

Welcome to the Jungle:

Poisons & Native Backgrounds



WELCOME TO THE JUNGLE

POISONS & NATIVE BACKGROUNDS

This book is an attempt to expand on the incredible dangers of the vast wilds of Chult, from its jungles to its wastelands. Inside, you will find a catalog of the exotic flora and fauna of Chult and guidelines for how to harvest and craft various poisons from them, as well as two new character backgrounds for the natives of the jungle who are all too familiar with these dangers.

An expanded guide to the poisons of Chult and the natives who live there

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WITH SPECIAL THANKS TO MILES AUSTIN, BRANDON BRUBAKER, SEAN DAUGHERTY, & ARCANA GAMES



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INTRODUCTION

The material presented in this book is designed to be used in conjunction with the *Tomb of Annihilation* adventure, in which characters explore the jungles of Chult hex by hex and spend a significant portion of their time in the wilds. However, this material could easily be adapted for any campaign set in or near a jungle or rainforest in any setting – especially one in which the characters spend a large amount of time traveling.

POISONS

Exploring Chult can be a daunting enough task for even the heartiest of adventurers; dangers can lie around any tree and beneath any toadstool. Yet some adventurers will wish to seek out these very threats in the hope of crafting useful poisons from the roots and seeds of those perils.

Characters who wish to forage for poison reagents may do so anytime they are in the wilds. Many characters will wish to do this by spending an hour scrounging about their campsite, often in the evening, while others will wish to keep their eyes peeled during travel. One hour of purposeful foraging (during which time no real distance is traveled) is equal to 8 hours of watchful traveling. In either case, the character may roll one Intelligence (Nature) check. The DC is determined by the terrain.

Foraging DCs

DC	Terrain
10	Jungle, Mountain, Swamp
14	Coast, Lake, River
18	Wasteland

Special circumstances may apply should the player choose watchful traveling method of foraging. If the party's navigator (see page 38 of *Tomb of Annihilation*) also chooses to be a watchful traveler, she has disadvantage on both the foraging and navigating check. Additionally, any party member beyond the first who chooses to be a watchful traveler has disadvantage to the

Intelligence (Nature) check to forage during that day of travel. Apply a +5 bonus to all foraging checks for a party who sets a slow traveling pace and a -5 penalty to all foraging checks for a party who sets a fast pace.

Regardless of whether the player is a purposeful forager or watchful traveler, if the character's Intelligence (Nature) check is successful, she may roll once on the following appropriate table (based on terrain). The result of this roll determines the reagent found during that period of foraging. If the Intelligence (Nature) check is a natural 20, she may instead roll twice on the table.

Coast Foraging Results

d6	Reagent
1	Tchongaberry Seed Extract
2	Incurare
3	Balif Succulent
4	Balif Succulent
5	Incurare
6	Violet Whinnis

Jungle Foraging Results

3d6	Reagent
3	Blightfumes*
4	Tears of Ubtao
5	Tchongaberry Seed Extract
6	Rinri Wira
7	Rotmoss
8	Kroakoatl Stool
9	Balif Succulent
10	Drimia Root Powder
11	Dancing Monkey Fruit Juice
12	Drimia Root Powder
13	Drimia Root Powder
14	Xa'ac Leaf Residue
15	Zaryun Nettle
16	Zaryun Nettle
17	Tears of Ubtao
18	Kir Strych

**Blightfumes may only be found in undead territory. If you roll to forage blightfumes outside of undead territory, simply reroll.*

Lake Foraging Results

2d6 Reagent

2	Blightfumes*
3	Zaryun Nettle
4	Zaryun Nettle
5	Zaryun Nettle
6	Glintweed
7	Glintweed
8	Glintweed
9	Violet Whinnis
10	Violet Whinnis
11	Crimson Snakeroot
12	Crimson Snakeroot

**Blightfumes may only be found in undead territory. If you roll to forage blightfumes outside of undead territory, simply reroll.*

Mountain Foraging Results

d6 Reagent

1	Balif Succulent
2	Drimia Root Powder
3	Kir Strych
4	Tchongaberry Seed Extract
5	Tears of Ubtao
6	Xa'ac Leaf Residue

River Foraging Results

d4 Reagent

1	Balif Succulent
2	Rinri Wira
3	Rotmoss
4	Zaryun Nettle

Swamp Foraging Results

d6 Reagent

1	Blightfumes*
2	Crimson Snakeroot
3	Kroakoatl Stool
4	Rinri Wira
5	Rotmoss
6	Zaryun Nettle

**Blightfumes may only be found in undead territory. If you roll to forage blightfumes outside of undead territory, simply reroll.*

Wasteland Foraging Results

d4 Reagent

1	Drimia Root Powder
2	Drimia Root Powder
3	Zabou Spores
4	Wyrmtree

FORAGED POISON REAGENTS

Following is a description of each root, leaf, and toadstool characters may find while foraging in the jungles, along with any special rules that apply for gathering each reagent.

For a summary table of all possible craftable poisons using these reagents, see page 9.

Balif Succulent

Enhancement Herb

This tiny stonecrop was brought to Chult originally as a decorative houseplant by traders from Baldur's Gate over a century ago. However, Chultans are not exactly known for their potted plants and so the balif succulent's ancestor was allowed to spread into the wild. Upon doing so, the stonecrop soon mutated into the succulent today known as the balif, its leaves growing slightly wider and its thorns growing thicker. While still relatively harmless on its own, the balif succulent contains within it a substance that drastically slows the spread of a poison through a creature's veins.

If prepared as a chewy beverage that takes 4 hours to boil and re-thicken, the balif succulent elixir lasts for 2 weeks before losing its potency. If ingested in this fashion within 3 rounds of being poisoned, the poisoned creature can immediately make a second saving throw against the effects of the poison; if successful, the effects of the poison end immediately.

The balif succulent has a much less benign use as well, however. If prepared without boiling and mixed into a poison, the balif succulent slows the effects of any poison in a dastardly manner. Such a poison deals no poison damage, but the creature is poisoned for 1d4 hours instead of the usual duration.

Balif succulents and rotmoss do not mix well; attempting to mix the two results in an impotent poison that has no effects.

Blightfumes

Inhaled Poison

The jungles of Chult are infested with the undead. Sometimes, after a particularly nasty undead monstrosity lies on one patch of ground for too long, its blight passes on to the soils beneath it. When that happens, plants in the nearby begin to emit a toxic fume – the blightfume.

Blightfumes are dangerous to gather and require an airtight container of some sort to keep safely. Additionally, a character who is proficient in a poisoner's kit may roll a DC 16 Dexterity check to avoid exposure to the fumes during collection. A failure on this roll means the character is exposed to the blightfumes, though the reagent is still collected.

Any living creature exposed to blightfumes must roll a DC 13 Constitution saving throw. On a failed save, that creature suffers 3d6 necrotic damage and gains the poisoned condition for one hour. At the end of that duration, the creature may make another DC 13 Constitution save. Another failure indicates the effect repeats. A success at any point results in the exposed creature suffering 1d6 necrotic damage but ends any further effects from the blightfumes.

Crimson Snakeroot

Enhancement Herb

This long, thin, snakelike tuber is only found in marshes and lakesides. Once pulled from the ground, it constantly beads a sweet, blood-colored molasses that moistens any container it is placed in. A favorite treat amongst the grungs and batiri both, the crimson snakeroot's drippings also contain an incredibly deadly – but inactive – toxin.

If the crimson snakeroot is mixed with another poison of any kind, the toxin is activated and adapts to enhance the already-existing poison, increasing its DC by 3.

Dancing Monkey Fruit Juice

Ingested Poison

The juice of the dancing monkey fruit by itself is not quite as potent as the full fruit (see page 205 of *Tomb of Annihilation* for the full effects of the fruit if eaten whole), but when mixed into other foods or drinks, its effects can be distilled and prolonged.

A humanoid who imbibes this magical mind-affecting juice must succeed on a DC 14 Constitution saving throw or begin trembling uncontrollably, causing the trembler to have disadvantage on attack rolls and Dexterity saving throws. These tremors are less severe than the full fruit's effect and attackers against the trembler do not have advantage. However, the trembling effects last for 1 hour, upon which the trembler may repeat the saving throw, ending the effect on itself with a success.

Drimia Root Powder

Injury Poison

Drimiae are a very common flower throughout the jungle and beyond. By themselves, they are hardly dangerous, but when their roots are ground into a powder and slowly heated over 5 minutes, a fast-acting poison is formed.

Drimia root powder has a DC of 11; upon a failed save, it inflicts 1d4 poison damage and the affected creature suffers the poisoned condition for 1 minute.

Glintweed

Ingested Poison

Named for the sheen this magical, aquatic herb has once removed from its home lake or river, glintweed is a prized possession among divers – albeit reluctantly so.

One hour after being eaten raw (glintweed loses all effects if cooked or prepared in any way), the imbiber of this acrid leafy plant must make a DC 12 Constitution saving throw. If successful, the imbiber's digestive system rejects the weed and the imbiber vomits profusely for 1d4

minutes. If the saving throw is unsuccessful, the imbiber gains the ability to breathe underwater for 1d6+2 hours. However, during this time the imbiber is afflicted with the poisoned status anytime she is not mostly submerged in water. After this duration, the effect ends and the imbiber is left with the poisoned status for 1 hour.

Incurare

Enhancement Herb

This insidious blue-green flower is fairly innocuous by itself. But when ground into a paste and mixed with another poison, it alters the effects of the poison in a rather dastardly manner.

A poison that has been mixed with incurare reduces the DC by 1. However, if the poison manages to take hold anyway, any further saving throws or Medicine check to attempt to cure the poison have disadvantage on their rolls.

Kir Strych

Ingested Poison

This nettle-like plant has a grayish stem, making it hard to distinguish from normal nettle plants. Consumed fresh, kir strych doesn't have any negative effects. When crushed and dried, or dried and crushed (it's a debate as to which is the proper and more effective method), it becomes a powder-like substance that can be added to food or drink. Once added, the powder makes little alteration to the taste, appearance, or consistency of the consumable; it can only be detected with a DC 18 Wisdom (Perception) check.

When kir strych is ingested, the target must make a DC 16 Constitution saving throw. If successful, they are affected by mild dry mouth and throat. However, 1d6 rounds after a failed save, the target begins to choke and is unable to breathe. They can remain conscious for a number of minutes equal to their Constitution modifier (minimum 1) before falling

unconscious. Upon falling unconscious, the target's body relaxes, labored breathing returns, and the target is at no risk of dying. This unconsciousness typically lasts for 1 hour before waking with a mild headache.

Kroakoatl Stool

Enhancement Herb

The kroakoatl is a winged frog-like mammal that loves to hide in the nooks and crannies of the jungle canopy. Little is known about the creature save that they are nigh impossible to catch, being both nimble enough to escape direct capture and smart enough to avoid traps. However, the stool of the kroakoatl – which is typically found on the top side of leaves within the canopy but occasionally on the jungle floor – is known to have potent toxic effects when mixed into another poison.

A poison crafted with kroakoatl stool increases its DC by 2.

Rinri Wira

Enhancement Herb

The pink spots on this otherwise-grey mushroom make it easy to recognize, but its diminutive size makes it a rare find nonetheless. When eaten, the rinri wira has a sickly-sweet taste and numbs the consumer's tongue but has no other ill effects.

When mixed with another poison however, that poison inflicts an additional 1d6 poison damage upon a failed saving throw.

Rotmoss

Enhancement Herb

Rotmoss is named for the way any tree or rock with this red-and-grey lichen growing on it looks at first glance to be rotting away and the surrounding odor of decay; it is believed to be perfectly natural and actually unrelated to the undead infestation within the jungles of Chult. Touching rotmoss without protection will leave a creature with a stinging sensation and a minor rash but leaves no other ill effects.

Mixing rotmoss into another poison will radically alter that poison's effects. The DC of such a poison increases by 1, any poisoned statuses have durations that are doubled in length, and any poison damage dealt instead functions as necrotic damage.

Rotmoss and balif succulents do not mix well; attempting to mix the two results in an impotent poison that has no effects.

Tchongaberry Seed Extract

Ingested Poison

Legend tells of an evil witch long ago named Tchonga who grew these berries in her garden and infused them with foul magics for the express purpose of feeding them to an ancient princess of Omu. As the story goes, the witch was successful and the princess, upon eating the pinkish-red berries, fell into a deep magical slumber never to awaken again. It is truly a tragic tale. Whether or not the legends are true is up for debate, but no one can deny that the legends are built on some seed of truth.

If the seeds of the tchongaberry are boiled and distilled before eaten, the imbibor must make a DC 16 Constitution saving throw or fall into a magical sleep for 2d4 hours. The imbibor cannot be woken by any means except magic during this time. Creatures who are immune to poison and/or magical sleep are immune to the effects of the tchongaberry seed extract.

Tears of Ubtao

Enhancement Herb

Wander through the jungles long enough and you'll inevitably stumble upon a Weeping Mangrove, named for the vaguely face-like shape in which its bark naturally grows and the seeping wounds which frequently open around the "eyes" of that face. These holes are believed to be caused by a local beetle, though it is not clear why they only ever target the eye. Once such a hole has been opened, a vermilion sap begins to leak, making the tree seem to be weeping.

The sap – which has been nicknamed the Tears of Ubtao from both its origins and its effects – is also poisonous but it is too slow-acting to be of consequence for most creatures. However, if it is carried into a victim alongside a swifter poison, it can have devastating effects.

A creature who fails its saving throw against a poison mixed with Tears of Ubtao suffers the normal effects of that poison. Then, 1d4 rounds after the failed saving throw, the creature begins oozing a thick, black, viscous liquid from their tear ducts. The creature's eyes are immediately clouded by the sap-like tears and the creature is blinded for 1d4+1 minutes, upon which time the effect ends.

Violet Whinnis

Contact Poison

While not directly related to the more commonly known blue whinnis vine, the violet whinnis is so named for its very similar appearance and effects. The violet whinnis is a dark purple fungus that grows only on the thorns of coastal and lakeside vines. If properly harvested and distilled, the fungus can have deadly effects as a poison.

Gathering the violet whinnis is a meticulous affair and can be quite dangerous; it almost always results in direct contact with the fungus at some point during the collection. Characters who are proficient in a poisoner's kit may roll a DC 14 Dexterity check to avoid contact. Alternatively, a character may choose to wear gloves to avoid possible contact, though a character who does so must instead roll a DC 14 Dexterity check or accidentally destroy the sample intended to be gathered.

Creatures who make contact with the violet whinnis poison must make a DC 14 Constitution saving throw; a failure on this saving throw results in the target suffering 2d4 poison damage and the poisoned status for 1d4 minutes.

Wyrmtree

Enhancement Herb

Long ago, a disease known as Breath of the Fireworm swept through large swathes of Chultan jungle, affecting only plants. It spread in a strangely triangular direction, leaving behind a plot of dead vegetation that resembles the effects of a dragon's fiery breath. The disease didn't kill vegetation particularly quickly however. The roots of affected plants consolidated into one thick root that forked only once near its end. The result was a root that resembled a serpentine tongue – and one incapable of providing lifegiving nutrients to the plant

Nowadays, the disease can only be found in the sparse wastelands of Chult. However, these diseased roots can be harvested and milled into a slimy orange paste that severely weakens a creature's resistance to poisons. When wyrmtree is properly mixed with another poison that deals poison damage, the damage dice of that poison are doubled.

Xa'ac Leaf Residue

Enhancement Herb

The xa'ac bush is a rare, small shrubbery that seems to only grow from soil upon which a dinosaur carcass laid for some time. Curiously, there isn't a single herbivorous dinosaur that has been recorded eating the xa'ac leaves willingly. It is unknown whether that is because they are somehow aware of its origin or because of its toxic residue exuded by its leaves.

Though xa'ac leaf residue is not potent enough to be a functional poison in most humanoids and larger beasts on its own, if it is mixed with another poison, it increases the DC of that poison by 1 and adds 1d4 poison damage to the poison's effects.

Zabou Spore Oil

Inhaled Poison

Zabou mushrooms are deadly enough on their own (see page 205 of *Tomb of Annihilation*), but

some poisoners have taken to condensing the spore's effects into an oil that can be utilized both more efficiently and unusually.

While the vapors from zabou spore oil don't spread as far as the spores themselves would when thrown in a similar manner – instead only affecting one 5-foot square – the vapors are far more potent; creatures who breathe in the vapors from zabou spore oil must make a DC 13 Constitution saving throw or be poisoned for 1d4+1 minutes.

Additionally, the burning of zabou spore oil seems to only enhance the effects even further. The smoke caused by igniting this very flammable oil fills a 15-foot radius; any creature who stays in this smoke for 3 rounds or more must make a DC 16 Constitution saving throw or be poisoned for 1d4x10 minutes.

Zaryun Nettle

Injury Poison

The zaryun nettle can only be distinguished from its numerous, less-dangerous cousins by the translucent tips on each stubby leaf. Distinguishing them is quite important however, since within the zaryun nettle leaf lies a highly potent poison that quickly has an accumulating effect the more one is exposed to it. It is believed that the zaryun nettle plant utilizes this poison to kill and devour insects unwise enough to attempt to eat the leaves of this plant.

Any creature affected by zaryun nettle poison must make a DC 13 Constitution saving throw or suffer 1d6 poison damage. In addition, any creature who has already been exposed to zaryun nettle poison within the last hour – regardless of whether it made the saving throw or not – has disadvantage on saving throws made to resist poison.

Craftable Poisons

DC to Craft	Name	Details	Type	DC of Poison	Price
+3	<i>Balif Succulent</i>	poisoned 1d4 hours	Enhancement*	--	10g
17	<i>Blightfumes</i>	3d6 necrotic/poisoned 1 hour	Inhaled	13	180g
+3	<i>Crimson Snakeroot</i>	DC +3	Enhancement	+3	120g
8	<i>Dancing Monkey Fruit Juice</i>	trembling 1 hour	Ingested	14	18g
11	<i>Dirimia Root Powder</i>	1d4 poison/poisoned 1 minute	Injury	11	20g
--	<i>Glintweed</i>	breathe water 1d6+2 hours	Ingested	12	5g
+3	<i>Incurare</i>	DC -1/ensuing saves disadvantaged	Enhancement	-1	35g
12	<i>Kir Strych</i>	inability to breathe/unconsciousness	Ingested	16	175g
+3	<i>Kroakoatl Stool</i>	DC +2	Enhancement	+2	25g
+3	<i>Rinri Wira</i>	+1d6 poison	Enhancement	--	50g
+3	<i>Rotmoss</i>	DC +1/poisoned doubled/necrotic	Enhancement	+1	40g
14	<i>Tchongaberry Seed Extract</i>	sleep 2d4 hours	Ingested	16	150g
+3	<i>Tears of Ubtao</i>	blinded 1d4+1 minutes	Enhancement	--	140g
16	<i>Violet Whinnis</i>	2d4 poison/poisoned 1d4 minutes	Contact	14	60g
+3	<i>Wyrnroot</i>	poison dice doubled	Enhancement	--	250g
+3	<i>Xa'ac Leaf Residue</i>	DC +1/+1d4 poison	Enhancement	+1	45g
13	<i>Zabou Spore Oil</i>	poisoned 1d4+1 or 1d4x10 minutes	Inhaled	Varies	15g
12	<i>Zaryun Nettle</i>	1d6 poison/disadvantage vs poison	Injury	13	40g

*Balif Succulent also has effects when Ingested. See the full description for more information.

CRAFTING & HARVESTING POISONS

Simply finding reagents isn't enough to make a potent poison. One must know how to properly mill, boil, extract, and/or distill the toxic aspects of those reagents into a usable form. Characters who are proficient in a poisoner's kit may attempt to create a poison from specific reagents with an appropriate Intelligence check (see the Craftable Poisons table for the DCs). Doing so requires spending 1 hour (unless one of the reagents specifies otherwise) around a campfire or similar cooking location. Using an alchemy lab or similar set-up allows the character to make the Intelligence check with advantage. A natural 20 on this check allows the character to extend the ingredients into two doses of the desired poison. A failure on this ability check results in wasting the reagents and no usable poisons created.

Some poison reagents are only effective when used in combination with other poisonous ingredients. Only 3 total reagents may be mixed

together before the chemical compound becomes unstable and ineffective. One of these 3 must be either an injury or contact poison and the other 2 must be enhancement herbs. Each additional reagent used increases the DC to craft that poison by 3.

Other poisonous substances – usually venoms – can be harvested directly from the carcass of a beast which produced that poison in life. Characters who are proficient in a poisoner's kit who wish to do this may roll a Dexterity check; the DC of this check is equal to 11 + the creature's Constitution modifier. A success indicates the acquisition of all available poison from this carcass: one dose of poison. A natural 20 on this check results in two such doses procured. A failure on this check results in destroying the creature's venom sacs (or other poison-containing anatomical structure) and no further attempts to harvest poison on this carcass will be successful. Attempting this harvest requires 10 minutes. Poison obtained in this manner has identical statistics as the

creature did in life. All such poisons are either injury or contact poisons – your DM will determine which is more fitting based on the description of the creature. These venoms are not listed in this book – you should look instead at the stat blocks of monsters to find these.

TYPES OF POISONS

By now you've surely noticed that you've been introduced to a series of new types of poison altogether. Indeed, there are 4 methods in which poison can find its way into the body of a creature (Contact, Ingested, Inhaled, and Injury) as well as 1 additional type of poison that only applies to reagents (Enhancement).

Contact Poisons

Some poisons are so toxic, so potent, that all it takes is the slightest of touches for the poison to take effect. These toxins are clearly quite rare and are usually quite dangerous to forage or harvest.

Once a contact poison has been harvested or crafted, it can be used in one of two ways: 1) it can be applied to an item another creature is expected to touch or 2) it can be applied to the edge of a weapon.

If used as a trap and applied to an item, the next creature to touch that item with their bare skin is exposed to the poison. A creature with natural armor and/or thick fur has advantage on this saving throw, as per the DM's discretion. (A turtle, for example, may not be ruled to have advantage on this saving throw when picking up a poisoned item because its natural armor does not cover its hands at all.) If the creature inspects the item beforehand, they notice the poison coating the item with a successful Wisdom (Perception) check. The DC of this check is equal to the DC of the saving throw of the poison. One dose of contact poison is enough to coat an item in such a manner that

any creature who touches the item is exposed to the poison until it is intentionally cleaned.

If applied to the edge of a weapon, the next creature successfully struck with that weapon is exposed to the poison. One dose of contact poison is enough to coat a melee weapon or 3 pieces of ammunition for one successful strike. After that, the vigors of using the weapon in combat clean the weapon of any remaining poison. Applying the poison takes an action and once applied, the poison retains potency for 1 minute before drying.

Ingested Poisons

Other poisons are safe to the touch and are unlikely to harm you no matter what you do... unless you eat them. Using such a poison is difficult to do in combat, though certainly not impossible. It is much more likely that these types of poisons will be used in conjunction with elaborate plans to feed a particular creature with food or drink tainted with poison.

Each of the ingested poisons listed in this book are subtle enough that a creature eating food or drink mixed with the poison will not be able to tell they have been poisoned until it is too late unless they are actively looking for it. They are also potent enough that once the poison has been swallowed, it is too late. Vomiting the contaminated food before any symptoms have shown will not save you from having to roll the appropriate saving throw (though you may have advantage on the roll – ask your DM).

Inhaled Poisons

Sometimes a poison fills the very air. Any creature who breathes in one of these poisons immediately recognizes the toxicity of what they've breathed in, but the most treacherous aspect of these poisons is that you don't even need to breathe them in directly to get exposed to them. Simply being in the same area as the poisonous gas will be enough to expose a creature; however, a creature holding its breath

or with its nose and mouth appropriately covered has advantage on the saving throw.

Injury Poisons

The most commonly used type of poison is the injury poison. These poisons must make direct contact with an intended victim's bloodstream, and the easiest – and by far the most common – way to do that is to apply the poison to the edge of a weapon. Just like contact poisons, the next creature successfully struck with that weapon is exposed to the poison. One dose of injury poison is enough to coat a melee weapon or 3 pieces of ammunition for one successful strike. After that, the vigors of using the weapon in combat clean the weapon of any remaining poison. Applying the poison takes an action and once applied, the poison retains potency for 1 minute before drying.

However, unlike contact poisons, if the target of a poisoning attack has resistance to the type of damage dealt by the weapon the poison is applied to, the target has advantage on the saving throw against the poison. As an example, a barbarian who is currently raging has resistance against bludgeoning, piercing, and slashing damage. Thus, that raging barbarian has advantage on the saving throw against any injury poison applied to him from the edge of a bludgeoning, piercing, or slashing damage weapon.

Enhancement Herbs

These poisons are quite dangerous when used in combination with other injury or contact poisons, though they are either not potent enough or not swift enough to affect a creature on their own. Each of these has different effects and must be mixed with other forageable reagents during the crafting process (see Crafting & Harvesting potions, page 9). Enhancement herbs do not mix well with already potent poisons such as venoms harvested from beasts.

Only 2 enhancement herbs may be mixed together with an injury or contact poison reagent before the effects get too diluted to be effective.

CHARACTER BACKGROUNDS

Considering all the dangers surrounding Chult, it comes as no surprise that many of the natives of the peninsula should be well-acquainted with the poisons listed in this book. Meet the Desperado – a commoner unafraid to make use of the illegal bits of the jungle for a bit of gold – and the Survivalist – a solitary individual who has spent their life avoiding the perils of the jungle!

Variant Desperado: Vaquero

Your stints have been more focused around the trapping, collecting, and poaching of the rare beasts of this part of the world – such as dinosaurs!

Rather than being proficient in Sleight of Hand and a poisoner's kit, you can have proficiencies in Animal Handling and either an herbalism kit or a gaming set. Additionally, in place of your possibly fake map, you start with a dinosaur egg that is about to hatch.

Variant Survivalist: Explorer

Instead of spending your time in the jungle focused solely on survival, you might have been focused on exploring the vast wilderness that surrounds you. Perhaps you led teams of explorers through the jungles or maybe you explored on your own.

Rather than the backpack and the small pet tropical bird, dinosaur, or monkey, you can begin play with a hadrosaurus with a pack saddle. In addition, instead of the All Too Familiar Feature, you can start with:

Feature: Exploration

Your time wandering about the jungle in pursuit of your vocation has led you to the discovery of one otherwise-unknown location in the jungle. It could be a lost city in the jungle, the location of a monster den, or something utterly unique. Work with your DM to determine the details of your discovery and its impact on the campaign.

DESPERADO

You are all too familiar with the dangers and poisons of the jungle because you've spent your life using them for profit. You're not afraid to bend the law to make a quick silver, but you don't often outright break it. Many of your dealings in the past have been a bit... shady. But hey, you gotta do what you gotta do, right?

Skill Proficiencies: Sleight of Hand, Survival

Tool Proficiencies: Poisoner's kit

Languages: One of your choice

Equipment: A set of common clothes, an explorer's pack, a (possibly fake) map to a small treasure that you've yet to explore, and a belt pouch containing 15 gp

MODUS OPERANDI

You've done a lot of oddjobs that have taken you into shady backalleys and the jungle alike, but you've always had a preference. Pick a favorite gig or roll on the table below:

d6 Modus Operandi

- 1 I gather poisonous herbs and sell them on the black market.
- 2 I catch dinosaurs and sell them to poachers and wranglers alike.
- 3 I lead explorers into the jungle and when they "accidentally" perish, I fence their belongings.
- 4 I grow illegal plants in a hidden garden in the jungle for a regular buyer.
- 5 I lead down-on-their-luck sailors through the jungle to pirates to be sold as slaves.
- 6 I make and sell fake treasure maps that lead to dangerous hazards in the jungle.

FEATURE: IN CAHOOTS

Fencing illegal goods comes naturally to you. No matter where you go, you always know how to find someone willing to purchase what you're trying to sell. You may not always get the best price, but at least you always know how to get rid of some goods if the law is getting too hot on your trail!

SUGGESTED CHARACTERISTICS

Desperados are often desperate to prove themselves to the world. They can be quite charming – sometimes they have to be – though sometimes they come off as sleepy.

d8 Personality Trait

- 1 I'm unashamed about how I cheat people and love bragging about my biggest heists.
- 2 I turn to sarcasm the moment trouble strikes.
- 3 Lies come as easy to me as the truth.
- 4 Whenever I meet someone new, the first thing I do is brag to them about something incredible I've done, even if it isn't true.
- 5 I never turn down a new opportunity.
- 6 I'll be the first to blame someone else for something I definitely did.
- 7 I flaunt my wealth even when I don't have it – with counterfeit fashion if necessary.
- 8 Anytime I'm not on a job I'm in a drink.

d6 Ideal

- 1 **Acclaim.** It does me no good to be rich and successful if no one knows it. (Neutral)
- 2 **Ambition.** I'm ready to move on from the small-fry scams to the big leagues. (Any)
- 3 **Greed.** Ain't nothing I won't do for coin. (Evil)
- 4 **Independence.** Nobody controls me. (Chaotic)
- 5 **Redemption.** Everyone deserves a second chance. Even me, right? (Good)
- 6 **Change.** I can never stick around in one place for too long; I get antsy. (Chaotic)

d6 Bond

- 1 I'm in love with a local; it keeps me close-by.
- 2 My neighbors and I have each other's backs.
- 3 I owe it all to my mentor, who I'll never forget.
- 4 I'll be famous one day, no matter the cost.
- 5 I always stop and smell the roses.
- 6 I have a dream; I'll die before I give it up.

d6 Flaw

- 1 I lie even when telling the truth is easier.
- 2 My loyalties are as fickle as a gold or two.
- 3 I drink more than I – or anyone – should.
- 4 I can't help but embellish the truth to make myself look better.
- 5 I always take the easy road, even when it means abandoning my principles.
- 6 If there's gold, I'm in. 100% of the time.

SURVIVALIST

You can't help but laugh when city folk say they're from the jungle. You've spent your life amongst those trees, foraging, hunting, or otherwise using the bounties of the jungle for survival.

Skill Proficiencies: Medicine, Survival

Tool Proficiencies: Herbalism kit and one type of artisan's tools

Equipment: A yklwa, insect repellent, a rain catcher, a bedroll, a backpack, a set of traveler's clothes, 10 days of rations, and a small pet tropical bird, dinosaur, or monkey

VOCATION

The jungle hides a lot of boons in between all its dangers. You've dedicated a significant portion of your life to the collection of one of those boons. You can roll on the following table to determine your primary vocation during your stays in the jungle, or you can choose the one that best fits your character.

d10	Vocation	d10	Vocation
1	Guide	6	Exile/outcast
2	Hunter-gatherer	7	Trapper
3	Forager	8	Miner
4	Hermit	9	Skinner
5	Cartographer	10	Scavenger

FEATURE: ALL TOO FAMILIAR

You've had a couple bad run-ins with some of the jungle's deadly poisons in the past. Select two specific poisons either from this book or another source. You will always recognize these poisons by its odor, taste, or other features. This applies to both the reagent and the usable form of the poison.

SUGGESTED CHARACTERISTICS

Survivalists have spent a lot of time alone; sometimes that makes them a bit too excited to meet new people, other times it leaves them surly or aloof. But when they speak confidently about something, people tend to listen.

d8 Personality Trait

- 1 I prefer time alone to the company of others.
- 2 Humor is usually lost on me; I'm too busy ensuring our survival to be entertained.
- 3 I'm not a great listener, but I'm a terrific talker; did I ever tell you about that one time?
- 4 I love meeting new people and trading stories until the sun comes up.
- 5 I'm a bit restless; I always need to be working.
- 6 I'm better with animals than with people.
- 7 I feel claustrophobic when surrounded by city walls; the trees are my home.
- 8 I get anxious when nothing's trying to kill me.

d6 Ideal

- 1 **Survival.** I just want to make sure I live to see tomorrow. (Neutral)
- 2 **Hospitality.** I go above and beyond to take care of those in my ward, and I expect the same in return. (Good)
- 3 **Narcissism.** I take care of myself at the expense of others. That's how I survive. (Evil)
- 4 **Freedom.** I don't let anyone tell me where I can and can't go. (Chaotic)
- 5 **Family.** My closest friends are like family, and my family is everything. (Lawful)
- 6 **Nature.** These jungles are my home and I won't let anyone take them from me. (Neutral)

d6 Bond

- 1 I don't make friends easily, but when I do, we are friends for life.
- 2 I trust in myself above all others.
- 3 I always watch over those who need shelter.
- 4 I must pass on my knowledge and experience to the next generation.
- 5 I won't stand to see another in shackles.
- 6 My wrath will find those who spoil the jungle.

d6 Flaw

- 1 I'm really, really not great with people.
- 2 I just can't risk myself to help someone else.
- 3 I don't mean to, but I just can't help but prejudge one race or people in particular.
- 4 I never learned any kind of civilized manners.
- 5 I just can't listen to someone else whine about their life. They wouldn't even know a hard life if it stared them in the face.
- 6 I can't sleep on a bed or sit in a cushioned chair; they're way too soft.