Chult is a savage land of fearsome jungles plagued by carnivorous monsters. Human civilization is virtually nonexistent here, though an Amnian colony and a port sponsored by Baldur’s Gate cling to the northern coasts, and a few tribes—some noble savages, others depraved cannibals—roam the interior. Creatures of every description hunt Chult’s mysterious, continentwide rainforest. More than one civilization lies forgotten in the dark heart of the jungle.

**Chult Lore**
A character knows the following information with a successful skill check.

**History DC 15:** Much of what was formerly known as the Chultan Peninsula was drowned almost a hundred years ago. The yuan-ti kingdom of Serpentes fell in the course of the change, the kingdom of Samarach was submerged, and the city of Mezro collapsed into the earth, its population scattered.

**Streetwise DC 20:** Principal factions in Chult now include the yuan-ti survivors of Serpentes (mostly in the east), the spellscarred of Samarach, savage tribes (mostly in the northwest), human-run strongholds along the northern coast, and strange creatures from across the Trackless Sea that have begun to colonize the Mistcliffs.

**Streetwise DC 25:** Junglemotes are common in Chult. Some are populated with creatures alien and awful in aspect—entities not native to Chult, or at least absent since before the time Abeir and Toril went their separate ways.

**Streetwise DC 30:** In the Year of Blue Fire, the Chultan jungle was interpenetrated by pockets of Abeiran landscape that now lie scattered in the skies and the forests. Strange, savage behemoths now prowl the shadowed jungles and wandering motes alike. Several Chultan tribes were hunted to extinction by these voracious new predators; those that remain have learned new methods of coexistence.

**Settlements and Features**
The mysterious jungles of Chult cloak many wonders, but its heart of darkness swallows most of the adventurers who dare to enter.

**Fort Beluarian**
Baldur’s Gate Trade Fort; Population 1,000
This outpost has weathered much over the years, and twice was completely eradicated by native uprisings. However, Baldur’s Gate retook the fort both times.

The high stockades are manned by elements of the Flaming Fists mercenaries. Amn has lately made offers to buy out the city’s interest in the fort. Most suspect that if the Amnians acquired Beluarian, they would merely shut it down so that their competing Port Nyranzaru would control all water traffic to and from Chult.

**The Jungle**
**Continent-Spanning Overgrowth**
Famously mysterious jungles cover Chult. The dense canopy is broken only by the highest mountains and a few great, marshy clearings and grasslands that surround large lakes in the interior.

Tavern tales have it that the jungles of Chult are the deadliest places on Toril. Every bush and vine is a strangling, poisonous, flesh-eating, or blood-sucking horror—and under every bush lurks a scaled, taloned, fanged monster.

**Port Nyranzaru**
Amnian Trade Colony; Population 12,000
The harbor of Port Nyranzaru was designed with defense as its first priority, because pirates roam the sea north of Chult. Protecting against threats from the interior is just as important, and thus a high stockade wall of stone fronts the jungle, pierced by three well-guarded gates.

Amn owns and controls all activity in Port Nyranzaru. Taxes are high, but those lucky enough to be employed by one of the major trading companies live in relative safety inside the walls of this ultimate frontier city. Those not affiliated with any of the trading companies are forced to live in the expansive shantytown beyond the wall. They survive as best they can, dealing constantly with disease and threats from the jungle.

**Plots and Adventure Sites**
**Dur Unkush:** This ziggurat rises nearly 200 feet above the marshy jungle floor in a series of 20-foot steps. Every 44 days, surrounding jungle-dwellers are summoned by dreams to enact strange rituals in a covered chamber on top. The summit is accessible by only one stairway, and a guardian serpent of great size prevents spies from observing the ritual or the nature of the strange, unearthly music that

**Riches of Chult**
Chult is riddled with veins of gold, gems as large as a human’s palm, exotic plants prized by collectors on the Faerûnian mainland (and sources of poisons, perfumes, and medicines by the score), huge jungle timbers, and rubber trees. Amn sees the creation of a monopoly over Chultan access as one of its highest priorities.
accompanies every rite. After each ceremony, the celebrants utterly forget all that transpired.

**Forsaken Tree:** Deep in the Chultan jungle stands a mighty tree, ancient beyond all imagination. Cannibal tribe myths say its highest branches scrape the clouds, and circumnavigating its broad trunk is a journey of several days. According to these same tales, the tree is hollow and sometimes swallows creatures, which wander its woody interior until they are finally absorbed as food. The Forsaken Tree is said to gain its unholy vigor from a singularly evil object—a golden coin of one of the fallen civilizations that long ago ruled Chult.

**Pyramid of the Moon:** On nights when the moon is full and Selune’s Tears glitter, the Pyramid of the Moon appears in Chult, never in the same place twice. Once it manifested before those standing on Port Nyanzaru’s walls, shimmering in the far distance. The next day, over two hundred people were missing from the port, and they were never seen again.

The pyramid is said to possess interior hollows where an eternal celebration is held. Spirits walk arm in arm with living creatures, singing, dancing, and imbibing wondrous delicacies and fiery spirits. Those who fail to leave the pyramid before moonset are consigned to become spirits, eternally beholden to the Silver Priestess who sits on her glass throne within the inmost chamber.

**Quomec Ziggurat:** Rising above the jungle canopy is a ziggurat of twenty-eight stepped levels, surmounted by a temple sealed behind great bronze doors. The exterior of the temple is heavily inscribed with indecipherable glyphs. Local tribes claim that the ziggurat is a funerary crypt to Lord Quomec, an emperor whose name is recorded in no history book. Other inscriptions lower on the ziggurat depict a gargantuan sarcophagus from which writhe animate vines.

**Ruins of Mezro:** Once the fabled holy city of Chultan priest-kings, Mezro is now a great, vine-shrouded cavity in the earth. The pit contains all that remains of the city when it plunged over 200 feet during the cataclysm that drowned the peninsula.

Undead haunt the debris. Zombies with blue triangles tattooed on their foreheads shuffle about upon broken paving stones. Liches that have faded claims to glory are confined to shattered temples. Ghouls dart out of the shadows to feed on the sacrifices that are thrown, tied and screaming, from the lip of the cavity above.

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**DISEASE IN CHULT**

Diseases and parasites are everywhere on the Chultan Peninsula. They are carried by plants with stabbing spines, injected through any of the hundreds of insect bites suffered in a typical day, or borne on jungle mists. Those who drink unboiled jungle water are in for a nasty surprise. One of the most prevalent diseases, described below, is carried by the brain fluke.

**Brain Fluke:** This minuscule, wormlike parasite concludes its adult life in a victim’s brain.

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**Brain Fluke**

This minuscule, wormlike parasite concludes its adult life in a victim’s brain.

**Initial Effect** The brain fluke bores into the target’s brain. The target gains vulnerable 5 psychic and has a –2 penalty to Will defense until cured.

**When the target is under a charm or fear effect that allows a saving throw, the target must instead succeed on two saving throws.**

**Final State** The target is dominated by the brain fluke. The target spends most of its time eating to nourish the parasite before its spawn bursts from the brain two weeks later, killing the host.

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**ATTACK**

+17 vs. Fortitude
Endurance improve DC 27, maintain DC 22, worsen DC 21 or lower