



DUNGEON MASTER'S SCREEN

TOMB OF ANNIHILATION™

This screen is the perfect companion for those Dungeon Masters running the *Tomb of Annihilation™* adventure, or any trek through the jungles of Chult. The front features mysterious images of the jungle and its inhabitants, while the back displays extensive encounter and treasure tables as well as all the information a Dungeon Master might need to handle jungle exploration.



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DUNGEONS & DRAGONS

TOMB OF ANNIHILATION

ENCOUNTER TABLES

OMU ENCOUNTERS				
Encounter	Page	Ruins	Palace	Swamp
Apes	196	01-05	—	—
Baboons	196	06-10	01-10	—
Cannibals	196	11-15	—	—
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Dragon, faerie	199	16-20	11-15	—
Gargoyles	204	21-25	16-25	11-15
Giant wasps	200	26-30	—	16-25
Giant wolf spiders	204	31-35	26-35	—
Goblins	200	36-40	36-40	—
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King of Feathers	204	46-50	41-50	36-50
Kobolds	204	51-55	51-60	—
Red Wizard	201	56-60	61-70	—
Shambling mound	202	61-65	—	51-60
Su-monsters	202	66-70	71-75	—
Tabaxi hunter	203	71-75	76-80	—
Undead, ghouls	203	76-80	—	61-65
zombies	203	81-85	—	66-70
Vegepygmies	203	86-90	—	71-80
Yellow musk creeper and yellow musk zombies	203	91-95	81-90	81-90
Yuan-ti	204	96-00	91-00	91-00

WILDERNESS ENCOUNTERS											
Encounter	Page	Beach	Jungle		Mountains	Rivers	Ruins	Swamp	Wasteland	Greater	
			No Undead	Lesser Undead						Lesser Undead	Greater Undead
Aarakocra	196	01-07	—	—	01-11	01-03	—	—	—	—	—
Albino dwarves	—	—	01	01	12-17	—	01-02	—	—	—	—
Aldani	—	—	—	—	—	04-07	—	01-10	—	—	—
Almiraj	—	—	02	—	—	—	03	—	—	—	—
Apes	—	03-04	—	—	18-20	—	04-06	—	—	—	—
Artus Cimber	08	05	02	01	—	08-09	07-08	11	01	—	—
Assassin vines	—	06-07	03-05	02	—	10	09-12	12-14	—	—	—
Axe beaks	—	08	06	—	—	—	—	—	—	—	—
Baboons	—	09	—	—	21-22	—	13-14	—	—	—	—
Cache	09-10	10-11	07-08	03-05	23-25	11-12	15-18	—	—	02-05	—
Cannibals	—	12-13	09-10	—	—	13-15	—	—	—	—	—
Chwinga	197	11-12	14-15	—	26-27	16-18	19	15-16	—	—	—
Crocodiles	—	—	—	—	19-23	—	17-21	—	—	—	—
Cyclops	—	16	—	—	28-29	—	20-21	—	—	—	—
Dinosaurs, allosaurus	13-14	17	11	06	—	—	—	22	—	—	—
ankylosaurus	—	18	12	07	—	—	—	23	—	—	—
brontosaurus	—	19	—	—	—	24	—	24-25	—	—	—
deinonychus	—	20-21	13	—	—	—	22	—	—	—	—
dimetrodon	15-16	—	—	—	—	25-26	—	26-30	—	—	—
hadrosaurus	—	22-23	14	08	—	27-28	—	31-33	—	—	—
plesiosaurus	198	17-21	—	—	—	29-31	—	—	—	—	—
pteranodon	22-28	24	15	09	30-38	32-34	—	34-35	—	—	—
quetzalcoatlus	29-31	—	—	—	39-42	35-36	—	—	—	—	—
stegosaurus	—	25-26	16	10	—	—	—	—	—	—	—
triceratops	—	27-28	17	—	—	—	—	—	—	—	—
tyrannosaurus	—	29-30	18	—	—	—	—	—	—	—	—
velociraptor	32-37	31-35	—	11-12	—	—	—	—	—	—	—
Dragon, faerie red	199	38-40	—	—	43-45	—	37	—	—	06-09	—
Eblis	—	37	—	—	—	38-40	—	36-39	—	—	—
Emerald Enclave	41-42	38-42	19-20	15-16	46-47	41-43	24-26	—	—	—	—
Explorer, dead	—	43-44	21-22	17-20	48-50	44-45	27-28	40-41	10-18	—	—
Explorers	43-46	45	23	21	51-53	46-49	29-31	42-45	19	—	—
Firenewts	—	—	—	—	—	—	—	—	20-37	—	—
Flail snail	—	46	—	—	—	32-33	46-47	—	—	—	—
Flaming Fist	47-49	47-50	24-26	22-23	—	50-51	34-36	—	—	—	—
Flying monkeys	200	50-52	51	—	54-59	52-53	37-38	—	—	—	—
Flying snakes	53-55	52-53	27	—	60-61	54-55	39	48-50	—	—	—
Frost giants	56-57	54-55	—	—	—	—	40-41	—	—	—	—
Giant, boars	—	56	—	—	62	—	—	—	—	—	—
crocodile	—	—	—	—	—	56-58	—	51-53	—	—	—
frogs	—	57	—	—	—	59-60	—	54-56	—	—	—
lizards	58-63	58	28	—	6	—	42	57-58	—	—	—
scorpions	—	59	—	—	—	—	—	43-45	—	38-45	—
snapping turtle	64-67	—	—	—	—	61-62	—	59-60	—	—	—
wasps	—	60	29	24	64-65	63	46-48	61-62	—	—	—
Girallons	—	61-62	30-31	—	66-70	—	49-50	—	—	—	—
Goblins	—	63-64	32-33	—	—	—	51-52	—	—	—	—

Encounter	Page	Beach	Jungle		Mountains	Rivers	Ruins	Swamp	Wasteland
			No Undead	Lesser Undead					
Grungs	201	—	65-66	34-35	—	64-66	—	63-64	—
Jaculis	—	—	67	—	—	67	53-54	—	—
Kamadans	—	—	68	—	—	—	55-57	—	—
Lizardfolk	68-71	69-70	—	—	—	68	58	65-66	—
Mad monkey mist	—	71-72	36-39	—	—	69-70	59-60	67-69	—
Magmins	—	—	—	—	—	—	—	—	46-54
Mantraps	—	73	40-41	25	—	—	—	—	—
Mephits	—	—	—	—	—	—	—	70	55-71
Night hag	—	74	42	—	71-73	—	61	71	72-78
Pterafolk	—	75	43-44	26	74-80	71-72	—	—	—
Rare plant(s)	—	76	45	27	—	73	62	72	—
Red Wizard	—	72-74	77	46	28	81	74	63	—
Salamander	202	—	—	—	—	—	—	—	—
Sea hags	—	75-84	—	—	—	75-76	—	—	—
Shambling mound	—	—	—	—	—	—	—	73-76	—
Snake, constrictor	—	78-79	47-48	29-31	—	77-79	—	77-80	—
giant constrictor	—	80	49	32	—	80	—	81-82	—
giant poisonous	—	81	50	33	82-84	—	64-66	—	—
Spiders	—	82	51-52	34-36	—	—	67-68	—	—
Statue of Ubtao	—	83-85	53-55	37-40	—	81	69-73	83-85	79
Stirges	—	85-87	86	56-57	41-44	85-87	82-83	74-75	86-87
Su-monsters	—	87	58-59	45	—	—	—	—	—
Swarms of bats	—	88-89	88	60-62	46	88-90	—	76-77	88-89
insects	—	89	63-65	47-49	—	84-85	—	86-91	90-94
quippers	—	—	—	—	—	—	—	—	—
Tabaxi hunter	203	90-94	90	—	—	91-92	92-93	78	—
Tiger	—	—	91	—	—	—	—	—	—
Tri-flower frond	—	95-00	92	66	50	—	79-80	—	—
Troll	—	—	67	51	93-97	—	81	—	80-83
Undead, ghouls	—	—	68-72	52-63	—	94	82-84	95	84-85
skeletons	—	—	73-77	64-67	—	95	85-87	96-97	86-95
specter	—	—	78-79	68-70	—	—	88-89	—	—
wight	—	—	80	71-73	—	—	90-91	—	96-97
zombies	—	—	81-89	74-85	—	96	92-93	98	98
Vegepygmies	—	93	90-91	86-87	—	—	—	—	—
Wereboar	—	94	92	88-89	98-00	—	—	—	—
Weretiger	—	95	93	90-91	—	—	94	—	—
Winterscape	—	96	94	92	—	—	95	—	—
Yellow musk creeper and zombies	—	97	95-96	93-96	—	—	96	99	—
Yuan-ti	204	—	98	97-98	—	97-98	97-98	00	—
Zhentarim	—	99	99	—	—	99-00	99-00	—	99-00
Zorbos	—	—	00	00	99-00	—	—	—	—

PORT NYANZARU ENCOUNTERS

D20 Encounter	Description
1	A parrot poops on a random character's head.
2	Near the harbor, an ankylosaurus that tows boats through the warehouse canals goes on a rampage and must be calmed, restrained, or killed.
3	A merchant shouts, "Stop! Thief!" as a furtive youngster (commoner) rushes past the characters. If the thief is caught, the grateful merchant can introduce characters to a merchant prince or provide them one other favor.
4	A drunk foreign sailor (unarmored veteran) is loudly trying to pick a fight with three local commoners , who are clearly no match for the lout. If the characters intervene, the grateful locals become a reliable source of information about Port Nyanzaru, but the sailor and his shipmates ambush the characters elsewhere in the city later on.
5	A beggar (commoner) grabs a character by the arm and shouts, "The ancient one beneath the Forbidden City gives birth to a terrible new god! The snake-men know! They know!" Then he stumbles away into the crowd. Passersby tell the adventurers to ignore the beggar, and that his predictions are wrong most of the time.
6	Alarm horns declare that undead are attacking Malar's Throat. Mercenaries keep the monsters out of the city proper, but people are trapped in the temple of Tymora and besieged by 2d6 zombies and 2d6 skeletons led by a ghoul. If the characters defeat the undead, the temple rewards them with 5 gallons of tej and a <i>potion of healing</i> .
7	Shouts of "Look out!" give a character a brief warning as a water barrel, building stone, or other heavy weight crashes down. The character must succeed on a DC 12 Dexterity saving throw or be struck, taking 14 (4d6) bludgeoning damage. Any character who succeeds on a DC 15 Wisdom (Perception) check spots a disguised yuan-ti pureblood slinking away from the scene.
8	A tabaxi minstrel (see page 233) asks one of the characters for a gold piece to stake her for gambling, promising to pay it back. If the character agrees, the tabaxi makes good on her promise the next day, returning a pouch containing 10 gp.
9	A thief (spy) tries to pick the pocket of one of the characters.
10	The characters run into Volothamp Geddarm (see page 235), who is delivering a copy of his new book to one of the city's merchant princes. There is a 50 percent chance that Volo is drunk.
11-20	The characters meet an NPC with a side quest (see "Side Quests," page 16).

TREASURE TABLES

CACHES	
D20	Cache
1	Rain catcher (see chapter 1) and mess kit
2	10-day supply of preserved rations
3	20-day supply of preserved rations
4	50-day supply of preserved rations
5	1d4 casks of water holding 5 gallons each
6	1d4 casks of tej (see chapter 1)
7	1d4 climber's kits
8	Coffer containing 2d4 vials of antitoxin
9	20-day supply of insect repellent salve (see chapter 1) in a leather tube
10	1d4 quivers, each containing 1d20 arrows
11	Canoe with six paddles
12	2 hooded lanterns and 10 flasks of lamp oil
13	Two-person tent and 1d4 explorer's packs
14	Wooden box containing 2d10 daggers (low quality, of the type used as trade goods)
15	Set of navigator's tools
16	1d10 changes of woolen clothing
17	Set of cartographer's tools
18	Two-person tent and 1d4 healer's kits
19	2 two-person tents, folding camp table, and four folding stools
20	Wooden box containing 2d4 <i>potions of healing</i>

TREASURE DROPS

D100	Treasure
01-50	None
51-52	A crude map drawn on a scrap of tanned dinosaur hide, showing a route to Port Nyanzaru and the location of a randomly determined landmark or lair (250 gp)
53-54	1d4 gemstones (10 gp each) in a small pouch
55-56	A malachite ring inlaid with electrum (50 gp)
57-58	An empty corked vial made from an aarakocra's engraved wing bone (5 gp)
59-60	A rotting quiver containing 1d10 silvered arrows
61-62	A gold nugget the size of a dwarf's fist (50 gp)
63-64	A stoppered vial of serpent venom (see chapter 8 of the <i>Dungeon Master's Guide</i>)
65-66	An engraved ivory smoking pipe (25 gp)
67-68	Case containing 2d12 blocks of insect repellent incense
69-70	An iron token bearing the symbol of a triceratops (the sign of the Ytepka Society), worth 50 gp in Port Nyanzaru
71-72	<i>Potion of animal friendship</i>
73-74	<i>Potion of vitality</i>
75-76	Spell scroll (choose a 1st-level spell)
77-78	A stoppered vial of wyvern poison (see chapter 8 of the <i>Dungeon Master's Guide</i>)
79-80	An obsidian knife (25 gp)
81-82	A stoppered, wooden tube containing 1d4 gemstones (50 gp each)
83-84	A small onyx orb with maze-like patterns carved into its surface (75 gp), usable as an arcane or druidic focus
85-86	A Batiri goblin mask made of painted wood, set with nine gemstones (10 gp each)
87-88	A spyglass (1,000 gp)
89-90	A lute (35 gp) with one broken string
91-92	A set of thieves' tools (25 gp)
93-94	An excellent lock (50 gp) that requires a successful DC 20 Dexterity check to pick using thieves tools (the lock's key is missing)
95-96	Jar of <i>Keoghtom's ointment</i>
97-98	<i>Horn of blasting</i>
99-00	<i>Wand of secrets</i>



TRAVELING IN CHULT

TRAVEL DISTANCES

Pace	Coastal, jungle, mountain, swamp, or wasteland	River or lake	Effect
Normal	1 hex per day	2 hexes per day	
Fast	roll a d4. on a roll of 3 or 4, +1 hex		-5 penalty to passive Wisdom (Perception) scores, and Wisdom (Survival) checks to navigate
Slow	roll a d4. on a roll of 1 or 2, -1 hex		Able to use stealth, -5 to Wisdom (Survival) checks to navigate

Tracking Miles (1 hex = 10 miles)

Instead of tracking movement by hexes, you can keep track of the actual distances covered (10 miles per day at a normal pace, 15 miles per day