

# APPENDIX E: PLAYER HANDOUTS

## HANDOUT 1: PLAYERS' MAP OF CHULT



## HANDOUT 2: AZAKA STORMFANG

If you need a guide to get you through the jungle alive, look no further. I was born in the jungle. I know its dangers well and how best to avoid them. Should you choose me, you may rest assured that your party is in safe hands.

I charge 5 gold coins per day and require a 30-day payment up front. For those adventurers who aid me in a personal quest, I will waive my fee and guide them to places no one else has found. This quest will take us to Firefinger. The evil pterafolk that roost atop Firefinger stole a wooden mask from me, and I want it back.



## HANDOUT 3: EKU

While the lure of pillaging the antiquity of Chult is a temptation, I appeal to those who find fulfillment in doing actual good in the world. I seek to rid the jungle of evil. There are many ruins and ancient temples that must be reclaimed, so that the spirits of nature can return to their sacred places and live in peace.

There are evil impostors who seek to blind you with promises of gold, but will only guide your throats to their blades!

My rates are standard: 5 gold pieces a day, with a 30-day payment up front. A small portion goes to pay off the merchant prince Jobal. The rest I give to charity.



## HANDOUT 4: FAROUL AND GONDOLO

Why pay for one guide when you can have TWO for the same price! We have the smarts, the goods, and our own triceratops!

Treasure abounds! When we're done leading you to all the ancient sites and sacred places that we know of, you'll be swimming in gold and magic. All the other guides will lead you in circles and make you do all the work. Don't be fooled! When we return to Port Nyanzaru, you will have tales and fortunes enough to last a lifetime.

Our price is 5 gold pieces per day, with a 30-day payment up front, but we're glad to reduce our rate for equal shares of any treasure found.



## HANDOUT 5: HEW HACKINSTONE

I've stood atop every mountain in Chult. I know every gorge and crevice, every plateau and trail. My memory is an iron trap. I forget nothing. Trust a dwarf, I always say, because a dwarf will never steer you wrong.

Fearless, I am. There's no dragon, beast, or undead horror that scares me. You want a guide who runs away at the first sign of danger? No! You want a dwarf, and I'm the toughest dwarf around. Red dragon bit off my arm, yet here I stand! Takes more than a dragon to stop Hew Hackinstone!

I charge 5 gold coins a day and expect a 30-day payment up front. Best coin you'll ever spend, I promise you!

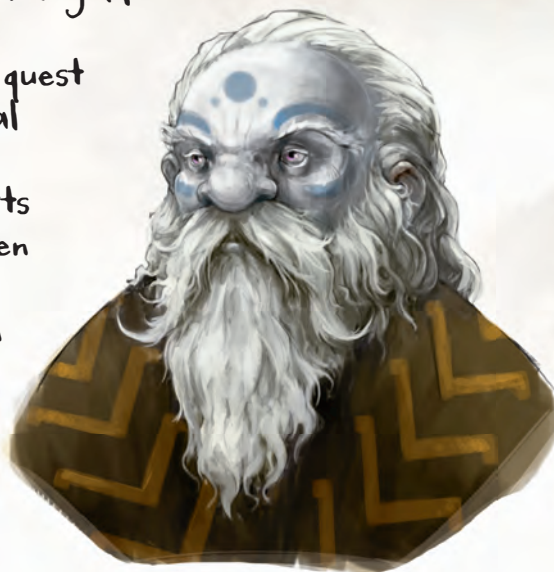


## HANDOUT 6: MUSHARIB

The jungle is my home. I know it well. I can guide you anywhere in Chult for a fee of 5 gold pieces a day.

If adventure is what you seek, join my quest to reclaim Hrakhamar, my clan's ancestral forge. A volcanic eruption forced us to abandon it many years ago. The firenewts that have since taken over must be driven out or destroyed. At the very least, we must sneak in and recover a relic known as Moradin's Gauntlet. The firenewts must not be allowed to keep it!

If you love dwarvenkind, then hear my plea and join me in returning Hrakhamar to its rightful owners. I will waive my fee for your promise of assistance.



## HANDOUT 7: QAWASHA AND KUPALUÉ

I, Qawasha, am a druid and a member of the Emerald Enclave. I seek to rid Chult, my homeland, of the undead menace that threatens to eradicate all life. My vegepygmy companion is well-versed in the local flora and fauna. Chult is our home, and we can guide you as no others can.

Our fee is 5 gold pieces per day, but that amount is negotiable if you are willing to help us destroy any undead we might encounter. Perhaps together we can receive the blessing of the chwinga spirits that watch over this sacred land.



## HANDOUT 8: RIVER MIST AND FLASK OF WINE

Beware Jobal and his no-good flunkies! That merchant prince is as trustworthy as a sack of snakes, as are most of his "guides." If you choose us, we will never lead you astray. "River and Flask are up to the task!" That's our motto! Chult is our playground. We're fast, reliable, and know what we're doing.

Five gold pieces per day and a 30-day advance is what Jobal's flunkies demand. We're happy to serve as guides for only 4 gold pieces a day with no payment up front. Even better, we'll waive the fee entirely for equal shares of whatever treasures we help find.



## HANDOUT 9: SALIDA

I've led many expeditions through the wilds of Chult. I know secret trails that appear on no map. Hire others at your own peril.

Azaka and Eku have led expeditions into the jungle that never returned. Faroul and Gondolo are charlatans, plain and simple. Old Hew suffers from mad monkey fever, I'm sure of it. Musharib is an albino dwarf, and they're not to be trusted. And I hear tell that River Mist and Flask of Wine owe money to the Zhentarim.

Five gold pieces per day is a cheap price to pay for your lives. Spend your gold wisely.



## HANDOUT 10: SHAGO

Ask any member of the Flaming Fist: I'm the best there is! Pay no heed to the guides in Port Nyanzaru. They're soft and weak. I'll get you to wherever you need to go. Firefinger, Kir Sabal, the Peaks of Flame—it doesn't matter. Chult is full of wonders, and Shago knows the way! I'm not afraid of dinosaurs, bugs, or hard work. I can paddle a canoe, start a fire, forage, whatever you need. The jungle is overrun with ghouls and zombies, but I have a strong arm and the heart of a tyrannosaurus. Together, we will conquer this land!

Five gold pieces a day and a 30-day advance. For that you get the best guide. For that, you get the mighty Shago!



## HANDOUT 11: PUZZLE CUBES



## HANDOUT 12: PLAYERS' MAP OF OMU



## HANDOUT 13: LORD BRIXTON'S LETTER

Rue,

Denlin has a lead on the Eye of Zaltec! The old goat found an obelisk to the north that marks the entrance to the Tomb of the Nine Gods. The Eye must be within, but the door is magically locked. We think the secret to opening it lies in the holy shrines.

We're headed into the ruins to check them out. Gods willing, we'll be back tonight. Ras Rii's serpent people are on the prowl, so be careful. If you get into trouble, sound the swan horn twice and we'll come running.

For the Yellow Banner.

Lord Briston

## HANDOUT 14: I'JIN'S PUZZLE FLOOR



## HANDOUT 15: PAPAZOTL'S RIDDLE

COMES WITH SUNSHINE  
LEAVES WITH NIGHT  
HIDES IN DARKNESS  
DOES NOT BITE  
ALWAYS JOINED TO ITS CASTER  
NEVER STRAYS FROM ITS MASTER

## HANDOUT 16: PAPAZOTL'S PUZZLE KEY



## HANDOUT 17: ACERERAK'S FIRST WARNING

FEAR THE NIGHT WHEN THE FORSAKEN ONE SEIZES  
DEATH'S MANTLE AND THE SEAS DRY UP AND THE DEAD  
RISE AND I, ACERERAK THE ETERNAL, REAP THE WORLD  
OF THE LIVING. THOSE WHO DARE ENTER TAKE HEED:

THE ENEMIES OPPOSE.  
ONE STANDS BETWEEN THEM.  
IN DARKNESS, IT HIDES.  
DON THE MASK OR BE SEEN.  
SPEAK NO TRUTH TO THE DOOMED CHILD.  
THE KEYS TURN ON THE INSIDE ONLY.

## HANDOUT 18: ACERERAK'S SECOND WARNING

THE RING IS A PATH TO ANOTHER TOMB.  
THE DEAD ABHOR SUNLIGHT.  
ONLY A JEWEL CAN TAME THE FROG.  
BOW AS THE DEAD GOD INTONED.  
INTO DARKNESS DESCEND.

## HANDOUT 19: ACERERAK'S THIRD WARNING

WALK THROUGH WATER  
WITH WEAPON IN HAND.  
SLAKE YOUR SHADOW AT THE FONT.  
THE VULTURE IS THE FIRST STEP.  
RIGHT THE GODS.  
THE WALLS OF HISTORY TELL ALL.

## HANDOUT 20: ACERERAK'S FOURTH WARNING

DEATH TO FIRE, DINE OR DROWN,  
PRECIOUS AIR, AND FALLING SAND.  
THE ARMY SLEEPS IN SILENCE.  
THE MIRROR HOLDS TWELVE.  
FIND THE IRON SCEPTER'S TWIN.  
THE MAZE HOLDS THE KEY.

## HANDOUT 21: DEVLIN'S JOURNAL EXCERPT

*To those who find this—*

*Know that I, Devlin Bashir, am the last surviving member of the Company of the Yellow Banner. The warlord Ras Nsi stripped us of our weapons and threw us in here on orders of his master, Acererak. I can only imagine our souls are to be fed to his phylactery. Alas, it seems he has won.*

*Our company was separated after the incident with the four-armed gargoyle. The tomb guardians tore Seward to pieces, and with him, we lost the Starfallen. Our quest was a failure: even if we'd found the Eye, the elf princess was gone. My friends wouldn't have lasted long without their weapons (especially with a doppelganger in our midst, as Seph suspected). Of course, I kept my staff. I'm sure Brixton would've seen some humor in that.*

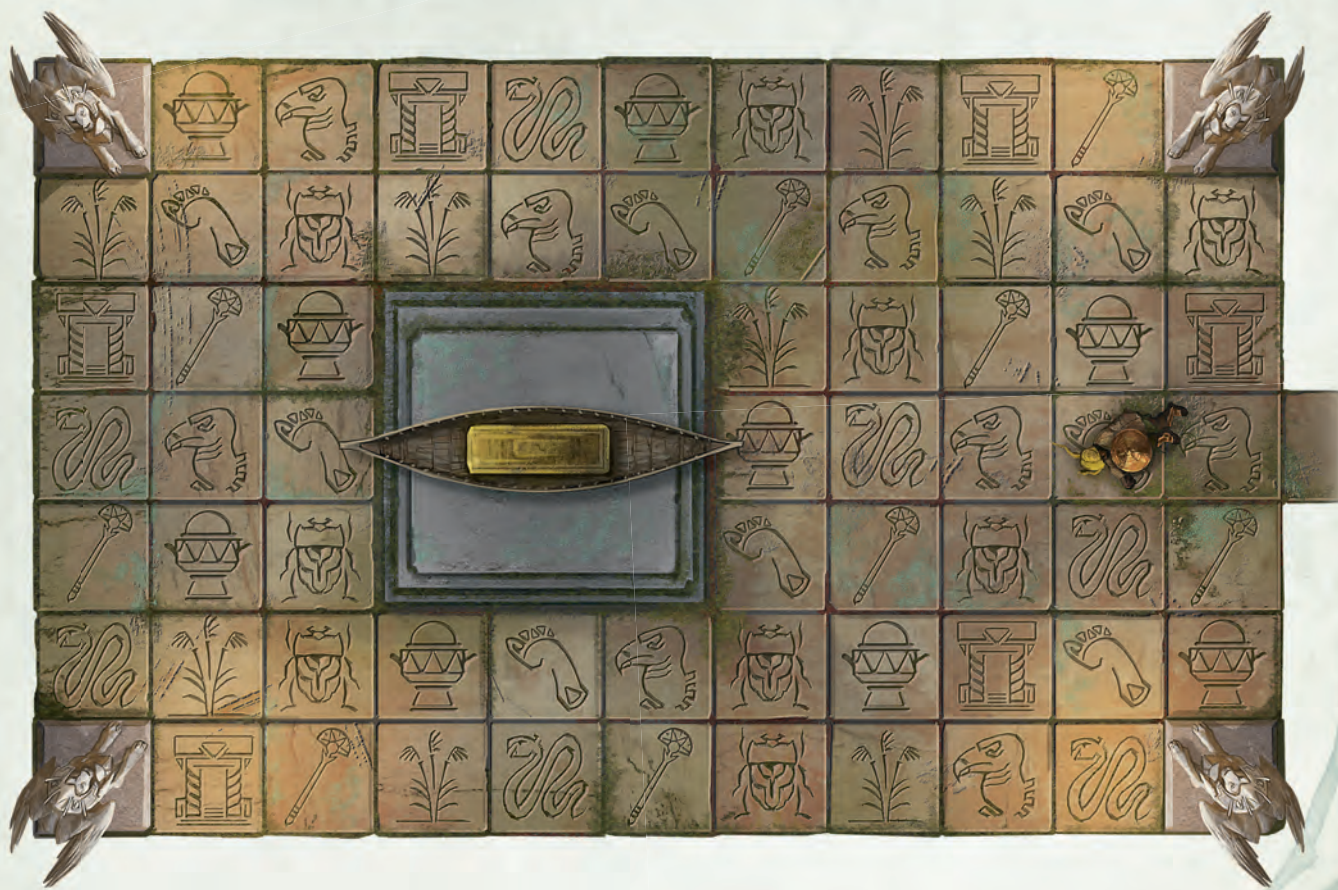
*Gentle reader, let a dying man offer you one piece of advice. Acererak is a trickster who desires nothing but your soul. His riddles may help you, but in the end, his final secret always leads to your doom.*

*Tymora save us all.*

## HANDOUT 22: WITHERS'S JOURNAL EXCERPT

*The master returns with a marvelous gift: a cast-off creation of the gods, dead and yet not. The All-Seeing is blind to its existence, and the Mother of Illusions looks past it! Sweet irony. The master hopes to raise the creature to power by glutting it on souls. The master has brought the Sewn Sisters here to nurse it, and to help build the device needed to feed it. As for me, I am only saddened that my studies shall one day come to an end. I owe the master much for the time he has given me! I can only work harder in the little time that remains for this world.*

## HANDOUT 23: HIEROGLYPHIC FLOOR



## HANDOUT 24: CONTROL PANEL



# APPENDIX F: TRICKSTER GODS OF OMU

## I'JIN

(pronounced EYE-jin)

I'jin, the Almiraj, is fickle and unpredictable.



### FLAW

While inhabited by I'jin, you gain the following flaw, which overrides any opposing flaw: "I never stick to a plan."

### POWER

While I'jin inhabits you, your Dexterity score becomes 23 unless it is already higher.

## KUBAZAN

(pronounced KOO-bah-zahn)

Kubazan, the Froghemoth, is wild and spirited.



### FLAW

While inhabited by Kubazan, you gain the following flaw, which overrides any opposing flaw: "I am fearless and not afraid to take great risks."

### POWER

While Kubazan inhabits you, your Strength score becomes 23 unless it is already higher.

## MOA

(pronounced MOH-ah)

Moa, the Jaculi, is truthful and kind.



### FLAW

While inhabited by Moa, you gain the following flaw, which overrides any opposing flaw: "I must always speak the truth."

### POWER

While inhabited by Moa, you can use an action to turn invisible. Anything you are wearing or carrying is invisible as long as it is on your person. The effect ends if you attack, cast a spell, force a saving throw, or deal damage.

## NANGNANG

(pronounced NANG-nang)

Nangnang, the Grung, is selfish and cruel.



### FLAW

While inhabited by Nangnang, you gain the following flaw, which overrides any opposing flaw: "I won't share with others."

### POWER

While inhabited by Nangnang, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gain a climbing speed equal to your walking speed.

## OBO'LAKA

(pronounced oh-boh-LAH-kah)

Obo'laka, the Zorbo, is nervous and obsessive.



### FLAW

While inhabited by Obo'laka, you gain the following flaw, which overrides any opposing flaw: "I am risk-averse and a slave to routine."

### POWER

While Obo'laka inhabits you, you can attune to one additional magic item. When Obo'laka leaves you, all magic items to which you are attuned are no longer attuned to you.

## PAPAZOTL

(pronounced pah-pah-ZAH-tul)

Papazotl, the Eblis, is shrewd and conniving.



### FLAW

While inhabited by Papazotl, you gain the following flaw, which overrides any opposing flaw: "I bow before no one and expect others to do as I command."

### POWER

While inhabited by Papazotl, you can't be surprised, you gain advantage on all Wisdom checks, and you never take damage from falling.

## SHAGAMBI

(pronounced shah-GOM-bee)

Shagambi, the Kamadan, is wise and virtuous.



### FLAW

While inhabited by Shagambi, you gain the following flaw, which overrides any opposing flaw: "I never show mercy to evildoers."

### POWER

While inhabited by Shagambi, you can make one extra attack when taking the Attack action on your turn.

## UNKH

(pronounced UNK)

Unkh, the Flail Snail, is self-absorbed and indecisive.



### FLAW

While inhabited by Unkh, you gain the following flaw, which overrides any opposing flaw: "I am incapable of making decisions."

### POWER

While Unkh inhabits you, your Constitution score becomes 23 unless it is already higher.

## WONGO

(pronounced WONG-go)

Wongo, the Su-Monster, is violent and deranged.



### FLAW

While inhabited by Wongo, you gain the following flaw, which overrides any opposing flaw: "I act without concern for the well-being of others."

### POWER

While inhabited by Wongo, you can use your action to unleash a psionic assault on a creature you can see within 60 feet of you. The target must succeed on a DC 16 Wisdom saving throw or be stunned until the end of its next turn.