

TOMB OF ANNIHILATION COMPANION



CREDITS

Author: Sean McGovern
Stat Designer: Andy Hatton

ART

Cover: Tyrannosaurus Zombie by [Jowy Anderson](#)

Title Page: Nangnang Statue by [Noah Schmitz](#)
(Page 1) Port Nyanzaru by [Johnathan Good](#)
(Page 2) Dinosaur racer by [Nelson Vieira](#)
(Page 6) Jungle by [Guillermo Krieger](#)
(Page 8) Azaka Stormfang by [Nelson Vieira](#)
(Page 11) Batiri Battlestack by [Nelson Vieira](#)
(Page 20) Acererak by [Jieh Yu](#)
(Page 27) Atropal by [Noah Schmitz](#)
(Page 31) Night Hag by [Jowy Anderson](#)
(Page 33) Baggy Nanna by [Jowy Anderson](#)
(Page 35) Lost City of Omu by [Lord Good](#)
(Page 38) Ras Nsi by [Turtulance](#)
(Page 40) Pterafolk by [Nelson Vieira](#)

This book is based on material and ideas from my blog:

POWER SCORE RPG

- [Check me out on twitter!](#)
- I am running Tomb of Annihilation on Youtube! [Check it out here.](#)
- I wrote [a guide to running Tomb of Annihilation right here.](#)

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NOTES

This book is an attempt to help out with some of the things that could take a lot of prep time for those planning to run *Tomb of Annihilation*.

I playtested my version of the dinosaur racing rules in this book on [my Tomb of Annihilation youtube show](#) and it went really well, so I hope you consider using some of my ideas.

Next up, I'll be releasing *The Weeping Skull*, which is part 4 of the Litany of Arrows adventure path. I went way overboard with it.

Then comes *Emirikol's Guide to Demons*, which is an attempt to collect all of the main material on D&D demons into one book. I've got quite a bit of that one done and am hoping to get it out by the end of the year.

Thanks to everyone who has sent me a kind word or interacted with me online. I hope this book helps your campaign in some small way.

Sean McGovern
November 2017



THE DINOSAUR RACE

What follows is a more concrete version of the racing rules that should help lead to some exciting and memorable moments.

This scenario uses a lot of the same rules as on page 32 of the *Tomb of Annihilation* book, with a few differences:

- The “feet” of movement are tallied as “points”, but the first rider to 300 does not win the race. Whoever has the most “feet” at the end wins.
- The race occurs in 8 stages, each in a different area of the city.
- At the end of the 8th stage, whomever has the most “feet” accumulated is the winner.

SIDE RULES

Jumping on Another Dinosaur. Make a DC 10 Wisdom (Animal Handling) check. If you fail, you have disadvantage on the following check. Make a DC 13 Dexterity (Acrobatics) check to land mounted on the dinosaur. Fail: Make a DC 10 Dexterity saving throw to hang on to the side of the target dinosaur or fall to the ground.

Casting Spells: If the spell requires somatic compo-

ments, it requires a DC 13 concentration check. Fail: The spell is not cast, but is not lost.

Dangling From the Side of a Dinosaur. This might happen a few times during the race. Riders who dangle are considered prone, and at the start of each of their subsequent turns they can try a DC 10 Strength check to get onto the saddle and in proper riding position.

Stages. The riders go through one stage per round. This is somewhat abstract. All riders are considered to be in a clump and fairly close to each other throughout the race.

Abstract. This is a loosely-run event. You will need to make quick judgment calls. In general, riders shouldn't fall too far behind and you should try to allow cool ideas to happen in some form. This should feel like an action scene from a movie.

CREATING THE RACE COURSE

You'll want to break out the map of Port Nyanzaru on page 19 and plot your course.

In each round of this race, the riders will enter into a different section of the city with its own obstacle to overcome.



or handling them in a narrative fashion. You can “attach” them to characters and keep them roughly in front or behind them.

NPC Stats. The scout (MM pg 349) stats work pretty well. You might want to make one stat block to cover them all so you don’t have to juggle 5 different sets of stats, plus the dinosaurs.

STAGE 1: GOLDENTHRONE

The race begins at area 4, Goldenthron (ToA pg 20).

A large, cheering crowd is assembled at Goldenthron to watch you line up with the other dinosaur racers. The beautiful and mysterious Kwayothe addresses the crowd, establishing the rules and describing the course, which is marked with bright paint on the street. She wishes good luck to the riders and shows off the prize – a sack full of gold.

A horn blows and the riders tear off, heading onto an elevated walkway above the Merchant’s Ward, where a throng of people cheer from below.

Pushing Riders Off the Bridge. Riders can make an opposed strength check to try to knock one another off their dinosaur. The loser of the opposed strength roll must make a DC 10 Dexterity save or fall off the bridge into the crowd below.

Anyone who falls over the side of the bridge takes d6 damage, as the crowd catches them and mostly breaks their fall. The citizens quickly sets up a tall ladder, which allows the rider to climb up and get back in the race, but gain only half their minimum speed in this stage.

STAGE 2: THE TEMPLE OF SAVRAS

Dust clouds rise up behind your mount as you tear around a grand temple with a domed roof that resembles an unblinking eye looking skyward. Happy priests line the streets, ready to cast spells to aid you.

The riders go around area 7, the temple of Savras.

Gaining a Boon. If a rider succeeds on an additional DC 12 Wisdom (Animal Handling) check, they can pull close enough to gain the benefits of a

OTHER RACERS

Here are some NPC riders:

- **Kwilgok**, the turtle who rides Deadly Treasure (from *Turtle Package* pg 4).
- **Tiryki**, Ekene-Afa’s son, riding Banana Candy.
- **Faroul and Gondolo**, the guides (ToA pg 34) riding Zongo, the flatulent triceratops
- **Canker Keel**, an albino dwarf riding a stegosaurus named Juicy Stakes.
- **Dark**, the female rock gnome who co-captains the Brazen Pegasus (see ToA pg 21). She’s riding an Allosaurus named Batton Down the Hatches.

NPC Rolls. When it comes to the other racers, I recommend either making all of their racing rolls in advance

random cleric spell:

Roll a d4

1. **Guidance** (PH pg 248) A priest reaches out and touches you. You can roll a d4 and add it to an ability check of your choice.
2. **Resistance** (PH pg 272) One time in this race, you can roll a d4 and add the number to a saving throw of your choice.
3. **Shield of Faith** (PH pg 275) +2 bonus to AC for the rest of the race.
4. **Bless** (PH pg 219) For the rest of the race, the rider can roll a d4 and add the number to attack rolls and saving throws.

STAGE 3: THE TEMPLE OF GOND

You round the temple of Gond, where many clever water-powered contraptions are on display. A number of water jets spray intermittent streams across the road that could knock you right off of your dinosaur!

The riders are rounding area 8.

Avoiding Water Jets. In addition to making their normal Wisdom (Animal Handling) check, each rider must make a DC 10 Dexterity saving throw. Success means that the rider is able to remain mounted. Failure means that the rider falls off and gains only half of their minimum speed.

STAGE 4: THE TEMPLE OF SUNE

You are about to race underneath the elevated causeway that leads to the temple of Sune. Beautiful followers of Sune are ready on the overpass, preparing to dump shiny things on you that will make you appreciably more attractive.

The riders pass under the bridge that leads to area 9.

The DM decides who must deal with one of these two falling hazards:

Streamers. Make a DC 13 Wisdom (Animal Handling) check. Fail, the dinosaur is blinded for this stage and you gain half your normal speed.

Glitter. Make a DC 13 Dexterity save. Fail: You are blind for the next section and you gain half your normal speed.

STAGE 5: SWARM OF FLYING LIZARDS

The group is going to ride right through the words “Merchant’s Ward” on the Port Nyanzaru map.

Crowds line either side of the street. Suddenly, a cloud of flying lizards swoops out of an alley to your left, zooming directly into the path of you and your fellow racers!

The flying lizards obscure the area, effectively giving everyone +5 to their AC.

Navigate in Chaos. Everyone must make a DC 11 Dex save or be blinded for this stage.

If you fail your animal handling check, your dinosaur slows down to eat some flying lizards, subtracting 10 feet from your total.

STAGE 6: OLD CITY

Your dinosaur roars as you ride through the gates of Old City. A huge crowd looks down on you from the elevated walkway that connects two of the ziggurats. You will need to make two sharp turns as you round the fighting pit at executioner's run. You can't help but notice that there is a crabby triceratops lurking in the pit.

Knock a Rider Into the Pit. Opposed Strength check. The loser can make a DC 13 Dex save to hold onto the side of their mount dinosaur and prevent falling in.

Falling In. Anyone who falls in the pit takes 2d6 bludgeoning damage. They must make a DC 13 Dexterity save to avoid being gored by the **Triceratops** (MM pg 80).

Triceratops AC 13 HP 95 Speed 50
+9 to hit, 24 (4d8+6) piercing dmg.

Escaping the Pit. To get out of the pit, the rider can run toward one of the knotted ropes dangling down the sides of the pit. Their dinosaur will continue racing, so it is possible to climb out and jump back on their mount and not lose any position at all.

STAGE 7: THE GRAND SOUK

You rocket back into the city proper and head right inside the Grand Souk. People sit on crates

and animal cages, rooting you on as you navigate the narrow lanes between fully-stocked stalls.

A rider can grab and use an item from a stall if they like.

Tej. With a DC 10 Dexterity (Acrobatics) check, the rider can grab and drink a bottle of tej, giving them inspiration and the favor of the fans.

Canoe. The rider can make a DC 13 Strength check to pop a canoe in the path of another rider. That rider must immediately make a DC 13 Dexterity save or lose 15 feet from their total.

Free a Monkey. A rider can unleash a caged flying monkey (page 220) with a DC 10 Strength (Athletics) check. The flying monkey will appreciate the gesture and does the rider's bidding for the rest of the race.

Get Another Mount. There are many leashed dinosaurs for sale here, all itching to be involved. A rider can Make a DC 11 Strength (Athletics) check to jump on another mount of their choice from the list on page 32. The rider will need to make an animal handling check using the DC of that dinosaur. Failing means that the dinosaur is hard to control, but it ultimately falls in line and the rider loses 20 feet from their total.

STAGE 8: THE ARENA

The finish line is in sight – it's in the Arena! The stands are completely full of cheering citizens cheering. Who stand up to get a better look at who is in the lead.

Water Trench. There is one final obstacle to be overcome. A water-filled trench 10 feet across that must be jumped over. Jumping it will require a DC 13 Wisdom (Animal Handling) check. If this check is failed, the rider and the dinosaur fall in and do not win.

Whoever didn't fall into the water and has the most points at the end wins!

VICTORY

If a character wins the race, read the following.

Beautiful, scantily-clad men and women hand you a gleaming medallion as the crowd chants your name. Your dinosaur roars in triumph and regards you with respect. You are given a number of gifts.

Here are some possible rewards:

The Key to Port Nyanzaru. For one week, this key is

yours. With it, you get free lodging at either inn, free food anywhere you go, and you have advantage on charisma-based checks in Port Nyanzaru. The key might also open a secret door in a merchant prince's dwelling.

Ubtao's Ring. This bejeweled ring is engraved with a tiny, intricate maze. It gives you advantage on Wisdom (Survival) checks and gives you advantage when making Wisdom (Animal Handling) checks with dinosaurs.

Passes. You receive five passes for a free day at a public bath house.

Jewels. You receive a total of 5 agates and 5 emeralds worth 5 gp each.

Invitation to Dine. The character is invited to dine with a merchant prince of the DM's choosing, possibly Jobal or Kwayothe.

PORT NYANZARU'S WATER TUBES

This concept is something you can add to Port Nyanzaru to give the players a new tool to do fun things with.

The water tubes are massive, elevated connected pipes that are maintained and protected by three bound water elementals. People ride in them to quickly travel to different areas of the city. These tubes are ten feet wide and tall, providing ample space for even some dinosaurs to ride in.

All Major Destinations. The water tubes connect to all numbered locations on the Port Nyanzaru map. Looking at the map, the water flows in a clockwise manner.

Speed. A rider moves 60 feet per round on fast-flowing water inside smooth wooden tubes roofed with thatch. The tubes sometimes reach a height of 25 feet above the ground.

Arrival. When a rider reaches a numbered location, the flow of water around them magically thins and slows, making it easy to get out or get on safely.

THE ELEMENTALS

It is believed that three **water elementals** (MM pg. 125) agreed to power the tubes through an ancient deal arranged by Mainu, one of the mysterious barae of the Lost City of Mezro. Each of the water elementals enjoys their work and are proud of the tubes.

MIMIRI

Mimiri can assume the form of a watery female human. She is very lighthearted and enjoys tales of derring-do. She is fiercely protective of the riders.

BIYAHA BLUE

This elemental can assume the form of a watery male human. He is proud and boastful, and enjoys hearing tales about strength or justice.

RUWA AMANZIF

Ruwa can assume the form of a living wave. It speaks quietly and is very wise. It sometimes helps confused citizens sort out complicated life situations.

Flaw. The elementals can not sense or perceive anyone or anything covered in oil. Oil and water do not mix.

Falling. Any time somebody falls out of the tube, the elementals sense it and can immediately teleport to the

location and grab the person to prevent them from falling.

Defense. If a hostile creature enters the tubes, one or more elementals will try to subdue them and hand that over to the people of Old City.

Danger. The Water Tubes can be used as a device for Dms to make action scenes even more exciting.

Assassins. The tubes are a great place for assassins to carry out a dark deed. There are certain nooks and crannies in the tubes that are pitch black. Assassins cover themselves in oil, which prevents the elementals from sensing their presence, and clutch on to the thatch roof or crossbeams to hide. They wait for their target to slide underneath and then fire a poison dart, try to catch their head in a noose, or drop down on them and stab away as they ride the tubes at high speeds.

CHASES

If the group is chasing someone, that person might jump into the tube to make a quick getaway. A hero can jump in after them and give chase.

There is a good chance that a water elemental will slide under the hero and ask gleefully, "Want to go faster?!" The hero can ride the elemental at a very high rate of speed to catch up to the target.

Damaging the Tube. Fighting in a tube is risky. Anyone missing an attack will damage the wood of the tube, creating a hole that might require a DC 10 Dexterity save to avoid. Failing through means the character goes hurtling into the city, taking 2d6 bludgeoning damage. They can make a Dexterity check.

- A result of 15 or higher means that they land safely on a roof or a well-behaved pack dinosaur.
- A 10-14 means that they land in the street and take 1d6 bludgeoning damage.
- A 6-9 means they land in the street and take 2d6 damage.
- A 5 or less means they take 2d6 damage and crash through a window, into a person, or into a testy dinosaur (probably an allosaurus).



JUNGLE TRAVEL

In this section, I have created 30 days of travel for you. I did my best to foreshadow and incorporate things from the adventure so that the players can become familiar with all of the important elements, including the tricks, the gods and Ubtao.

Foraging. I worked in foraging scenarios so that the group is constantly making new discoveries, getting in weird predicaments and trying exotic cuisines. Here are some discoveries I wasn't able to fit in:

- **Ground Menga Leaves:** When heated, these brown leaves turn into a liquid. If this liquid is imbibed and swallowed, one ounce heals 1d8+2 points of damage. Drinking more than an ounce causes unconsciousness that lasts 1d4 hours.
- **Bytter Nuts:** When these small nuts are crushed and rubbed into an open wound, the compound heals 1d6 points of damage.
- **Feather Skin:** The petals of this rare, pale blue flower have an astonishing curative power. By placing a petal on the tongue, it dissolves and rids the body of all diseases.

Dinosaurs and Undead. I ran with the idea that the dinosaurs are largely on the side of the heroes, and that the undead are the true danger in the jungle. I tried to reinforce the notion that if you treat the dinosaurs with respect, they will treat you with respect.. That concept does

not apply to the tyrannosaurus rex, who is a ravenous killing machine.

Water. It is hard to think up much to do with water. Once the group learns not to drink from the streams and lakes, then I think those water foraging rolls mostly just determine how much rain the heroes caught in the raincatchers overnight.

DAY 1

Bright light filters through the thick intensely green foliage above you. Huge, broad leaves line the path ahead as heat waves rise off of the ground. Insects buzz in and out of your view suddenly scatter as a faint rumble echoes from far within the jungle.

The Guide. As the group begins their journey, their guide will tell the group a few things:

- Entering a goblin village is very dangerous for many reasons, not the least of which is that legend has it that the villages can actually soar through the air like a meteor.
- The dinosaurs are the children of Ubtao and should be respected.
- The guide has heard of ryath roots and can identify them on sight. These roots make you strong! The more you eat, the better. They're quite rare and very useful