



JUNGLE GOODIES

THE TREASURES OF CHULT

JUNGLE GOODIES: THE TREASURES OF CHULT

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INTRODUCTION

A fantasy roleplaying game resource from Loot The Room and Dwarves in a Trenchcoat.

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What is this book?

Jungle Goodies: The Treasures of Chult is intended to help you inject interesting and unusual people, places, and things into your games. While this book is intended to be system agnostic, it has been designed specifically with the lands of Chult and the *Tomb of Annihilation* campaign in mind. Everything you find in this book will fit seamlessly into your adventures in and around Chult or any other jungle-based adventure. Many of the items, creatures, and places described in *Jungle Goodies* have been designed to be more than just simple loot; most of them should provide you with seeds for future adventures, and with a little work of your own many of the trinkets can easily be turned into fully-fledged magic items.

Using this supplement

This book is designed to be used both while you are preparing your game sessions and as an on-the-fly reference at the table. When preparing adventures you may want to trawl through this supplement to help you come up with encounter ideas, stock loot hoards, or else populate your world with interesting and unusual NPCs and locations.

Alternatively, you may wish to turn to it when your players wilfully decide to ignore all your carefully crafted plot hooks and head off to seek their own adventure. You can use the random tables provided here to generate random encounters, kickstart adventures, generate loot, or simply to provide you with a the right NPC to push your party back towards the adventure you have planned for them.



Matt Sanders from **Dwarves in a Trenchcoat** writes RPG products to help make the busy life of a DM easier and their games richer. Check out his other work at dwarvesinatrenchcoat.com or find him on Twitter with [@trenchcoatdwarf](https://twitter.com/trenchcoatdwarf).



Chris Bissette is a bestselling DMs Guild author and runs **Loot The Room**, an ENnie-nominated RPG site that provides free maps and resources for GMs 3 times a week. Find out more at loottheroom.uk or on Twitter with [@pangalactic](https://twitter.com/pangalactic).

ANIMAL BITS

1d12 | **This...**

- 1 ...long feathered robe sports a hood made from the fins of a Dilophosaurus, which fan out around the wearer's head when the hood is raised.
- 2 ...cloth pouch contains a handful of knuckle bones and small claws taken from various dinosaurs, to be used for divining the future.
- 3 ...velociraptor skull has been painted with strange twisting patterns in deep green and purple inks, then lacquered to a high shine. Its purpose is unknown.
- 4 ...pair of long, elbow-length gloves are made from layered scales and feathers, and tied with tough strings made from gut.
- 5 ...dagger is made from a broken thigh bone. One half has a thin stiletto blade mounted on it, the other has been hollowed out to make a sheath.
- 6 ...pair of calf-length boots have been made from a rough snakeskin. The pattern of the snakeskin seems to shift as you look at it.
- 7 ...rather heavy necklace seems to have a foot of every small animal you can think of except a rabbit. Perhaps someone considered it lucky.
- 8 ...glass dome is affixed to a wooden base with some cheap glue. Inside is a gleaming black claw, almost 10 inches long. It must have been a fearsome beast indeed that gave up this.
- 9 ...elongated reptilian skull has had the dome cut open and inverted to form a menacing looking bowl.
- 10 ...head-sized egg has had a small hole made in the bottom to allow the insides to drain out. Next to the hole, a date and some initials have been inscribed.
- 11 ...silver-handled shaving brush is made from a soft, lustrous fur that is pleasingly soft. It feels like badger's bristles, often used for this purpose, except that it is a deep shade of blue.
- 12 ...short flute is carved from a dark grey horn with white swirling veins through it. It produces a flat, reedy sound intended to imitate a young animal's call to its parents.

ART OBJECTS

1d12	Value (GP)	This...
1	25	...figurine is carved from malachite, and depicts a hydra. Two of its heads had been broken off and are nowhere to be seen.
2	25	...silver belt buckle would be perfectly unremarkable if the prong and bar weren't made from the bones of a human finger.
3	250	...delicate ceramic vase is inlaid with bones and studs of amber containing ancient insects.
4	250	...oil painting is framed in brass and depicts a pair of howler monkeys wearing helmets and wielding jagged obsidian swords.
5	750	...beautiful circlet is made from dragonbone that has somehow been twisted into a Mobius strip and inlaid with mithril.
6	750	...rough crystal figurine depicts a naga. Its eyes are tiny uncut emeralds.
7	2500	...tapestry is 30' long, and depicts a volcanic eruption and the subsequent efforts to stem the tide of lava that were ultimately fruitless.
8	2500	...glass jewelry box gives off a faint magical aura. When something is placed inside it, the glass fogs up so that the box's contents cannot be seen.
9	2500	...ornamental cup is made from a solid piece of jade and inlaid with platinum.
10	7500	...set of 4 statuettes stand around 8 inches high and each depict a different dragon, which often seems to have changed position when nobody was looking at it. The statuettes are made from obsidian, emerald, orium, and red diamond.
11	7500	...slab of onyx is 20 feet tall, 3 feet wide and a foot deep. It is painted with phosphorescent inks made from the fungus found deep within the caves near the place where the monolith was discovered.
12	7500	...slim jade hairpin is a relic from the wardrobe of a princess from a lost dynasty. It's mere existence is enough to make historians sweat.

FOUND IN THE TAVERN

1d12 | **This...**

- 1 ...battered old table has a crude map of the local area carved into its surface, a living document that is constantly being added to and edited by adventurers and explorers.
- 2 ...sour spirit is distilled from snake venom and small purple berries only found in swamps. While safe to drink, it is highly alcoholic and is known to induce hallucinations.
- 3 ...wooden cup and bone dice are carved from deceased dinosaurs. It is said he who fares well at any game played with them will have good luck in the hunt.
- 4 ...reptilian foot has been preserved by soaking it in liquor. A shot of it will cost you, but is supposed to instil a persistent vigour.
- 5 ...badly preserved snake has a slightly lumpy appearance, and its eyes are grossly oversized. In its coiled position, and makes an excellent drinks decanter.
- 6 ...bison-like head is mounted above the bar. Its horns are several feet long and a series of paper tags are hung from them. The mounting board indicates these are 'running bets'.
- 7 ...capacious tankard is carved from horn. The creature it came from must have been truly colossal. The amount of beer it can contain certainly is!
- 8 ...heavy mancala set uses iridescent dead insects as pieces. They look charmingly colourful at a distance, but somewhat gross from close range.
- 9 ...bar stool is made from bleached bones that have been pinned together with brass rods.
- 10 ...battered canvas helmet sits on a hook at one end of the bar. A plaque says it belongs to the explorer Joseph Plitheroe. A quote underneath says "just popping out, I'll be back for my hat". It is dated five years ago.
- 11 ...small bottle of traditional spirit is made from a forest frog. It is both potent and delicious. More than couple of sips will cause mild hallucinogenic effects.
- 12 ...giant flytrap sits in a huge pot next to the bar. It eats the various insect pests that live in the bar, but will also eat small rodents or drink beer given the opportunity. A common game is for drinkers to challenge one another to see who can hold their hand inside it for the longest.

GIFTS FROM NATURE

1d12 | **This...**

- 1 ...small clay bottle is sealed with amber and contains a potent liqueur distilled from the purple berries native to this land.
- 2 ...large coconut-like fruit has a green skin and is filled with slightly sour juice that is considered a delicacy.
- 3 ...leather pouch is filled with insects that have been dried and salted so as to serve as rations.
- 4 ...thick purple paste is the result of mashing together beetles with the sap of a tree only found deep in the jungle. When ingested it creates a mild dissociative effect along with euphoria that lasts for around an hour.
- 5 ...rare glass-like stone is found near water, and glows faintly when in the presence of magic.
- 6 ...long white leaf can be shredded and stewed to create a nourishing, pain-numbing tea.
- 7 ...bitter-tasting nut produces a thick red liquid when chewed or mashed. It stains almost anything it touches, including skin.
- 8 ...small, white fruit has a firm shell that cracks open with a sharp pop. Inside is sharp, but sweet, flesh.
- 9 ...long, purple seed pod contains hairy seeds that irritate the skin of anything they come into contact with.
- 10 ...thick grass has slightly serrated edges. It whistles in the wind, and can be held between two fingers and used to produce a loud whistling sound if desired.
- 11 ...huge leaf is tough but flexible. They are commonly used for wrapping food or other provisions.
- 12 ...large, carnivorous pitcher plant is large enough to store water or food once drained and dried out.

PRIMITIVE TOOLS

1d12 | **This...**

- 1 ...set of crudely-carved wooden whistles imitate the roar of one of the dinosaurs that dwell in this region.
- 2 ...flat, curved blade is constructed from a piece of jawbone. There are still a few teeth just above the handle.
- 3 ...blowpipe is simply a long, hollow piece of bamboo. It is wrapped in a case of sorts fashioned from a wide leaf, and has a handful of cactus spines wrapped up with it that serve as ammunition.
- 4 ...hammer is made from the flat skull of a large lizard. A small leather pouch contains sharpened ribs that are used as nails.
- 5 ...set of porcupine needles are stained with dark inks. They have been used for ceremonial tattoos for generations.
- 6 ...hand sickle has a pitted and rusted blade. The handle is made from wood, and is inlaid with small bone pieces depicting the cycles of the moon.
- 7 ...roughly woven vine net has a drawstring around it, allowing its user to pull on a rope and tighten the net around whatever has been captured in it.
- 8 ...is a stone bowl and a large round stone. The two fit together snugly and act as a mortar and pestle.
- 9 ...flat stone is an inch thick and a few inches across. A cross shape has been cut out of the top and there are scorch marks in the middle where it has been used to start a fire.
- 10 ...long-handled rake is made from carved wood. The teeth of the rake are exactly that, long, pointed teeth.
- 11 ...triangular piece of wood will stand freely. It has numbered markings along the edges. Hanging from the top point of the triangle by a piece of string is a ring-shaped stone. It is a simple - but effective - lodestone.
- 12 ...cylindrical piece of wood is carved with a geometric pattern of tessellating diamonds. It is stained red. It can be rolled in ink and used to transfer the pattern onto a flat surface.

RECOVERED FROM THE LIBRARY

1d12 | **This...**

- 1 ...heavy leather bound book contains instructions for rituals and sacraments of an ancient, forgotten religion.
- 2 ...slim wooden box holds a delicate key made from layers of paper that have been glued together. Tiny runes written on each layer of the key hold magic designed to bypass the wards on a specific door.
- 3 ...encyclopaedia is written on a set of 136 scrolls of snakeskin, each held in a bone scroll case.
- 4 ...quill pen is made of an unusual feather. Each barb is thick and rough, and they are far smaller in number than on bird feathers.
- 5 ...volume on common plants is unremarkable at first glance. In the margins, there are sketches of other species of plants and a series of cryptic notes about finding lost varieties.
- 6 ...ancient map is inaccurate in all but the most basic of its dimensions. It shows some familiar cities and locations, but most are long-lost or totally unknown.
- 7 ...rough papyrus scroll has been re-used. The modern text is the bookkeeping of a merchant but the faded text underneath seems to be a spell or ritual of some sort.
- 8 ...set of wooden blocks are carved with glyphs at one end. Deep stains on the wood suggest they were used for stamping of some sort.
- 9 ...stone tablets contain the creation myth of a lost people. They also contained fossilised remains of giant insects that must be millions of years old.
- 10 ...abacus is made from thick, black wood. The beads are carved from amber. Some of the beads contain small flies and insects.
- 11 ...is a seminal work on the hunting practices of jungle tribes. It contains anatomical diagrams of many jungle creatures that indicate where their weak points are.
- 12 ...thick bookmark shows a faded painting of a snake-headed woman standing over an elven man. He is kneeling on the ground and bound in chains.

RELICS OF A LOST CIVILISATION

1d12 | **This...**

- 1 ...tall stone staircase rises up out of the ground and continues for around 30 feet before ending abruptly. There is nothing nearby to indicate where this once led or what purpose it may have served.
- 2 ...clay jar is stoppered with set tar. It contains a long twisted iron rod that slide back and forth inside when the jar is turned over.
- 3 ...iron pillar is thousands of years old but has never succumbed to rust. It is covered in delicate carvings of an ancient form of dwarven that more resembles elven runes than the known languages of the dwarves.
- 4 ...broken clay tablet is etched with small crosses that mark the rough positions of the stars. At the bottom is etched what might be a skyline of a city. The stars should enable a traveller to find the city.
- 5 ...square sarcophagus is barely a foot long, but is shaped for a humanoid figure. It's outer carvings are eroded and illegible. Inside it still bears fragments of colourful paint depicting a child passing to some sort of heaven beyond the jungle.
- 6 ...incense burner is shaped like a kneeling man holding a bowl above his head. The metal is green with corrosion. Although a lot of detail has been lost, the impression he is cowering in fear still comes across.
- 7 ...small stone dish has been worn heavily through use. The shape of a human face is clearly visible in the dish's depression, and a thick groove surrounded by scratches is at one edge.
- 8 ...small glass vial contains a lock of faded, brittle hair. The hair has been braided with a bright red twine that retains its bright colour.
- 9 ...polished flat metal sheet is somewhat tarnished, but still functions as a mirror.
- 10 ...broken fragment of pottery contains images of small humanoid figures slaying a colossal reptilian beast. They use long spears and heavy stones to bring it down.
- 11 ...bundle of reeds are all different in length. They are marked with subdivisions for making measurements. Their units marked have not been used for hundreds of years.
- 12 ...ugly skull has heavy brows and a jaw that juts outwards. It has been crudely trepanned, and a sun's rays have been etched around the hole after death.

STORAGE SOLUTIONS

1d12 | **This...**

- 1 ...palm-sized iridescent beetle has been hollowed out and lacquered. Its wings fold up to reveal a small trinket box.
- 2 ...small leather pouch has teeth and claws sewn into the inside of its neck to deter the wandering hands of pickpockets.
- 3 ...chest has been constructed from a preserved, hollowed-out mimic.
- 4 ...scroll case is made from a dead snake that has been tanned. Its mouth has been drilled so that its upper fangs slot into holes in the lower jaw, locking the case shut.
- 5 ...pouch is made from the head of an albino dwarf with a pair of long, thick moustaches. Its skin has somehow been removed from the skull without damaging it. The eyes, nostrils, mouth and ears have all been sealed, and the loose skin of the neck fitted with a drawstring to allow the pouch to be sealed. It can be tied to a belt with the long red hair that is still attached to the top of the head.
- 6 ...durable satchel is made from the foot of a brontosaurus.
- 7 ...travelling chest is made from the shell of a flail snail. The shell still possesses some of the anti-magic qualities of the flail snail, and resists attempts to divine the location of the chest or its contents.
- 8 ...jewellery box is made from a taxidermied tortoise with a hinged shell.
- 9 ...bookcase is made from long poles of bamboo strapped together with vines and strips of dinosaur hide.
- 10 ...spell component pouch is made from the sack of a large venomous toad.
- 11 ...ring stand is made from the hand of a purple grung. The webbing between the fingers can be used to hold earrings and other piercing jewellery.
- 12 ...large map case is made from leathery pterafolk wings. The fingers on the ends of the wings can be intertwined to seal it shut.

WEAPONS AND ARMOUR

1d12 | **This...**

- 1 ...foot-long length of wood is a crude spiked mace. Its handle is wrapped tight with thick vines, while the business end sports a multitude of teeth and claws from creatures of the jungle, stuck in place with dried tar.
- 2 ...corroded spear is inlaid with what appear to be thousands of petrified spiders.
- 3 ...light shield is made of wicker woven from thick reeds found in the swamplands.
- 4 ...vicious axe has a blade made from the beak of an axebeak.
- 5 ...bundle of throwing daggers have an engraved pattern to make them resemble teeth.
- 6 ...domed helm is the top portion of a skull covered with hard round lumps of bone.
- 7 ...small buckler is fashioned from a dark-green hide that glints with purple iridescence when the sun catches it.
- 8 ...woollen greaves lace up at the rear with thick leather cord. The thick wool is a rich mahogany colour.
- 9 ...pair of kukri slot into a double sheath made from a thick scaly hide.
- 10 ...sacrificial kris is made to resemble two intertwined snakes. It isn't built for parrying, but is deadly on the offense.
- 11 ...amber-handled scythe is made of a matte black metal that keeps its edge through almost anything.
- 12 ...set of vicious caltrops are in fact razor-sharp teeth set into a metal ball.

WEIRD MAGIC

1d12 | **This...**

- 1 ...voodoo doll's legs are coated in tar, and its mouth has been repeatedly stitched shut and torn open again.
- 2 ...dried-out hand is fragile, and the flesh looks as if it could crumble at any moment. A circular tattoo of a face baring its teeth is on the palm. A similar face with its eyes closed is on the back of the hand.
- 3 ...string of obsidian beads ends with a single large charm shaped like a crescent moon.
- 4 ...tarnished brass disc is embossed with a spiral of snakes, each devouring the tail of the one in front. They spiral inwards towards a round object that could be the sun.
- 5 ...jasper ring is carved with six eyes. One is fully open, one fully closed, and the others are in states in between.
- 6 ...wooden representation of a bird is square and blocky. It was clearly painted with brilliant metallic hues at one time, but much of that has chipped away and the wood has rotted somewhat.
- 7 ...lifelike granite skull is immensely heavy. A hole in the top connects to the mouth, allowing liquid to be poured in and then spew out of the mouth.
- 8 ...set of four jade spheres are carved to represent the internal organs of a human. The lungs, liver, intestines and heart can clearly be seen in the patterns.
- 9 ...small ivory frog has emerald eyes. When placed in darkness the eyes give out a glow that illuminates 10 feet or so around the frog in an eerie green light.
- 10 ...metal bowl seems to produce a faint humming noise, and vibrates slightly when touched. If struck, it produces a loud ring that continues for some time.
- 11 ...elongated wooden mask has channels carved inside it that make the wearer's voice deep and booming. Its grotesque long tongue and gnashing teeth give it a fearsome appearance.
- 12 ...ornate mitre is constructed from bone and inlaid with lapis lazuli. A ruff of vibrant blue feathers runs from the crown and falls around the wearer's shoulders.

ADVENTURE HOOKS

1d12 | **This...**

- 1 ...blue-blooded but naive explorer has an absurdly well-financed expedition on the go. He wants to find an uncontacted tribe to satisfy his family's desire for historical achievement from its male heirs.
- 2 ...grizzled fellow in the pub whispers of an ancient crypt where he lost several friends. He wishes to return and reclaim their bodies, and the treasures inside.
- 3 ...female halfling wishes to rescue her foolish brother who fled here following a family feud and got himself involved with a group of bandits. She wants the bandits dead, but her brother alive.
- 4 ...dwarven miner is convinced the jungles around here contain rich deposits of ore. He hasn't found any yet, but he's determined to keep looking, and offers rich stock options to anyone willing to help.
- 5 ...ex-pirate has escaped his status as wanted along the coast to retire here quietly. He wants to do 'one last job' as a sword for hire to make enough money to buy a small property.
- 6 ...bespectacled elf is a scholar of languages and tribal customs. She wants help finishing her most recent work on a headhunting tribe and needs some protection.
- 7 ...brash half-orc ranger has hunted and slain wild beasts all over the world, and wears trophies all over his armour to attest to it. He has come here seeking sport kills of huge dinosaurs and wants some assistants.
- 8 ...elderly wizard seeks a lost college of mages that was established down here a generation ago by his brother. It ceased communications long ago, but he believes it is still active and has deliberately isolated itself.
- 9 ...sweaty, corpulent man seems to always have a jug of wine and a plate of meat within reach. He claims to have the ear of rich clients abroad who will pay handsomely for dinosaurs captured alive.
- 10 ...one-legged hunter is still healing after an encounter with a beast in the jungle. She wants her leg back, and says she will reward whoever brings it to her.
- 11 ...tavern owner wants to redecorate. As such he wants a variety of heads from 'fearsome beasts' to decorate the bar. He says if you can come up with 'tribal thingies' he'll pay for those too.
- 12 ...armoured knight has been on a quest for many years to find a man who murdered his father. His trail has led him here, to seek a merchant who he believes is the culprit.

HAZARDS

1d12 | **This...**

- 1 ...huge mass of creeping vines is covered in long thin spines that easily puncture skin and cloth. Their brittle nature means once inside, they are prone to break into pieces and cause infection.
- 2 ...patch of thick, sucking mud barely looks different to its surroundings but will stop all but the strongest beasts and people dead in their tracks.
- 3 ...man-sized hornets' nest hangs from a tree branch, partially blocking the path. Hordes of inch-long red hornets buzz around it.
- 4 ...cluster of puffball mushrooms is ready to spore and the faintest disturbance could cause them to rupture and spew choking spores into the air.
- 5 ...half-fallen tree creaks audibly in the gentle wind. It weighs several tons and could fall at any moment.
- 6 ...deep and swift-moving stream has a series of stepping stones across. Some are a little wobbly, and most of them are slippery.
- 7 ...thick pool of tar is much deeper than it appears, and much hotter. If exposed to open flames it will ignite instantly.
- 8 ...small clearing is filled with beautiful red and yellow flowers, and fills anybody entering it with a feeling of great tranquility. Anybody spending more than a few seconds here risks becoming entranced by the flowers and slowly starving to death as they sit in the clearing enjoying the peace.
- 9 ...thick brown fog not only makes navigation practically impossible, but also gradually saps the strength of anybody who is exposed to it.
- 10 ...thick bog is crawling with large leeches that cling to any exposed skin they can find.
- 11 ...area stands directly above an ancient dungeon. It was looted and cleared out years ago, but the damage done by those adventurers weakened the structure to the point where any weight above it might cause the ground here to collapse.
- 12 ...enormous circular hole in the ground seems to descend endlessly. It has been here for so long that trees and vegetation have grown right up to the edge of the hole, and unwary travellers have been known to abruptly disappear into it.

LOCATIONS

1d12 | **This...**

- 1 ...pristine white sand beach is the ideal place to hunt for turtle eggs, but they were laid by a race of humanoid turtle people who live further along the coast. They will not be happy if the nests are disturbed.
- 2 ...ancient shrine was constructed inside the vast shell of a long-dead Dragon Turtle. Those who worship here believe that their prayers will one day return the Dragon Turtle to life, and that they will ride it across the waves to conquer the new world that lies there.
- 3 ...small walled town was the first outpost of the colony here, but it now lies in ruins. The bones of the people who died here have been laid out in strange geometric patterns around the base of the broken palisade wall.
- 4 ...enormous set of wooden gates in the middle of the jungle stand 40 feet high and 20 feet wide. Carvings in the wood have been worn smooth by time, but they appear to represent an enormous hominoid skull.
- 5 ...dig site is slowly unearthing an ancient temple dedicated to a long forgotten god. Excavation has been halted ever since a worker accidentally broke through a section of wall into the temple, releasing a cloud of fungal spores that dissolved the flesh of anybody caught in them.
- 6 ...round valley nestled deep in the jungle appears to be where triceratops come to die. The ground is strewn with the bones of their dead, layer upon layer of the, dating back centuries.
- 7 ...blasted crater has a huge 20' cube of mithril embedded in the centre of it. Its surface is carved with ancient dwarven runes that indicate that it can be opened, though nobody has yet discovered how.
- 8 ...shear cliff high up the mountain face holds the nest of a roc.
- 9 ...smooth black road is actually dried lava from a centuries-old eruption. The road winds down the side of the volcano and through the jungle before stopping abruptly.
- 10 ...dank grotto deep in the swamp is filled with phosphorescent fungi that cover the ground and walls. Rumours say the caves beyond the grotto are populated by sentient fungus-folk.
- 11 ...small lake shines like a beacon. The lakebed has been coated in silver, though the purpose of this has been forgotten.
- 12 ...section of the jungle is known as the Hanging Gardens. It is filled with carnivorous plants whose creepers descend around the throats of unwary explorers and hoist them high into the canopy, to be deposited into the waiting receptacle pods once they have asphyxiated.

NPCs

1d12 | **This...**

- 1 ...odd adventuring group is comprised of four Turtle monks and their human leader. Rumour has it that he is a were-rat.
- 2 ...druid tends a grove deep within the jungle. Her skin is heavily tattooed with vine-like green lines, and she has sewn feathers into the backs of her arms and legs.
- 3 ...grizzled old sailor was one of the first people to arrive and colonise this land. She tells tales of a site in the jungle she found in her youth, filled with more treasure than a woman could ever hope to bring home, but laments that she has never been able to find it since.
- 4 ...youthful and exuberant halfling is here in search of new tobacco and pipeweed varieties for export.
- 5 ...old dwarf wears armour almost entirely covered in reptile skin and adorned heavily with tooth and horn. He has no teeth himself, and his speech is difficult to understand.
- 6 ...fighter believes she can find fame and fortune in these oppressive jungles. She seems to scoff at how ill-prepared everyone else is and guards her diminutive backpack closely.
- 7 ...strange human man appears to be a child at first glance. He wears shabby robes embroidered with stars and various crescent moons, and carries a battered old lute. He says he is searching for the sky's song.
- 8 ...cheerful half-elf wears her hair in long, thick braids, and has multiple necklaces made from various teeth, bones, and pickled eyes. Her greatest wish is to fly on the back of a pteradon.
- 9 ...skinny human man is abnormally tall, and his almost translucent skin seems stretched tight across his skull. He carries a small leather bag full of lizards that he has caught out in the jungle, and claims that their skin has hallucinogenic properties. For a price, he will sell you a lick.
- 10 ...moneylender is short, stocky, and sleazy. His interest rates are actually fairly reasonable, but every loan also comes with the promise of a favour - and the favours people do for him are never pleasant.
- 11 ...relic hunter has a cavalier, only-live-once attitude. She doesn't particularly care whether the sites she explores are reduced to rubble once she is done, no matter how historically or culturally significant they may be, as long as she comes out of them with something she can sell.
- 12 ...self-styled 'jungle guide' seems trustworthy enough, but word around town is that troubles always befall his tour groups when they venture out of town. Still, he seems to be doing well for himself, and always has a long waiting list of people who want him to take them out into the jungles.

STRANGE CREATURES

1d12 | **This...**

- 1 ...large feathered herbivore tends to live in more open spaces away from the tangle of the jungle proper. It has eight tall, weirdly flat legs that bend outwards away from each other. What appears to be a ninth leg is actually a long trunk-like neck with an oddly flat face on the front, which it presses against the ground to root for grubs and insects with its long tongue. When threatened, the creature rapidly extends its legs to launch itself into the air to drift away in the high winds.
- 2 ...small snake-like creature has eight sets of gossamer wings along its back. They seem to be mostly for show, as the creature is flightless.
- 3 ...small elemental creature looks like a tiny beholder made entirely of water. It can control water around it in a ten foot sphere, but dissipates immediately if damaged.
- 4 ...huge creature looks like nothing more than a felled tree. It is actually a monstrous stick insect, and it defends its territory aggressively.
- 5 ...weird elemental creature appears to be made of a sticky mass of spider webs. It is intelligent, and captures its prey by wrapping them in its gossamer body and pulling them into the ethereal plane.
- 6 ...monkey-like creature has a face that resembles a large flat white mask, with bright red stripes across the cheeks. Its kind have developed crude tools that they use for hunting, and they are adept at luring their prey into vicious ambushes.
- 7 ...large flightless bird has scales rather than feathers. It is known colloquially as a dragon hawk. Legend has it that they used to fly, but an ancient curse has confined them to the ground.
- 8 ...elephant-like mammal is highly intelligent. These solitary creatures live deep in the jungle, and fight off their few natural predators with uprooted trees that they wield in their trunks like clubs. They are capable of speech, though intensely distrustful of the humanoid races.
- 9 ...giant lizard hunts by burying itself just below the jungle floor and staying perfectly still. It has a long horn on its head, the tip of which is phosphorescent and which it uses as a lure.
- 10 ...relative of the cloaker looks exactly like a pile of dead leaves when it is not moving.
- 11 ...giant spider eats people, and has learned to live almost symbiotically with a species of bird whose calls sound like injured humans. It spins its webs into rough humanoid shapes, then waits for its prey to bring themselves to it.
- 12 ...tribe of monkeys have developed crude tools and weapons, and breed large hawks that they have learned to ride.



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