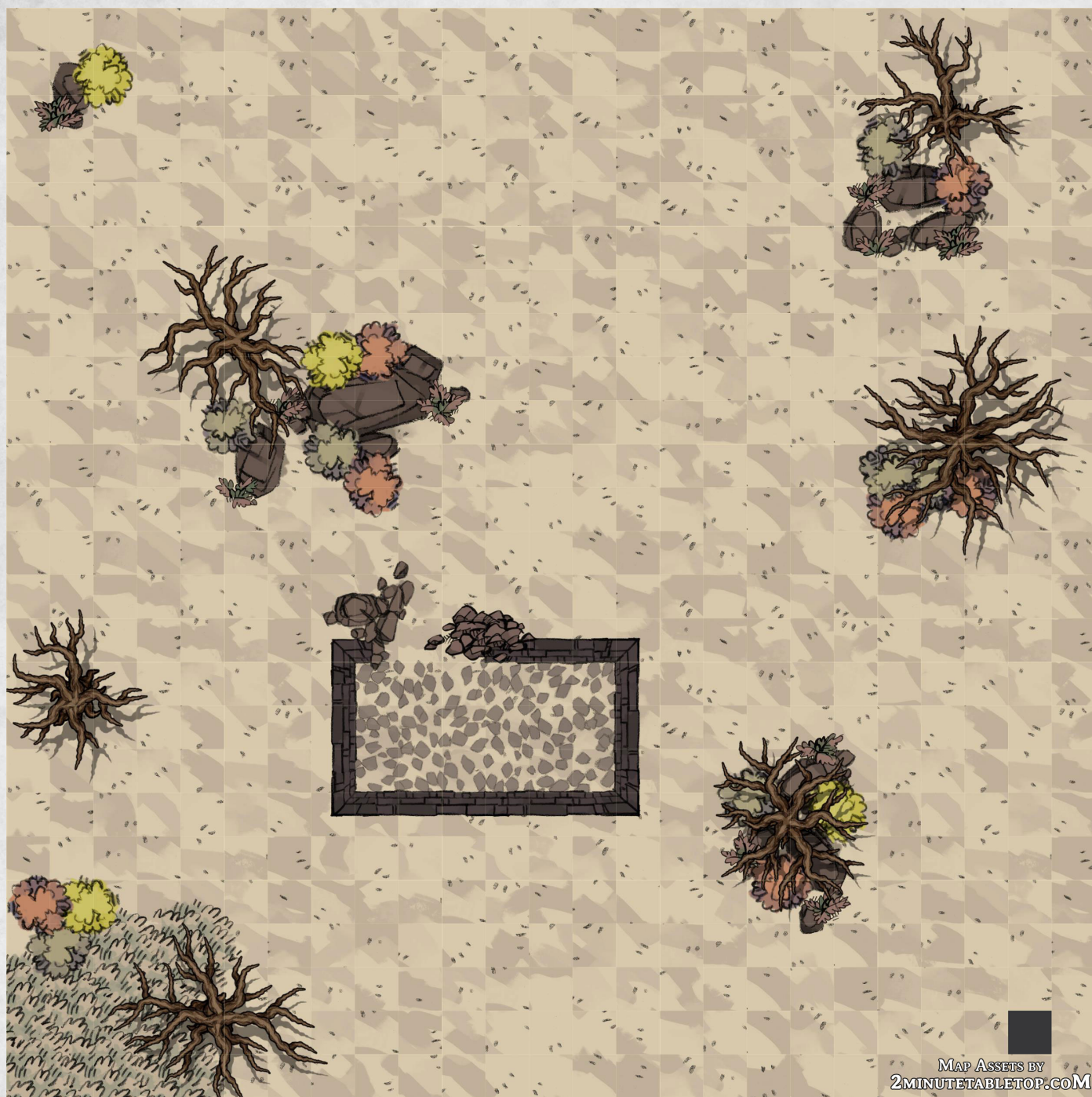
RANDOM ENCOUNTER MAP

WASTELAND 02, CAMP



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# WASTELAND 02, RUINS DAY



# WASTELAND 02, RUINS NIGHT



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