

# THE MANY FACES OF CHULT

NEW AND EXCITING WAYS TO EXPLORE THE LAND OF CHULT BY LETTING MOTHER NATURE SPEAK FOR YOU.

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## FOREWORD

This is a supplementary system to Wizard of the Coast's Dungeons & Dragons Campaign, Tomb of Annihilation. Throughout the lifespan of this document I hope to add a variety of different tables and systems that will help bring life to the treacherous Jungles of Chult, all of which you will get to use for the low low price of giving me feedback were you to have any! Any of the following supplements were designed with Chult in mind but can freely be applied to your own custom campaign and setting or, even better, redesigned to suit your needs.

## THE VAJENGA (VAH-GEN-GAA)

*"YOU STRIVE FOR STRENGTH BUT YET DO NOT KNOW WHAT YOU need it for foolish Kuota!" M'zizi JuaJua exclaims with a sight to her granddaughter. It was a message she had shared often with the communities youth but she had hoped her own lineage would be less foolhardish. "Do you think your strength will ever rise above that of the mountains, your mind more fluid than the river, your patience longer than the trees?!" she yells while emphasising every point with a whack of her walking cane. "Live, listen, learn... the jungle has more to teach you than you think Kuota."*

## THE CHILDREN OF UBTAO

Long ago, when Ubtao still protected the lands and the royal families still ruled chult, the Vajenga could be found in small villages all across the peninsula. They chose to not involve themselves with politics nor the monarchy but rather foster a strong bond with jungle, learning to live with it and respect it as equals. Even when the monarchies grew out of control and the Chulteans waged war with each other and the jungle the Vajenga stayed pure and patient, earning them the favour of Ubtao, who grew agitated with the naivete and hubris of the Chulteans. As such Ubtao blessed their kin, adopting them among his children and granting them the strength to endure.

## THE MARK OF THE LAND

Far before Ubtao blessed the Vajenga, they made it common practise to mark their experience and strength with a ritualistic tattoo, infused with the strength of the lands. Now all of the Vajenga are born with the mark due to Ubtao's blessing, letting the mark grow with them as they gain more wisdom and experience. Though the mark is placed differently on each Vajenga they all start off looking like a small seed. As they grow patterns of winding branches and vines start growing out of the seed, gaining decorations representative of the Vajenga's experiences in life. These decorations take the form of thorns, flowers and fruit, representing the protection of nature, healing of nature and communication with nature respectively.

## BRANCHES ON THE SAME TREE

Social standing between the Vajenga is neither based on gender nor vocation but on ones Mark of the Land. Those who bare the mark without growth are known as the Kuota and seen as the children amongst the community. This has nothing to do with age however as a Vajenga can grow to become a M'ti whenever their mark shows the first signs of growth. The M'ti are seen as the adults of the community, they are responsible for the prosperity of the community and the protection and nurturing of the nature they live in. The oldest amongst them can grow to become a M'zizi, the roots of the community. These are often trusted elders that lead the community onwards, having earned their respect via their sprawling mark of the Land covering most of their bodies. Within a community the Vajenga often speak their own dialect of ancient Chultean. This language only has a denotation for sex but not gender as it is a nonexistent concept amongst Vajenga communities. Pronouns are based around the previously mentioned Kuota, M'ti and M'zizi. The Vajenga are aware of gender due to contact with other cities for trade and protection but are often still confused of its meaning when interacting with other cultures.





## FALLEN LEAVES OF TRADITION

Many younger Vajenga live amongst others in the larger cities, such as port Nyanzaru and Waterdeep, unaware of the inheritance they hold. Many of the Vajenga got scattered once the undead started plaguing the lands of Chult. Many lost their community and were forced to flee to the larger cities for safety. The few communities that managed to stay whole now find themselves with younger generations too impatient to follow the traditions that has kept them alive so far. Many move to larger cities in hopes of either making it big, finding their destiny or just wishing for a "normal" life. As such those who know of the Vajenga's traditions and latent powers are growing smaller in number, possibly finding themselves falling into obscurity soon.

## VAJENGA NAMES AND LOOKS

The Vajenga are a bit stockier and better build than the average human, as they acclimated to the weather around the tropical peninsula of Chult. Most have skin resembling the deep brown color of the bark found amongst the jungles and heavy manes of hair ranging from dark auburn to a flowery blonde. Those of the community drape themselves in armors and clothing coloured deep green to help them blend in with their surroundings. Many have taken a liking to adding sprinkles of color amongst their clothing, resembling the blooming of flowers. Vajenga with grown marks will always try to showcase it, as long as the location allows for it.

**Names:** Inyawo, Umlilo, N'tawe, Amani, Razira, Jiajia, Amani, Mosiya, Russom, Simba

## LIFEPATH OF THE MARK OF THE LAND



## VAJENGA TRAITS

Your ancient blood still flows strongly through the vines of you body, connecting you with the wily woods and empowering opening your mind to its voice.

**Ability Score Increase** Due to their adaptable nature Vajenga gain a +1 in two ability of their choice

**Age** Vajenga reach adulthood at around the same age as humans due but tend to live a bit longer as both their active lifestyle and the ancient powers keep them fit for longer, often living well past a century

**Allignment** Due to the inherent dangers all around them Vajenga learned to uphold traditions so that they may survive. Nature can be cruel however, teaching most that life is fleeting and that prolonging one's life is not always a gift. As such most Vajenga lean towards a lawful neutral alignment.

**Size** The Vajenga are of Medium size but often a slight bit smaller than humans, though keeping the same weight due to their build. Averaging out at around 5'4" and 180 lbs. (162cm and 80kg)

**Speed** Your base walking speed is 30 feet.

**Languages** Vajenga start play play speaking Common, Chultean and Ancient Chultean.

**Mark of the Land** All Vajenga start play with the mark somewhere on their body. You should start play as a M'ti, gaining access to the following powers once per day. At GM's discretion you are allowed to play as a M'zizi who gains access to these abilities at will. If you choose to start as a Kuoto you have no access to these abilities yet.

**Heart of the Jungle** As a standard action you turn to your ancient roots and take on the form of nature itself, hardening your skin as if using the spell [barkskin](#). This effect is active for 5 minutes

**Tongue of Ubtao** By spending at least 1 minute with a dinosaur you can allow yourself to speak with it as if using the spell [Speak with Animals](#). The time spent with the dinosaur must be in relative peace to allow the effect to take place. Once used the Vajenga will have a special link with that dinosaur for the day allowing for continued conversation until the next dawn.

### VARIANT VAJENGA TRAITS

Those who do not mind spending more effort to enhance one's sense of verisimilitude can choose to keep track of the amount of Thorns, Fruits and Flowers they've gained on their Mark of the Land. Every 2 distinctions on your mark give you 1 minute of duration on the *Heart of the Jungle* ability. Every 5 distinctions will grant you 1 use of the *Tongue of Ubtao* ability with a minimum of 1 on both. Any one who plays with these variant rules start of with 2d4+1 distinctions on their mark and are free to choose which those would be.

*A Vajenga M'ti with 4 thorns, 3 flowers and 3 Fruits can use their Heart of the Jungle ability once per day for 5 minutes while they can use their Tongue of Ubtao ability twice in one day.*

**Thorns** A distinction earned through protecting endangered nature with force

**Flowers** A distinction earned through healing damaged nature with patience and care

**Fruits** A distinction earned through extensive communication with nature and tending to its needs

# THE WEATHER OF CHULT

The following table is based on the Information gotten in Tomb of Annihilation and the climate of a tropical rainforest near the Kongo.

## DRY SEASON WEATHER TABLE

Description	d100	Weight
Misty	1 - 12	12
Heavy Mist	13 - 18	6
Dry and Sunny	19 - 43	25
Sunny with Rain Showers	44 - 68	25
Rainy	69 - 88	20
Heavy Rain	89 - 93	5
Tropical Storm	94 - 95	2
Extremely Warm and Rainy	96 - 97	2
Extremely Warm and Dry	98 - 100	3

## REGULAR SEASON WEATHER TABLE

Description	d100	Weight
Misty	1 - 10	10
Heavy Mist	11 - 15	5
Dry and Sunny	16 - 28	13
Sunny with Rain Showers	29 - 48	20
Rainy	49 - 73	25
Heavy Rain	74 - 88	15
Tropical Storm	89 - 93	5
Extremely Warm and Rainy	94 - 96	3
Extremely Warm and Dry	97 - 98	2
Monsoon Shift	99 - 100	2

## MONSOON WEATHER TABLE

Description	d100	Weight
Misty	1 - 4	4
Heavy Mist	5 - 12	8
Sunny with Rain Showers	13 - 18	6
Rainy	19 - 48	30
Heavy Rain	49 - 73	25
Tropical Storm	74 - 83	10
Extremely Warm and Rainy	84 - 85	2
Monsoon Shift	86 - 100	15

# THE SEASONS

If you don't want the weather to have too much of an effect on your game consider playing within the dry season. It adds a bit of flavour but keeps the chance of actual mechanical implications fairly low, keeping them fun and memorable if they come up. If you play a game that spans multiple months then the dry seasons typically take up the 6 coldest months. Dry seasons generally take place within the months of December till May, or in the Forgotten Realms standards from Nightal till Mirtul.

## WEATHER EFFECTS

Tropical environments are hot, humid and rainy all year long, with only a slight reprieve during the dry season. Generally temperatures range between 20°C and 35°C (70° F to 95° F), only falling a few degrees lower during the dry seasons.

The warmth and humidity makes wearing thick clothing and heavy armor cumbersome and draining, causing those who wear [heavy Armour](#) without proficiency in these environments to immediately gain a level of [exhaustion](#) until they remove said armor.

### MISTY

A low mist hangs in the air that limits vision to a maximum of 150 ft. for everything of large size and smaller. Any such target is assumed to have [total cover](#) while anything huge or larger past this range is considered to have [three-quarters cover](#). Any Survival(wisdom) check made to navigate through the mist has [disadvantage](#).

### HEAVY MIST

A thick almost tangible mist drowns out any vision past 15ft. for everything large and smaller, with anything huge or larger only being visible up to 30ft. away. All sight based abilities outside of the 15ft. range are at [disadvantage](#) and all creatures and objects outside of that range are assumed to have [total cover](#). This disadvantage cannot be negated and also applies to navigation unless the DM specifically allows you to.

### DRY AND SUNNY

These days are rare and should be enjoyed, unless you are a kobold named Ishi.. then you'll probably be very disappointed (or whenever you are any other race that is [sunlight sensitive](#))

### SUNNY WITH RAIN SHOWERS

Smaller localised rain clouds fill the skies, leaving the days filled both with rain and rainbows. In general, combine the rules for "Dry and Sunny" and "Rainy". For more specificity, there will be a 1 in 3 chance of it currently being dry on the character's position.



## RAINY

A sheet of rain falls over the land, creating a damp but slightly cosy atmosphere while walking under the massive trees of the jungle. Though the humidity rises most places within the jungle are still relatively dry due to the thick canopy catching most of the rain.

## HEAVY RAIN

Rain and wind tear at the trees and pour down on any poor adventurer out to test their luck. Any Wisdom(perception) checks beyond 150ft. become blurred and are at [disadvantage](#) except for anything that's huge or larger. Any creature outside of this range that is large or smaller gains the benefits of three-quarters cover and missile [weapons](#) ranges are halved. *(there's also a 1 in 1000 chance of encounter the glorious golden god david cage, challenge rating 25 encounter)*

## TROPICAL STORM

The sky darkens as lighting, rain and mayhem rain down from above while the wind tears the trees away from the earth itself. Rivers swell and rage through the jungle, preventing any form of travel by boat. Any guide worth their salt knows that the best choice is to hunker down and wait out the storm, but there are always those foolish enough to think they can test mother nature.

Anyone braving the storm immediately gains a level of exhaustion and must make a DC 10 Constitution [saving throw](#) at the end of the day to prevent weariness from setting in. On top of the attributes of "Heavy Rain" all characters are also at [disadvantage](#) for making Wisdom(survival) checks to navigate.

## EXTREMELY WARM

The heat rises to 35°C(95° F) and above making movement cumbersome. Any character that decides to travel long distances during these days gets a level of exhaustion. During extremely dry days characters will need to actively prevent being dehydrated throughout the day. (a small or medium creature needs 2 gallons of water, if they drink half that it's a DC 15 Constitution [saving throw](#) or gain a level of [exhaustion](#). Anything less than half the needed hydration results in an automatic level of exhaustion)

## MONSOON SHIFT

Occasionally a large period of rain and storm falls over the land, making dry days a distant dream for most adventurers and explorers. Once a "Monsoon Shift" comes up on the tables switch over to the monsoon part of the table or, if you are already on the monsoon table, move back onto the regular table.

## ROLL20 INTEGRATION

Those who run their games via roll20 can use the weight side of the table to create their own rollable tables. I suggest adding the name and a short description of the effects as the item name within the table, or just the names and keeping this document close at hand. You can use the following code then in a Macro on roll20 to make the end result seem as fancy as possible.

### MACRO CODE

```
&{template:npcaction} {{rname= The Weather of Chult }}  
{{name= Weather effects }} {{description= [[1 t[Name-of-  
your-Rollable-Table]] ]}}
```