

# AMARUNE'S ADVENTURES



the Start & End  
of  
Uluu Thalongh





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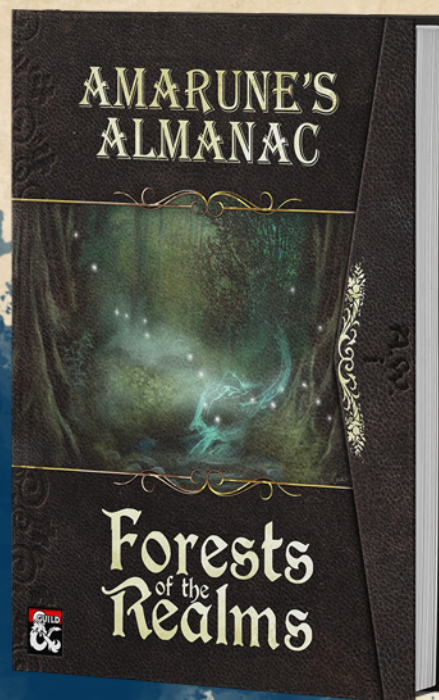
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*Amarune's Adventures | The Start & End of Uluu Thalongh*





## The Start & End of Uluu Thalongh

Welcome to *The Start & End of Uluu Thalongh*. This adventure promises to uncover the heart of an ancient mystery, one that has been tormenting the people of Chult for countless eras. Characters will explore deep jungles in search of truth, and fighting off the possessed fauna that tries to claim them at every opportunity. Will the adventurers discover the truth behind Uluu Thalongh, or simply get consumed in the process?

### Adventure Overview

It is no understatement that the Uluu Thalongh is legendary. Chultans who know of it can only speak of its ancient, unstoppable, and baleful nature. Few survive an encounter, and those who do are never the same.

*The Start & End of Uluu Thalongh* is an adventure for four to six 12 to 14th level characters. The adventure can be split into three distinct parts:

**1. Truth of Things.** Arriving within Fort Beluarian, the adventuring party is told of the potential dangers ahead and provided with a supporting expeditionary force of Flaming Fists.

**2. Expedition Trepidation.** The expedition gets off to a rough start, as trekking through the thick jungle proves troublesome. Horror begins to creep in as one by one expedition members are killed.

**3. Hunters & Prey.** The climax of the adventure occurs within the long overgrown settlement, and the true demonic origins of Uluu Thalongh. Can the heroes face and slay the legendary monstrosity before they are consumed?

### Background

The Uluu Thalongh has been terrorizing the Chultan people for countless years. Most believe it

to be a myth or something of legend. However, the Flaming Fist Militia stationed within Fort Beluarian are quickly discovering that, following a string of disappearances, there may be more truth to these legends than first thought.

### Uluu Thalongh

Uluu Thalongh is a monstrosity that skulks within the thickest jungles in Chult. No one knows the appearance of it, but legends speak of its form manifesting through the local fauna. Trees grotesquely bulge in a fleshy manner, or the leaves of shrubbery begin to ripple, moving towards its prey slowly with all consuming presence.

Of all the tales from survivors, or those smart enough to sprint at the first sight of the monster, there are three truths to Uluu Thalongh's existence. First, its approach is accompanied by echoes of inconsistent wind pipes, that only grow more grotesque as it approaches. Second, those killed by its stinger become a husk with all their innards consumed from within. Those husks are under Uluu Thalongh's control, speaking through their lips to lure in more prey. Lastly, destroying any plant possessed by Uluu Thalongh only temporarily ceases the assault.

The origins of Uluu Thalongh are wrapped in mystery, but the people of Chult know that it was a name granted by a long extinct tribe. The truth of the matter is that Uluu Thalongh is of demonic nature, forged within the Abyss, and no matter how many times it is slain, it shall return. However, within the now extinct Inshozi tribe's long forgotten home is Uluu Thalongh's personal gateway to the Abyss. If the gateway can be closed, its frequent returns can be slowed, but never stopped.



## *To Force Their Fist*

The Flaming Fist Regiment settled within Fort Beluarian have felt their numbers begin to dwindle. Unlike previous assaults of undead, or local wildlife, Gruta Halsdottir believes something far more sinister to be afoot.

Their local chultan guides have discovered the omens that preclude the arrival of Uluu Thalongh. These omens include the sounds heard on the wind, observations of bulging trees, or bodies found with all their internal organs gone. However, the Flaming Fist refuses to succumb to mere superstition. In their current position, they're unable to dedicate significant numbers, which is why requests for adventurers have been made.

Three scouting patrols were sent out, only two Flaming Fist members returned alive. Bartel Rumford and Valah Gritzdur feel haunted by their encounter with Uluu Thalongh, unable to recount the experience in considerable detail. They've remained in the Temple of Helm, until they are deemed fit for service once more.

## *Adventure Hooks*

Depending on when this adventure is encountered, it can be a perfect continuation of the *Tomb of Annihilation* or *Baldur's Gate: Descent Into Avernus* campaigns, or a brief expedition suitable at any point!

### *From Baldur's Gate*

Following the events of *Baldur's Gate: Descent Into Avernus*, Liara Portyr, Commander of Fort Beluarian, has returned to Baldur's Gate. She has left the castellan Gruta Halsdottir in temporary command. Liara receives word of a string of disappearances south of the fort, and sends word across cities associated with the Lord's Alliance for adventuring parties interested in discovering the truth of things. The word requests interested parties meet Gruta Halsdottir within Fort Beluarian.

### *Since You're Here*

Perfect for *Tomb of Annihilation* campaigns that start at 9th level, when the adventuring party first arrives at Port Nyanzaru they can be directed toward Fort Beluarian to meet with Gruta Halsdottir to discuss the looming threat to the Flaming Fist. Liara Portyr will still command the fort, but has simply delegated the responsibility to Gruta. If the party is heading towards Omu, they may as well investigate the Uluu Thalongh, since they're here.

## *Part 1: The Truth of Things*

The adventure begins on the island of Chult, toward the most northern point is Fort Beluarian. Territory unjustly claimed by the Flaming Fist mercenaries by the order of Baldur's Gate. As of late, the constant assault of undead hasn't relented, but the growing frequency of disappearances has begun a mystery. Whispers have spread through the Fort, sightings of bulging trees, and omens only associated with Uluu Thalongh. Despite the local superstitious, the Commander, Liara Portyr and her castellan Gruta Halsdottir wish to discover the truth of things, through the help of an adventuring party.

## *Fort Beluarian History*

Fort Beluarian has claimed land of large swaths of Chult despite the protests of the trade princes in Port Nyanzaru. It is only through their considerable military force that they've managed to settle uncontested. Adventurers seeking to explore the land claimed by Baldur's Gate require a charter of exploration, a 50 gold piece document that grants the fort half of all riches gained.

Those caught without a charter find themselves assaulted and confiscated of all equipment, riches, and occasionally their life. All goods claimed by Fort Beluarian are eventually shipped back to Baldur's Gate in which they are sold for gross profit.

Undead and beasts occasionally move north to assault the fort, but none have managed to get close to breaking in let alone dent the fortifications. However, as of late it is the patrols venturing out of Fort Beluarian that have been assaulted by the jungles themselves. The very few who survive to make it back report bulging trees, piercing vines, incoherent shrieks, and possessed comrades trying to lead others astray. The Chultans know these omens all point to one legend; Uluu Thalongh.

## *Fort Beluarian Features*

Raised and surrounded with a stockade, Fort Beluarian stands within a clearing. Turrets line the 12 feet high wooden walls with frequently patrolled parapets. The rest of the fort can be summarized with the following features:

- The western gate is the main entrance, it is 20 feet high making it taller than the surrounding walls.
- In the center of the bastion is a smaller two-tiered fort known as the inner bailey. Entrance to the inner bailey is defended by 16-foot-high inner walls and a secondary gate.



- Buildings outside of the inner bailey include: a weaponsmith, bazaar, stables, jousting field, barracks and temple.
- Day and night, six **guards** (see appendix B) patrol the western gate while another eight **guards** (see appendix B) handle the remaining walls.

## Fort Beluarian Locations

The following locations are important for the adventure, but do not include every location within Fort Beluarian. Full details on Fort Beluarian's layout can be found within *Tomb of Annihilation* (p.55).

### FB1. Approach

Emerging from the sweltered jungle surrounding the trail, you enter a small expanse at the heart of which a wooden bastion imposes itself over the land. Flags of Baldur's Gate fly proudly as they flank the looming gate. Guards stop atop the western gate quickly take notice, hailing you all closer.

**Sentry Post.** As the characters enter earshot, one guard atop the gates welcomes the party to Fort Beluarian and asks the party to state their business. A successful **DC 18 Wisdom (Insight) check** reveals that the guard sounds weary, and slightly scared.

There is nothing stopping the party from entering the Fort, but the longer they dwell the more figures appear along the defenses. A successful **DC 14 Wisdom (Perception) check** identifies a total of six guards watching the western gate.

**Development.** Once the guards learn of the adventurers' intent, they beckon the party inside where Gruta Halsdottir (LN she/her Illuskan human **knight**) (see appendix B) greets them and introduces herself as the Fort's castellan. Gruta guides the party through the bizarre, into the inner bailey, and takes a right into the hall (area FB2).

### FB2. Hall

The hall doors swing open abruptly, to a well-lit room dominated by two notched wooden tables and four benches. Gruta remains by the door as she clears her throat, waiting for you all to get settled.

"Commander Portyr thanks you for your prompt arrival. However, I'll be handling matters on her behalf. Over the last three tenspans, three of our farther reaching patrols have returned decimated. Only two members survived, speaking of possessions, haunting sounds, and unnatural fauna."

Gruta pauses, carefully considering her next few words.

"The locals believe it to be the works of some ancient legend, however I demand more evidence than mere fairy tales. This is where you all come in."

**What Gruta Knows.** She'll explain that the party has been hired to discover whatever is hunting their patrols and eliminate it. They will be accompanied by 4 **guards** (see appendix B) and a guide from the Emerald Enclave (**druid**) (see appendix B). Rations will be provided for a tenday. If prompted for more information, Gruta has the following information:

- None of the patrols were ordered to go any further than Port Castigliar, but were all heading south of Fort Beluarian.
- Patrols consist of four guards and a guide. There are thirteen confirmed missing, and the two that returned alive are being held in the Temple of Helm.
- She believes the survivors are suffering from trauma, and thus cannot be reliable sources of information.
- Gruta has heard whisperings of locals saying Uluu Thalongh, but she believes it all to be mere superstition.
- Commander Portyr has told Gruta to ensure that the party is amply rewarded for their assistance. This can include gold, Baldur's Gate connections, gaining a larger percentage of their charter of exploration gains, or magical arrows.

**Development.** Once the party has asked all they need to, Gruta provides the party with a charter of exploration to ensure they are not troubled during their expedition. Gruta recommends the party visit the Temple of Helm (area FB3) in order to speak with the survivors, while she organizes the expedition.

### FB3. Temple of Helm

The temple is an intentionally sparse building: two rows of carved pews line the back wall with banners depicting an open eye on a left gauntlet flank a stone idol.

**Creatures.** Three humans are within the temple: Shilau M'wenye (LN he/him Chultan human **priest**) (see appendix B) stands by an idol of Helm while the other two people, Bartel Rumford (LN he/him Baldurian human **guard**) (see appendix B) and Valah Gritzdur (LG she/her Illuskan human **knight**) (see appendix B), are on cots tucked against the eastern wall. Bartel is laying, tossing and turning incessantly while Valah sits up straight with clenched fists.



**What Shilau M'wenye Knows.** After welcoming the party into his temple, Shilau allows them to speak with the survivors, assuming Bartel and Valah wish to do so. If asked he can inform the party of the following:

- Both Bartel and Valah were unwounded, aside from dehydration and multiple small cuts.
- Shilau's father was a chultan priest, one that frequently told him of the Uluu Thalongh as a child.
- He believes, from what Bartel and Valah have said, there is no other explanation for what hunted the patrols.

**What Bartel Rumford Knows.** Bartel refuses to answer any questions from the party. He believes himself insane and not worthy of speaking to. A successful **DC 18 Charisma (Persuasion) check** convinces him to share the following information:

- The expedition to Chult was Bartel's first experience leaving Baldur's Gate, let alone the Sword Coast.
- He didn't see anyone get hurt, simply heard an unnatural shriek and Bartel couldn't stop himself from fleeing in fear. He didn't even look back.
- The trees around him bulged and throbbed, threatening to burst as if they were flesh.

After sharing the last piece of information, Bartel turns sickly pale and involuntarily throws up. Any successful **DC 14 Wisdom (Insight) check** highlights that Bartel believes he is telling the entire truth.

**What Valah Gritzdur Knows.** In contrast to Bartel, Valah wishes to speak with the adventurers. She imparts the following information in as precise descriptions as possible:

- During the latter half of their tenday patrol, the expedition began to hear a harrowing noise off in the distance that would fade in and out. It sounded like pipes without a consistent tone.
- That night of camping, Valah awoke to some guttural screams from their guide. All around her the trees and leaves were bulging and rippling.
- Valah witnessed multiple comrades get pierced or torn apart by twisted branches that moved on their own.
- She managed to escape by slashing a branch as it flew towards her, but by then the others were all missing or killed.
- Valah returned directly to Fort Beluarian. It took two days of nonstop travel, after which she was wrongly confined to the Temple, unable to get back out and hunt.

**Development.** If the characters mention leaving to explore the disappearances, Valah demands to join the party. Shilau protests, saying that Valah needs more time to recover, but she would sooner abandon the Flaming Fist than sit within the temple any longer. Valah demands answers.

#### TRAVELLING WITH VALAH GRITZDUR.

Valah Gritzdur can assist guiding the party directly to where she encountered Uluu Thalongh. She is strong willed, but determined to her own detriment. Her abandonment of the Flaming Fist is not received well by most of the expedition. They will not speak with her for fear of getting reprimanded themselves.

Thankfully, Valah and the guide from the Emerald Enclave get along. While Valah Gritzdur is in the party, there are two unique encounters surrounding where she was attacked.





## Part 2: Expedition Trepidation

Provided with a charter of exploration, and with some Flaming Fist members in tow, the expedition to uncover the mystery of Uluu Thalongh begins. This entire part is dedicated to traversing through the jungles of Chult where Uluu Thalongh currently resides. The adventuring party discovers a series of clues, ultimately directing them towards the Remnants of the Inshozi, where the monstrosity can be confronted.

### Jungle Features

The jungles of Chult have the following features:

- Thick, vine-covered trees scale upwards of between 50 to 120 feet tall.
- Any attempt to climb the surrounding trees without equipment requires a successful **DC 14 Strength (Athletics) check**.
- Most of the jungle floor is thick with shrubbery or wild fauna, making traversing without suitable equipment count as difficult terrain.
- Unless with a navigator, at the start of each day of travel one party member must succeed a **DC 15 Wisdom (Survival) check** or become lost for the next day. Characters may reattempt the check during the day, but any further checks are made at disadvantage.
- Characters who do not drink at least 2 gallons of fresh water during a day of travel must succeed on a **DC 15 Constitution saving throw** or suffer 1 level of exhaustion.

### Encounters

As the expedition travels from Fort Beluarian, venturing into the heart of the chultan jungle in search of Uluu Thalongh, there are certain encounters that can guide them on the correct path. For each day of travelling, roll on the Encounter table below to decide what hints of Uluu Thalongh's origins can be discovered. The encounters marked with a single asterisk have prerequisites, whereas those with two asterisks are recommended to more explicitly guide the adventurers to the Remnants of the Inshozi location.

#### d10 Encounter

1	As Old as Time
2	Those Who Know**
3	Husk of a Man
4	To Never Return
5	Unanswered Calls For Aid
6	Lost & Found*
7	Nature's Reclamation
8	Inside Their Domain
9	It Happened Here*
10	Choose one: <ul style="list-style-type: none"><li>• Ignore this result and roll again.</li><li>• Roll 2d10 and merge the encounters (ignoring 10s).</li></ul>

#### E1. As Old as Time

**Senses.** Characters with a passive Wisdom (Perception) score of 18 or higher, begin to sense disturbances underfoot as if something of a colossus weight is moving towards the expedition.

Naturally formed paths cut their way through the dense jungle, the shrubbery along the floor splattered with smaller muddy craters. The water within those craters begins to ripple as a series of thuds begin to grow louder and stronger.

**Creatures.** A pair of **brontosauruses** (see appendix B) saunter towards the adventuring party. Their approach is slow and unthreatening. As they get close, it's clear that both bear ancient scars along their sides in the shape of chultan murals.

**Scarred Mural.** One of the murals depicts a dark tree with eyes in the center of the trunk, roots and branches extend over a bunch of human looking figures. Some kneeling, bowing, or presenting bowls to the tree. A successful **DC 16 Intelligence (Religion) check** identifies it represents a sacrificial ritual, and the symbols surrounding the tree are an ancient form of Abyssal.



The other mural is of a landscape, almost akin to a map. It all centers around a blackened tree, set within a crater. The word “Inshozi” is written above the tree. A successful **DC 14 Wisdom (Survival) check** identifies the map as a large section of Chult. Other portions of the map have areas of pointed branches, suggesting danger.

## E2. Those Who Know\*\*

*This encounter is recommended to provide additional guidance.*

**Senses.** Characters with a passive Wisdom (Perception) score of 16 or higher begin to hear a faint rumble and see trees crushed under stone. The surrounding jungle looks as if a 5-foot sphere has rolled through this area.

When the characters step into the path, read the following boxed text to describe the scene:

Emerging from around a bend, a stone boulder rolls across the flat ground by its own volition. It abruptly begins to pick up speed down the path, before suddenly halting mere feet away from crushing anyone. The entire surface of the stone is deeply engraved with symmetrical patterns, before it begins unravelling like a puzzle sphere of sorts. Revealing a hunched elderly woman, wearing darkened blue face paint that spirals around her pure white eyes. Her voice is croaky, as she points out with a shaky finger.

“E-eh? Hunters? No, no. Seekers, yes yes. Come, tell Oracle Yanub all.”

**Roaming Chultan Sphere.** Unraveled around the woman is a *roaming chultan sphere* (see appendix A), it is attuned to her and opens and closes to fully encapsulate her. Closer inspection of the engravings around the surface requires a successful **DC 18 Intelligence (Religion) check** to identify it as the symbols of Ubtao, the Creator of Chult.

**Oracle Yanub.** Oracle Yanub (CG she/her chultan human **Warlock of the Great Old One**) (see appendix B) has Ubtao as a patron. She has lived for countless years, extending her life beyond what is considered healthy. She is an oracle for all things Chult, knowledgeable in its past, and can foresee many of its potential futures.

Oracle Yanub can offer temporary guidance to lead characters to a beneficial future. For each character in the party, roll a d20 and record the number rolled. For the next 24 hours, any character may replace any attack roll, saving throw, or ability check with the recorded number. This ability can only be used once.

Additionally, if any party member is suffering from any diseases, Yanub possesses five *feather skin petals* (see appendix A) that she will freely give to cure any ailments.

**What Yanub Knows.** Yanub knows much of Chult’s rich history, the alliances, the dangers, as well as the start and end of many tribes. If the characters mention Uluu Thalongh, she visibly frowns while remarking on the misfortune of the Inshozi tribe. Yet Yanub is initially hesitant to speak about it. A successful **DC 12 Charisma (Persuasion) check** or a plea for help convinces her otherwise. She can impart the following information to the party:

- Uluu Thalongh is very much real. It hunts by manifesting itself as the plants of the jungle warping them as it moves through the fauna.
- A terrifying sound without a consistent tone preempts any assault by the monster, those wise should flee the moment it is heard.
- Uluu Thalongh can possess those it kills by turning them into husks and luring victims into its clutches.
- The plant known as bloodroot often blossoms in the wake of where Uluu Thalongh hunts.
- The Inshozi tribe both named Uluu Thalongh and brought it into existence. Their home is now concealed where the jungle is thickest, within a crater of tangled vines.
- Uluu Thalongh can be only temporarily stopped. It dwells within a portal that, if closed, would stop the monstrosity from returning for a century.

## E3. Husk of a Man

While trekking through the jungle, a small clearing reveals a body wearing the Flaming Fist insignia. Read the following to describe the scene:

Swathing through the jungle vines gives way to a morose but tranquil scene. A slumped corpse, adorned in bloodied Flaming Fist regalia, sits upright against the trunk of a monolith tree. The surrounding jungle makes this area a private alcove; a final resting place of sorts.

**Corpse.** Overall, the body looks undisturbed. A scimitar hangs out of the body’s grasp and blood coats their back. A successful **DC 18 Intelligence (Investigation) check** determines the body was pierced by something sharp in the back. However all internal organs are missing. The corpse is essentially a husk.

If Valah Gritzdur is with the party, she recognizes the corpse, but says she did not know them well and they were part of the first patrol.



**Cut Branches.** Beside the scimitar hanging from the corpse's hand there are multiple cut branches that have the shape of a spike. A black ichor once seeped from where they were cut, now dry and crusted. The ichor is demon blood.

**Fresh Bloodroot.** Blossoming in a natural outline around the corpse, there are blood red plants nestled in the jungle shade. A successful **DC 17 Intelligence (Nature) check** identifies the small rose-like flower as *bloodroot* (see appendix C).

#### E4. To Never Return

**Senses.** Characters with a passive Wisdom (Perception) score of 16 or higher hear warped pipes carried with the wind off in the far distance. If the party continues moving in the direction of the sounds, every character must succeed on a **DC 10 Wisdom saving throw** or become frightened for 10 minutes, originating from the direction of the sound.

**Disappearance.** After hearing the sounds of Uluu Thalongh, the party eventually rests for the night. One of the expedition members goes missing. This can be when two of the members go on a brief patrol, handle sentry duty, or wander off to relieve themselves. The discovery can happen during the night or the next morning, but there is zero trace of them. Some tracks can be followed into the jungle. If characters are successful on a **DC 16 Wisdom (Survival) check**, they follow the tracks until they abruptly end.

##### ONE BY ONE

Depending on the intended experience, *To Never Return* can be an encounter that is used multiple times. There are 5 expedition members, plus the heroes and Valah Gritzdur if she is accompanying. If you wish to strike fear into the players, have the expedition members killed off one by one. For added effect, ensure that their guide, the emerald enclave **druid**, is taken first. This has the potential to leave the party feeling hopelessly lost.

#### E5. Unanswered Calls For Aid

Read the following:

The wind catches a raspy sound, a cry for help. It sounds weak as the voice endlessly repeats "P-ple-please! H-help, c-come help!"

**Creatures.** A risen husk **guard** (see appendix B) with the appearance of an explorer stands within a dark portion of the jungle. **Uluu Thalongh** (see appendix B) is possessing the husk, meaning it can leave the body as it pleases. It calls out for the adventurers, getting quieter as they draw close or louder if they move further away.

**Development.** Once within 30 feet of the husk, it begins to cackle madly. The surrounding trees begin to bulge and leaves ripple under the control of Uluu Thalongh as it assaults the party. During battle, it targets the expedition members first and will not chase the party if they choose to flee. Alternatively, if enough branches are cut it'll retreat.

#### E6. Lost & Found\*

Prerequisite of "To Never Return" encounter having occurred.

**Senses.** The distinct pipe sounds break out, shortly followed by calls for help, along with announcements of being lost. A successful **DC 14 Wisdom (Perception) check** can identify the voice as belonging to one of the Flaming Fist expedition members that went missing.

**Creatures.** A lone **Uluu Thalongh** (see appendix B) risen husk **guard** (see appendix B) stands in front of the party, its body is one of the expedition members that went missing. They're bloodied and covered in mud. The remaining expedition members must succeed on a **DC 14 Wisdom saving throw** or become frightened by the controlled husk for 1 minute.

Once within eyeline of the controlled husk, read the following:

The figure's mouth opens with a voice that sounds like them but words that are distinctly alien. "You seek me, akin to a child chasing stars. Unknowing that if you caught me it would burn you inside and out. Come closer. Your weary hunt is at its end, embrace the baleful force that is... Uluu Thalongh."

**Development.** Regardless of how the party reacts, Uluu Thalongh doesn't entertain anymore conversation, choosing instead to prey on the party. It prioritizes killing the NPC expedition members and will not chase the party if they choose to flee. Alternatively, if enough branches are cut it'll retreat.



## E7. Nature's Reclamation

**Senses.** Characters with a passive Wisdom (Perception) score of 15 or higher hear vines straining and a Large creature moving towards the group.

**Creatures.** Four **silverback apes** (see appendix B) surround the area. The largest of them stands on the jungle floor, howling as it bares its teeth and proudly drums its chest. The remaining apes skulk among the trees, perched on vines or out of sight.

**Development.** A successful **DC 17 Wisdom (Animal Handling) check** identifies that the apes are acting entirely territorial. If the party retreat away from the apes, the apes will follow for a short distance before leaving them entirely alone.

## E8. Inside Their Domain

**Senses.** The scent of death fills the air, eventually accompanied by the sounds of a lumbering undead horde.

As the characters sense the zombies, read the following:

Slow, unintelligent, but ceaseless. A wall of zombies presents itself before you, reminding you of the many that have ventured into Chult and what fate befell them.

**Creatures.** A total of 14 (4d6) **zombies** (see appendix B) emerge in a horde that covers a 40-foot-wide and 20-foot-long area. Once they have the party's scent, they will continually move towards them.

**Clues.** If the zombies are slain, and the party spends some time searching their bodies for loot. One of the fresher looking zombies has a torn map within its pockets. A successful **DC 14 Wisdom (Survival) check** shows that the navigation map outlines uncharted chultan territories, all centered around a deep crater with the words "keep out, baleful jungle" scrawled frantically around it.

## E9. It Happened Here\*

Prerequisite of Valah Gritzdur accompanying the party.

**Valah's Discovery.** Valah stops the group, turning off their current path to guide them deeper into the jungle. She states she recognizes this area, entering a stoic trance until they come to a destroyed Flaming Fist camp. There are two tents, one of which is crumpled.

**Corpse.** Within the crumpled tent is a single corpse, a female chultan woman wearing the Flaming First regalia. A successful **DC 15 Intelligence (Investigation) check** identifies the

cause of death as the combination of a piercing wound in her collar and the removal of all internal organs.

Valah Gritzdur refuses to look at the corpse or in its direction, avoiding all questions about her relationship to them. She'll ask that the adventurers bury them on her behalf. Once buried, Valah returns with a makeshift burial cross with a necklace tied to it. She mutters a prayer, before stating she is prepared to move onwards.

**Cut Branches.** Throughout the camp there are multiple cut branches shaped like spikes. A black ichor, now dry and crusted, once seeped from where they've been cut. The ichor is demon blood.

**Fresh Bloodroot.** Scattered among the bodies, there are blood red plants nestled beside deep roots. A successful **DC 17 Intelligence (Nature) check** identifies the small rose-like flower to be *bloodroot* (see appendix C). Valah Gritzdur confirms that none of those plants were there a few days ago, that they must've rapidly grown since she left.

## Part 3: Hunters & Prey

Forging through the jungles of Chult, with all the many clues all pointing to one location and Uluu Thalongh drawing ever closer, the adventuring party must find the origins of the Inshozi tribe.

Set within an overgrown crater sits a rift of roots sprawling out from the Abyss and into the Forgotten Realms. If all of Uluu Thalongh's roots can be severed, the ancient monster can be banished from where it came.

## Remnants of the Inshozi History

Centuries ago, a once prosperous tribe known as the Inshozi fell upon hard times. Their tribe leader had fallen ill, growing frailer by the day much to the dismay of the tribe. They sought out oracles for wisdom and a potential cure, returning empty handed.

The chief's three children vowed to do whatever was in their power to save their mother. The first child appealed to the gods, offering countless gifts in hopes of a response. They received no answer. The second child used all the magic they could muster to heal their mother. No spells could heal her affliction. The third child attempted natural methods, using druidic herbs and exotic flowers of Chult. All to no avail.

The three children met once more, defeated but bound by their vow to do all in their power. At that moment, they all heard a voice. A promise to heal



their mother if they completed three requests, one for each child. They must first hunt all animals within one mile of their home. They must wear the skin of the animals they kill to remain unseen. Second, they must provide three human bodies that have all their internal organs removed. Lastly, they must build an idol covered in markings. Once all three tasks are complete, they will be rewarded.

The three children did as they were asked without question, much to the dismay of the remaining tribe. Once the last marking was carved into the idol, a rift opened up inviting Uluu Thalongh into this world. Uluu Thalongh killed their mother, raising her as a husk. They believed it to be a miracle and vowed eternal servitude to Uluu Thalongh, but over time the baleful monster grew tired of its minions and before long no-one knew of the Inshozi tribe... only the monster that they brought into this world.

## Location Features

The crater containing the remnants of the Inshozi has the following features:

- Thick vine-covered walls, some connecting to a grand tree within the crater. The vines scale upwards of between 50 to 120 feet tall.
- Any attempt to climb the surrounding trees without equipment requires a successful **DC 14 Strength (Athletics) check**.
- Most of the jungle floor is thick with shrubbery, vines, or wild fauna, making traversing large portions of the ground without suitable equipment count as difficult terrain.
- Four massive roots curl out from the very heart of the crater, each one binds Uluu Thalongh to the jungles of Chult. As each one is severed, or burned, it retreats through the abyssal portal and causes one of the effects in the table below.

### Roots

Remaining	Effect
3	Uluu Thalongh instantly teleports to a tree within 30 feet of the destroyed root. The sound of loud atonal pipes informs the party of its sudden arrival within close proximity.
2	Roots from the top of the crater begin to recede back, causing boulder sized chunks to fall down. Randomly select 3 (Uluu Thalongh included) to make a <b>DC 14 Dexterity saving throw</b> , taking 2d10 bludgeoning damage on a failure, or half as much on a success.



- |   |  |
|---|--|
| 1 | Any further husks raised by Uluu Thalongh begin to reason with the adventurers. They make promises of dark demonic powers. However they are all lies to lure them into the Abyss.  |
| 0 | Uluu Thalongh moves to protect the abyssal portal (area L2) however it can.<br>Reducing Uluu Thalongh to 0 hit points now forces the monstrosity back into the Abyss. It may return through the Abyssal Portal after it takes a long rest, assuming the portal remains open. |

## Remnants of the Inshozi Locations

The following locations are keyed to map 1.1.

### 11. Inshozi Crater

Once the characters discover the Remnants of the Inshozi, read or paraphrase the following:

In the very heart of the thickest jungle, a darkened root-covered structure slowly comes into focus. The darkened roots do not strive up, they coil around layer by layer as if to defend whatever is beneath the ground. The thick roots sprawl off in either direction, obfuscating the sheer size of things. However, as you stand watching, one patch of the root begins to throb as the bark cracks away, revealing a fleshy underside.

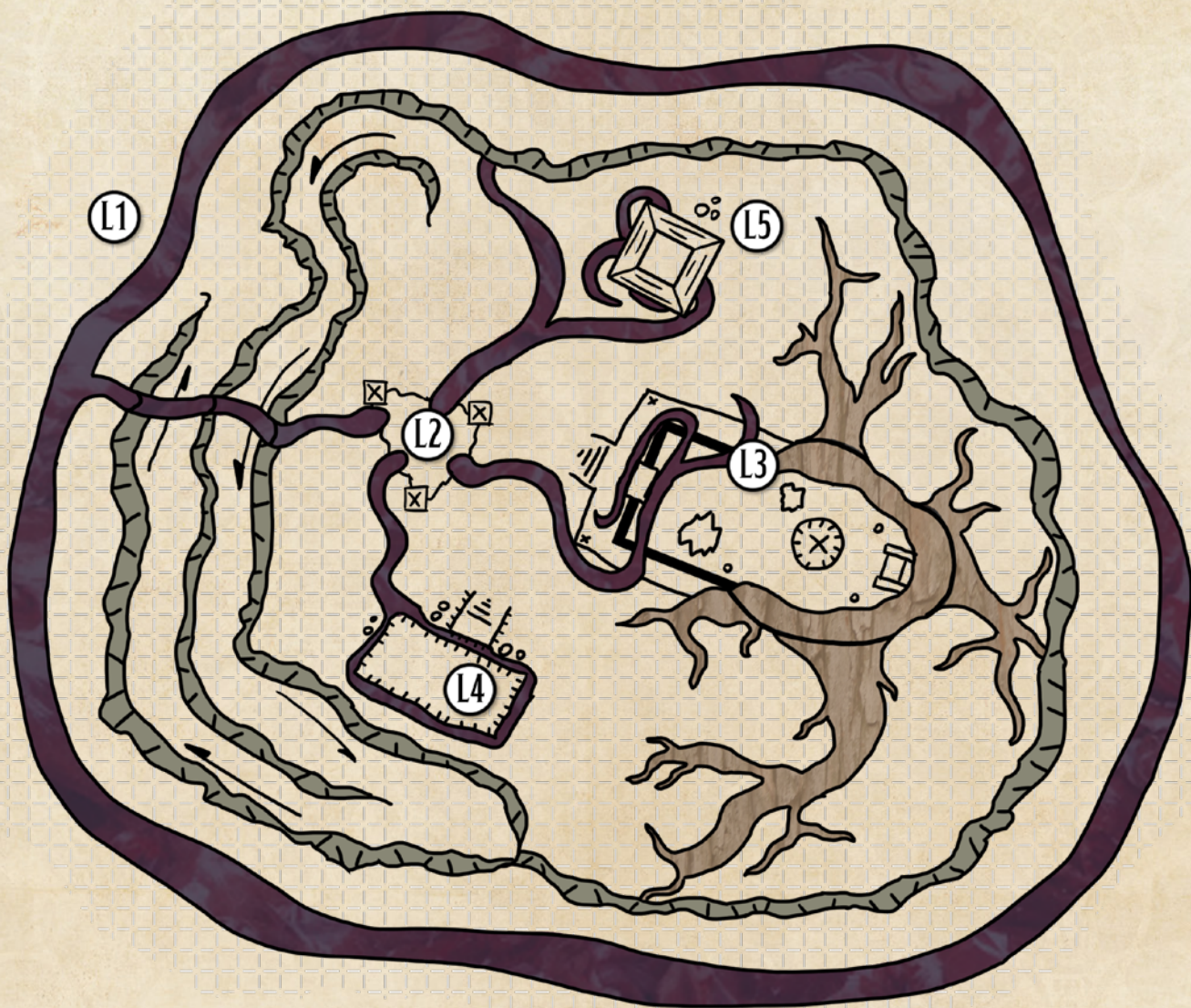
**THE FOUR ROOTS OF ULUU THALONGH**  
Uluu Thalongh has set its root deep within the jungles of Chult, stopping any forces from dragging it back to the Abyss. If all four roots are severed, Uluu Thalongh has no connection to the Forgotten Realms.

Each root has AC 14 and 50 hit points and immunity to poison and psychic damage. They have the following damage resistances: acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks. Half of all damage dealt to each root is also applied to Uluu Thalongh.

When reduced to below 25 hit points, the root lashes out making **Uluu Thalongh's** jawed branch attack.

When reduced to 0 hit points, a shrill scream echoes across the area as the root shrivels back into the abyssal portal.





## MAP 1.1: INSHOZI CRATER

1 SQUARE = 5 FEET

**Root of Uluu Thalong.** The first root acts as a protective barrier around the entire crater, creating the appearance of a wasps nest. A successful **DC 16 Intelligence (Nature) check** easily pinpoints a section of blackened root that looks unnatural where the bark is peeled away to reveal a fleshy underside. Once the root is reduced to 0 hit points, the shriek echoes out as the root recedes, granting access to the crater.

**Descending into the Crater.** An ancient path was once carved into the crater edge before curling around the wall as it descends down. Now, most of the stone steps have eroded or cracked under the force of roots. Those who step down the steps without caution must make a successful **DC 14 Dexterity saving throw** or plummet towards the center of the crater (area L2), taking 4d6 bludgeoning damage as they land.

### L2. Heart of Uluu Thalong

As the characters reach the bottom of the crater, read the following:

The area darkens at the base of the crater, the sky itself choked out by sickly pulsing charred roots. A tall tree attempts to stand defiantly, only to be consumed by the wooden tentacles that all stem from a screaming maw-like portal within the center. Three thick roots stem from the portal, one towards the tree and the others to the north and south respectively.

**Creatures. Uluu Thalong** (see appendix B) is ever present within the crater, manifesting itself within the many plants and trees that now claim the land. At every step of the way, Uluu Thalong assaults the party with growing urgency as more of its roots are upended.

**Abyssal Portal.** In what was once the heart of the Inshozi's home, a ravenous portal now sits. It lets out a consistent hungering howl as roots sprawl



out from the portal as if they were underground. The portal connects to the Gaping Maw layer of the Abyss, which is Uluu Thalong's original domain.

Stepping through the portal will result in being dumped within the dense jungle of the Gaping Maw layer while the portal remains open within the trunk of a behemoth-sized blackened tree.

#### DEFEATING ULUU THALONGH

As described in the **Uluu Thalong** stat-block, the monster has no physical form and simply manifests itself within the plants, trees, or husks under its control.

It has honed its incredible intelligence through years of baleful hunting.

However, once its four roots have been destroyed, it is finally vulnerable to be returned to the Abyss. Each possessed plant or husk killed deals damage directly to Uluu Thalong, making for quite the unique fight.

It should be emphasized that once the roots are removed, each husk or plant killed is causing significant harm to Uluu Thalong.

**Development.** Once the final root has been cut, they all retreat into the abyssal portal. This reveals three knelt human bodies, each kneeling and holding a fist-sized onyx gem. A successful **DC 16 Intelligence (Arcana) check** reveals that the connection between the gems are keeping the portal to the Abyss open. Destroying any gem, or breaking the triangle instantly closes the portal, sealing Uluu Thalong back into the Abyss, for now.

One of Uluu Thalong's jawed branches is severed as the portal snaps closed, leaving behind a *Tooth of Uluu Thalong* (see appendix A) for the adventurers to potentially claim.

### L3. Root Consumed Hut

Beyond the abyssal portal is the largest tree within the entire crater. It sprawls to nearly escape the dent within the ground. Stemming from the tree is a wooden hut coiled by Uluu Thalong's charred roots, choking the structure. From a cursory glance, the structure looks to be an ancient chieftain's hut.

**Root of Uluu Thalong.** Covering the entrance to the hut is a 6-foot radius blackened root that curls from the Heart of Uluu Thalong (area L2). The roots appear thinner at the entrance, while the rest coil multiple times around the hut crushing the walls in some places.

Where the root covers the doorway, the root's bark is peeled away revealing a bulging fleshy surface.

Demon ichor drips from it. Once reduced to 0 hit points, it shrivels away granting entrance to the hut.

**Hut's Noteworthy Features.** Inside the hut, most of what belonged to the Inshozi tribe has withstood the test of time. However the following features are most noteworthy:

- There is a cracked throne carved out of a tree placed before a large circular fire-pit. Sitting within the throne is a preserved body of the ancient Inshozi tribe leader, wearing a headdress that bears three feathers: white, black, and blue.
- Wooden carvings scatter the floor of creatures with gaping mouths or humanoids that are entirely hollow.
- Multiple sections of the hut floor have fallen away, revealing wooden spike pits of Uluu Thalong's creation.

### L4. Sacrificial Pit

A 15-by-30-foot pit covered with a root mesh, lies fairly close to the abyssal portal. There is a small platform of stairs leading up to a small opening to the pit. Bloodroot flowers line the approach.

**Root of Uluu Thalong.** Weaved into and over the pit is a mesh of 6-foot-radius blackened roots coiling deep into the ground with a small opening allowing the contents of the pit to be seen.

Just above the opening, the root appears to bulge and has a fleshy appearance, highlighting a vulnerable spot where demon ichor drips from when attacked. Once reduced to 0 hit points, the root unwinds coiling back to the Heart of Uluu Thalong (area L2).

**Preserved Remains.** Neatly lining the pit in multiple stacks are corpses, husks created by Uluu Thalong being stored here for later use. There is a complete mix of adventurers, explorers, locals, militia members, and bodies easily decades old. The process of being turned into husks magically preserves the flesh.

**Bloodroot.** Lining the bottom of the pit, protruding from anywhere corpses aren't, are vibrant blood red flowers. A successful **DC 17 Intelligence (Nature) check** identifies the small rose-like flower to be *bloodroot* (see appendix C), the plant that thrives in the wake of Uluu Thalong.

### L5. Baleful Monument

Opposite the sacrificial pit stands defiant a grotesque clay monument held on a higher pedestal in the form of Uluu Thalong's many roots.



**Root of Uluu Thalongh.** The monument itself sits upon one of Uluu Thalongh's 6-foot-radius blackened roots. The root even pierces through the base of the statue to give it the appearance of having a multitude of legs.

Just below the base of the statue the root has a fleshy appearance, highlighting a vulnerable spot where demon ichor drips from when attacked. Once reduced to 0 hit points, the root unwinds coiling back to the Heart of Uluu Thalongh (area L2).

**Monument.** The large clay statue depicts Uluu Thalongh, or at least a tree with branches that lead to large gaping maws. The mouths appear to have layers upon layers of dried blood coating them, and ichor covered runes have been etched into the surface.

A successful **DC 18 Intelligence (Religion) check** identifies the runes as Abyssal in nature, drawing a connection between this realm and a creature of another realm. The monument looks to be a core part of any sacrificial rituals.

## Aftermath

Even encountering Uluu Thalongh and living to tell the tale is worthy of celebration in itself. However if the party managed to send the monstrosity back into the Abyss, they should be heralded as heroes. It'll be another century before Uluu Thalongh can return, unless it can escape the Abyss through other means...

## Resolving the Adventure Hooks

Once everything settles, standing outside of the Remnants of the Inshozi tribe there may be a few further loose ends to tie up. The party may have a partially more relaxed return to Fort Beluarian, or part ways with the Flaming Fist expedition to head further south into Chult.

## From Baldur's Gate

The voyage from Chult back to Baldur's Gate may host a few adventures of their own, perhaps uncovering the dark deals Liara Portyr has with surrounding pirate ships. The adventuring party is met with a welcoming return, especially as word of their success travels through the members of the Lord's Alliance. The many powerful connections are likely to ensure the party is suitably rewarded.

## Since You're Here

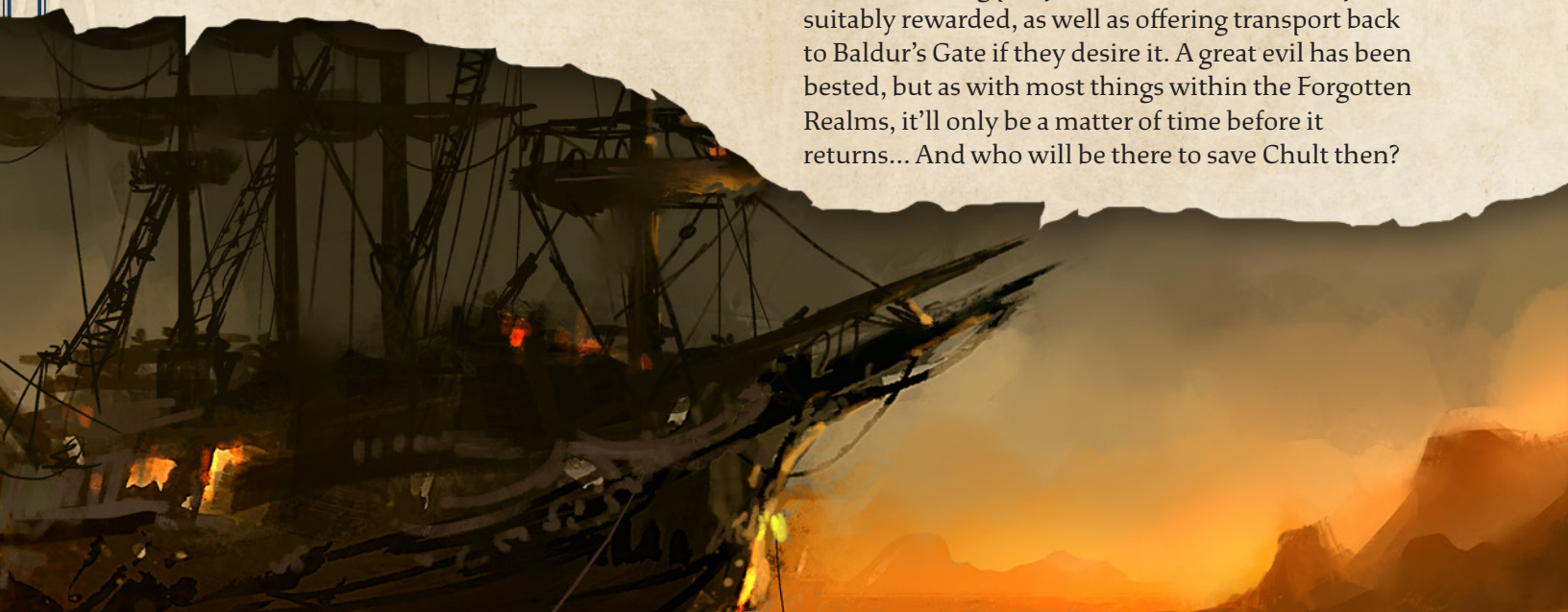
As word of the party's escapades returns to Port Beluarian, Commander Liara Portyr can use the Flaming Fist's resources to aid their mission towards Omu. Depending on how many expedition members return alive, Liara may go so far as to allow the party a larger cut of their *charter of exploration* from a 50/50 split to a 65/35.

## Further Adventures

Even though Uluu Thalongh has been thwarted, there are still more adventures to have across Chult and with the Flaming Fist. Just consider the answers to the following questions for additional seeds of adventure:

- How will Uluu Thalongh react to being returned to the Abyss?
- Now free from being hunted, what will the Flaming Fist expedition at Fort Beluarian do?
- What will Valah Gritzdur do after confronting Uluu Thalongh? Will she face martial punishment?
- Will Chultans believe that Uluu Thalongh was defeated?

Regardless of the answers to those questions above, Gruta Halsdottir is true to her word when the adventuring party returns. She ensures they are suitably rewarded, as well as offering transport back to Baldur's Gate if they desire it. A great evil has been bested, but as with most things within the Forgotten Realms, it'll only be a matter of time before it returns... And who will be there to save Chult then?





# Appendix A: Magic Items

## Feather Skin Petals

Wondrous Item, common

These pale-blue petals, grown within the jungles of Chult, have incredibly healing properties. Any creature that consumes one of these petals is cured of any and all natural diseases afflicting them. This benefit may only be gained once per day.

## Roaming Chultan Sphere

Wondrous Item, very rare

This stone sphere is 5 feet across and covered in deeply engraved symmetrical patterns across its surface.

The sphere, which weighs 150 pounds, has a movement speed of 20 feet and is unaffected by difficult terrain. You can speak a command word to cause the sphere to open or close. Only one creature may sit inside the sphere at any one time, and while inside, that creature gains blindsight out to 60 feet. Any creature within the path of the sphere must succeed on a DC 10 Dexterity saving throw or suffer 2d10 bludgeoning damage and be knocked prone.

You can send the sphere to travel alone to a destination within 1 mile of you if you speak the command word, name the location, and are familiar with that place. The sphere returns to you if you speak another command word, provided it is still within 1 mile of you.

## Tooth of Uluu Thalongh

Weapon (shortsword), very rare (requires attunement)

This jagged blade is cut from the branches of the legendary creature known as Uluu Thalongh. You gain a +2 bonus to attack and damage rolls made with this weapon.

In addition, the tooth has 5 charges and regains 1d4 charges daily at dawn. The charges may be spent for the following actions:

- As a bonus action, you can expend 2 charges in order to gain the ability to burrow through nonmagical unworked jungle trees and plants until the end of your turn. You gain a burrow speed equal to your movement speed. If you end your turn burrowed, you suffer 1d10 bludgeoning damage per each 5 feet of distance it takes to force you out.

- When you deal damage to a creature with this weapon, you may expend 3 charges to force it to make a DC 16 Constitution saving throw, taking 4d6 necrotic damage on a failure or half as much on a success. The target's hit point maximum is reduced by the damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit points maximum to 0.

# Appendix B: Creatures

## Brontosaurus

### Brontosaurus

Gargantuan beast, unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 121 (9d20 + 27)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

**Saving Throws** Con +6

**Senses** passive Perception 10

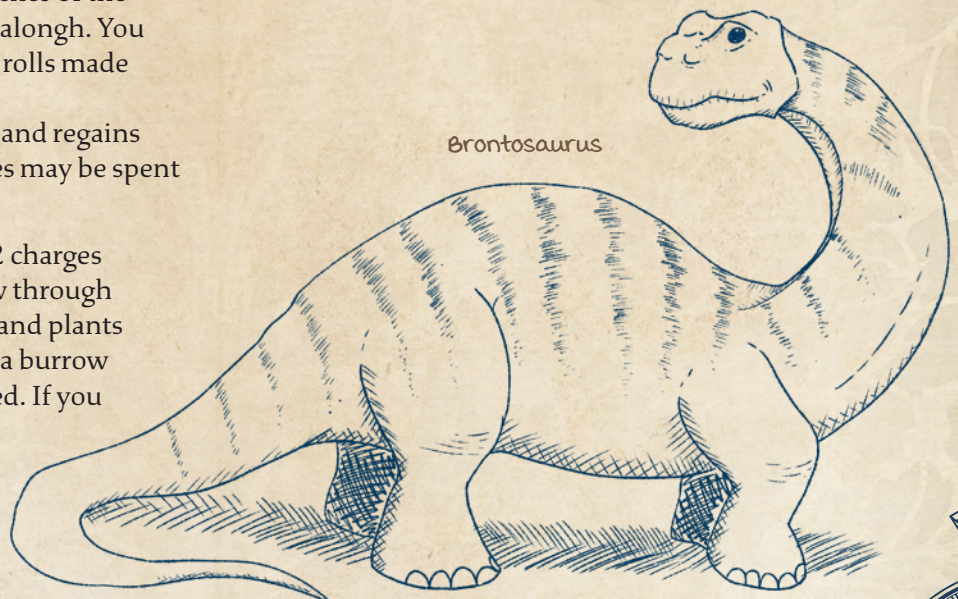
**Languages** —

**Challenge** 5 (1,800 XP)

### Actions

**Stomp.** *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 27 (5d8 + 5) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

**Tail.** *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 32 (6d8 + 5) bludgeoning damage.





## Druid

### Druid

Medium humanoid (any race), any alignment

**Armor Class** 11 (16 with barkskin)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

**Skills** Medicine +4, Nature +3, Perception +4

**Senses** passive Perception 14

**Languages** Druidic plus any two languages

**Challenge** 2 (450 XP)

**Spellcasting.** The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

### Actions

**Quarterstaff.** Melee Weapon Attack: +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with *shillelagh* or if wielded with two hands.

## Guard

### Guard

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Challenge** 1/8 (25 XP)

### Actions

**Spear.** Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

## Knight

### Knight

Medium humanoid (any race), any alignment

**Armor Class** 18 (plate armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

**Saving Throws** Con +4, Wis +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

**Brave.** The knight has advantage on saving throws against being frightened.

### Actions

**Multiattack.** The knight makes two melee attacks.

**Greatsword.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

**Heavy Crossbow.** Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

### Reactions

**Parry.** The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.



## Priest

### Priest

Medium humanoid (any race), any alignment

**Armor Class** 13 (chain shirt)

**Hit Points** 27 (5d8 + 5)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

**Skills** Medicine +7, Persuasion +3, Religion +4

**Senses** passive Perception 13

**Languages** any two languages

**Challenge** 2 (450 XP)

**Divine Eminence.** As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage

to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *lights, sacred flame, thaumaturgy*  
1st level (4 slots): *cure wounds, guiding bolt, sanctuary*  
2nd level (3 slots): *lesser restoration, spiritual weapon*  
3rd level (2 slots): *dispel magic, spirit guardians*

### Actions

**Mace.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

## Silverback Ape

### Silverback Ape

Large beast, unaligned

**Armor Class** 12

**Hit Points** 85 (10d10 + 30)

**Speed** 35 ft., climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

**Skills** Athletics +6, Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 3 (700 XP)

### Actions

**Multiattack.** The ape makes two fist attacks.

**Fist.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage.

## Uluu Thalongh

### Lair Actions

On initiative count 20 (losing initiative ties), Uluu Thalongh can take a lair action to cause one of the following effects, it can't use the same effect two rounds in a row:

- Uluu Thalongh commands roots to rise from within its lair, covering an area that can be up to 10 feet on a side. The roots last for 1 hour or until they are chopped down or burned away with fire. When the roots appear, any creature within the affected area must succeed on a DC 16 Dexterity saving throw or become trapped by Uluu Thalongh. When a creature enters the area for the first time on a turn or ends its turn there, that creature must make the same save.
- Uluu Thalongh raises 2 (1d4) **guards** (see appendix B) from the sacrificial pit (area L4). They act on initiative 20, moving to protect one of the three roots of Uluu Thalongh in each area.
- Uluu Thalongh forces up to five damaged trees or plants to bulge and shed skin. As the layers of skin peel off, the tree or plant re-emerges as if unharmed.



## Uluu Thalongh

Large fiend (demon), chaotic evil

**Armor Class** 17 (natural armor)

**Hit Points** 205 (20d8 + 115)

**Speed** 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	17 (+3)	11 (+0)	20 (+4)

**Saving Throws** Str +11, Con +10, Int +8

**Skills** Deception +9, Intimidation +9, Perception +5, Stealth +10

**Damage Resistances** acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone, poisoned, stunned

**Senses** blindsight 120 ft. passive Perception 15

**Languages** understands Abyssal and Common, but can't speak

**Challenge** 15 (13,000 XP)

**Magic Resistance.** Uluu Thalongh has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Uluu Thalongh's weapon attacks are magical.

**Jungle Glide.** Uluu Thalongh can burrow through nonmagical unworked jungle trees and plants. While doing so, it doesn't disturb the material it moves through other than causing it to pulse or ripple.

**Without Form.** Uluu Thalongh has no body. It is an entity that manifests itself within the bodies of others or plants. As such, it cannot be seen or targeted by attacks or spells.

### Actions

**Multiattack.** Uluu Thalongh makes two attacks; using jawed branch, piercing root, or both.

**Manifest-Self.** One plant or tree that Uluu Thalongh can see within 5 feet of it becomes possessed by Uluu Thalongh. While controlling a plant, Uluu Thalongh may shape its roots however it desires. While manifested, any damage dealt to the plant or tree is redirected to Uluu Thalongh.

The manifestation lasts until Uluu Thalongh is dealt damage that exceeds 20 hit points, or Uluu Thalongh ends the manifestation as a bonus action. If the possession was ended due to damage, Uluu Thalongh cannot use the manifest-self ability until it returns to its lair.

**Jawed Branch (While Manifested Only).** Uluu Thalongh swings a sharpened branch over an area, and every creature within 15 feet of it must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 20 (2d10 + 9) slashing damage, or half as much on a success.

**Piercing Root (While Manifested Only).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) piercing damage and the target is grappled by Uluu Thalongh (escape DC 18).

**Drain Innards (While Manifested Only).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., a creature that is pierced by Uluu Thalongh's root. *Hit:* 14 (4d6) necrotic damage. The target's hit point maximum is reduced by the damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit points maximum to 0. A humanoid slain this way can be raised as a husk by Uluu Thalongh.

The sound of a creature being reduced to 0 emits a horrific sound audible within 150 feet of it. Each creature that can hear it must succeed a DC 17 Wisdom saving throw or become frightened of Uluu Thalongh for 1 minute. A creature can repeat the saving throw at the end of each of its turns.

**Raise Husk.** Uluu Thalongh disappears into a drained humanoid husk it can see within 5 feet of it. Uluu Thalongh is now effectively the possessed creature. Its type becomes undead, though it now looks alive.

While possessing the husk, Uluu Thalongh retains its hit points, alignment, Intelligence, Wisdom, Charisma, and condition immunities. It otherwise uses the husks game statistics, gaining access to its knowledge and proficiencies but not its class features if any.

The possession lasts for as long as Uluu Thalongh desires, ending it as a bonus action, or until the husk is dealt damage that exceeds 30. When the possession ends, Uluu Thalongh reappears within 5 feet of the now uninhabitable husk.

### Legendary Actions

Uluu Thalongh can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Uluu Thalongh regains spent legendary actions at the start of its turn.

**Attack.** Uluu Thalongh makes one attack, either with its jawed branch or piercing root.

**Move.** Uluu Thalongh moves without provoking an opportunity attack.

**Manifest-Self.** Uluu Thalongh takes the Manifest-Self action.



## Warlock of the Great Old One

### Warlock of the Great Old One

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with mage armor)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

**Saving Throws** Wis +4, Cha +7

**Skills** Arcana +4, History +4

**Damage Resistances** psychic

**Senses** darkvision 60 ft., passive Perception 11

**Languages** any two languages, telepathy 30 ft.

**Challenge** 6 (2,300 XP)

**Innate Spellcasting.** The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *detect magic*, *jump*, *levitate*, *mage armor* (self only), *speak with dead*

1/day each: *arcane gate*, *true seeing*

**Spellcasting.** The warlock is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *guidance*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st-5th level (3 5th-level slots): *armor of Agathys*, *arms of Hadar*, *crown of madness*, *clairvoyance*, *contact other plane*, *detect thoughts*, *dimension door*, *dissonant whispers*, *dominate beast*, *telekinesis*, *vampiric touch*

### Actions

**Quarterstaff.** *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with *shillelagh* or if wielded with two hands.

## Zombie

### Zombie

Medium undead, neutral evil

**Armor Class** 8

**Hit Points** 22 (3d8 + 9)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

**Saving Throws** Wis +0

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands all languages it spoke in life but can't speak

**Challenge** 1/4 (50 XP)

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### Actions

**Slam.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.



Zombie



## Appendix C: Flora

### Bloodroot

Hidden under the canopy of the Mhair Jungles of the Chultan Peninsula, keen eyes can spot a red, rose-like flower rising from a small fern bush. You can find this elusive plant nestled between the roots of large trees in the area, where its roots siphon water and nutrients from its host. The flower of the bloodroot plant is a lovely deep crimson, but unimportant to its pursuers. The flower hides tuberous roots, similar to a radish, though the bloodroot has more appendages and a dull scarlet color.

The bloodroot itself heightens the taste of blood in whatever consumes it. Particularly wealthy merchants may use it to season meats immediately before eating, however most are not very open when doing so. This is because bloodroot is known to be a highly addictive substance to vampires, known to inspire in them a euphoric bloodlust. Black market dealers are said to have sold a whole root for upwards of 1000gp to powerful vampires.

Any vampire that consumes bloodroot must succeed on a DC15 Constitution saving throw or be stunned until the start of their next turn. Regardless of if they succeed or fail, for the next minute, they have advantage on all saving throws. Additionally, they must seek out and attack the nearest living creature it is aware of and attempt to drink its blood, regardless of any potential harm to itself. Any effect that cures poisons removes this effect.

Bloodroot

