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HUNTER

A JUNGLE ADVENTURE FOR LVL 1-4 CHARACTERS

GUILD

Credits

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The following D&D books provided material and inspiration:

Wizards of the Coast. *Forgotten Realms Campaign Setting.* 2001

Wizards of the Coast. *Tomb of Annihilation.* 2017

Introduction

Hunter is a DUNGEONS AND DRAGONS adventure for characters of level 1-4, optimized for level 3 characters, and designed for a single evening's play. The adventure comprises the following sections:

1. Adventure Primer. An overview of the adventure.

2. A World of Hurt. A map of the valley where the adventure is set, with details on key areas.

3. If It Bleeds, We Can Kill It. The meat of the adventure, where a predator from Chultan myth stalks the characters.

Appendix A: The Uluu Thalongh. A legendary monster that haunts the jungles of Chult.

Appendix B: Monster Reference. Stat blocks for monsters referenced from other sources.

Appendix C: Player Handouts. Handouts for use at the table, including character sheets for the patrol members and a player's map of the valley.

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1. Adventure Primer

"There's something out there waiting for us, and it ain't no man."
- Predator (1987)

Hunter is a short adventure that pits the characters against impossible odds. To prevail, the players must use their own heads as well as their characters' brawn. A little luck goes a long way too…

You can run this adventure as part of the *Tomb of Annihilation* storyline, or adapt it to any jungle setting in your chosen campaign world.

Background

"It comes with the rain at night, when Ubtao weeps for his people. The old men say it comes when the rains don't stop. And this month, it rains and rains.

"You hear its singing first. In my village, they call it *mamomba ya wazimu*: 'the pipes of madness.' The old men say the singing means it's hungry. It sings for its supper. Sometimes they kill a hippo, hoping the meat keeps it happy. But it never does.

"When I was little, we found a man. He was sucked dry, like a husk of corn. It hung him from a tree. The old men say it sang through his mouth: stealing his voice to draw us closer. I didn't believe them, at first. Then I heard my grandmother calling me through the rain. She was dead since I was four.

"When it comes for you, it comes through the jungle. The trees ripple and bulge as it moves through them. When it gets close, it makes fangs from the branches and eats you alive.

"The old men call it the *Uluu Thalongh*: the 'hungry jungle'. They say it can't be killed. You can burn the trees down, but it still comes. It never stops. It's always hungry. It's out there, somewhere.

"And you've got it mad."

Adventure Summary

Deep in the jungle, the characters encounter a patrol of Flaming Fist mercenaries searching for a missing ambassador. The mercenaries have raided the hideout of the Rarthak brigands and captured a woman they suppose is a bandit. Four of their comrades have gone missing in the raid.

As the group waits out the storm with the mercenaries, the captive tells them the legend of the Uluu Thalongh, a monster from Chultan myth that prowls the jungle at night. Shortly after the characters hear her story, the monster attacks.

To survive, the characters must learn the monster's weaknesses and exploit them to defeat it. If they fail, the Uluu Thalongh annihilates them.

Character Hooks

Use the following hooks to draw your players into the adventure, or devise your own:

Missing Ambassador

Bandits kidnapped the Cormyrian ambassador, Tiero Ambrysk, while he was conducting a diplomatic mission into the Chultan hinterlands. Liara Portyr of the Flaming Fist mercenaries has offered you 200 gp to track down the bandits and rescue the ambassador alive. You have the ambassador's last known area: beyond that, you're on your own.

Treasure. The characters receive 200 gp if they return to Fort Belaurian with the ambassador alive.

Hunt for the Soulmonger

You seek the arcane Soulmonger, source of the "death curse" ravaging the world. Investigations in Port Nyanzaru have led you to into the jungle, perhaps in search of the forbidden city of Omu. This hook ties closest to *Tomb of Annihilation*.

Volo's Guide to Monsters

The explorer Volothamp Geddarm has hired you to compile an entry for his latest compendium, *Volo's Guide to Monsters*. He's promised 200 gp for a complete report on the legendary Chultan horror called the Uluu Thalongh. To help find the monster, he's provided directions to Rarthak, a village where belief in the legend is strong.

Treasure. The characters receive 200 gp if they return to Volo with a decent description of their encounter with the Uluu Thalongh.

2. A World of Hurt

Hunter is staged in a jungle valley during a thunderstorm. If you're playing *Tomb of Annihilation,* you can place this valley inside any jungle hex.

Entering the Valley

The adventure begins with a mudslide blocking the path behind the characters. Read or paraphrase:

> Rain hammers over the jungle. As you're passing through a rocky gorge, the cliff above you suddenly subsides under the onslaught. Tons of wet earth and rock crash down behind you, sealing off the route back.

The characters are now at area 1 on the map. When they reach area 3, they encounter the Flaming Fist patrol (see part 3: "If It Bleeds, We Can Kill It").

Features of the Area

The valley has the following general features:

Terrain. Thick jungle fills most of the valley, reducing visibility in any spot to 2d4 x 10 feet. Trails forged by hunters wind through the undergrowth. If a character diverts from a trail, their speed is reduced to 60 feet per minute.

Weather. Torrential rain beats down throughout the adventure. Everything is lightly obscured, and creatures in the open have disadvantage on Wisdom (Perception) checks that rely on sight or hearing. The Uluu Thalongh is unaffected by these penalties, but takes disadvantage on Stealth checks while invisible due to the beating rain. It takes a successful DC 13 Wisdom (Survival) check made as an action to light a fire in the rain.

Mudbanks. Sucking mud spreads along the southern lakeshore. Any creature that ends its turn in the mud must succeed on a DC 12 Strength saving throw or become restrained by it. The creature can repeat this saving throw at the end of each of its turns, freeing itself on a success.

Plants. Except for area 8: Geysers, all areas in the valley have plenty of Large inanimate plants the Uluu Thalongh can use for its plant form.

Pools. These pools are fed by submerged tunnels flowing from the lake. Miles of tunnels extend under the rockface to the south, allowing the water to drain off into the jungle.

Light. It's twilight when the adventure begins, but night soon falls. Due to thick storm clouds, the whole valley is swathed in darkness.

Smells and Sounds. The stench of wet mud, the roar of rain on the jungle, and the deafening peal of thunder.

Areas of the Valley

The following sections correspond to areas on the map on page 5.

1: Mudslide

This is where the adventure begins. The rain-slick cliffs here are 60 feet high. The mudslide blocks the southern egress. Water still churns over the rocks, making the climb back impossible and treacherous. The mudslide is cleared at the end of the adventure (see "Epilogue").

2: Tree of Death

An elite team of Flaming Fist mercenaries were sent to rescue the missing ambassador. If Liara Portyr hired the characters to find Ambassador Ambrysk, she refrained from mentioning the first team's disappearance.

When the characters approach this area, read or paraphrase:

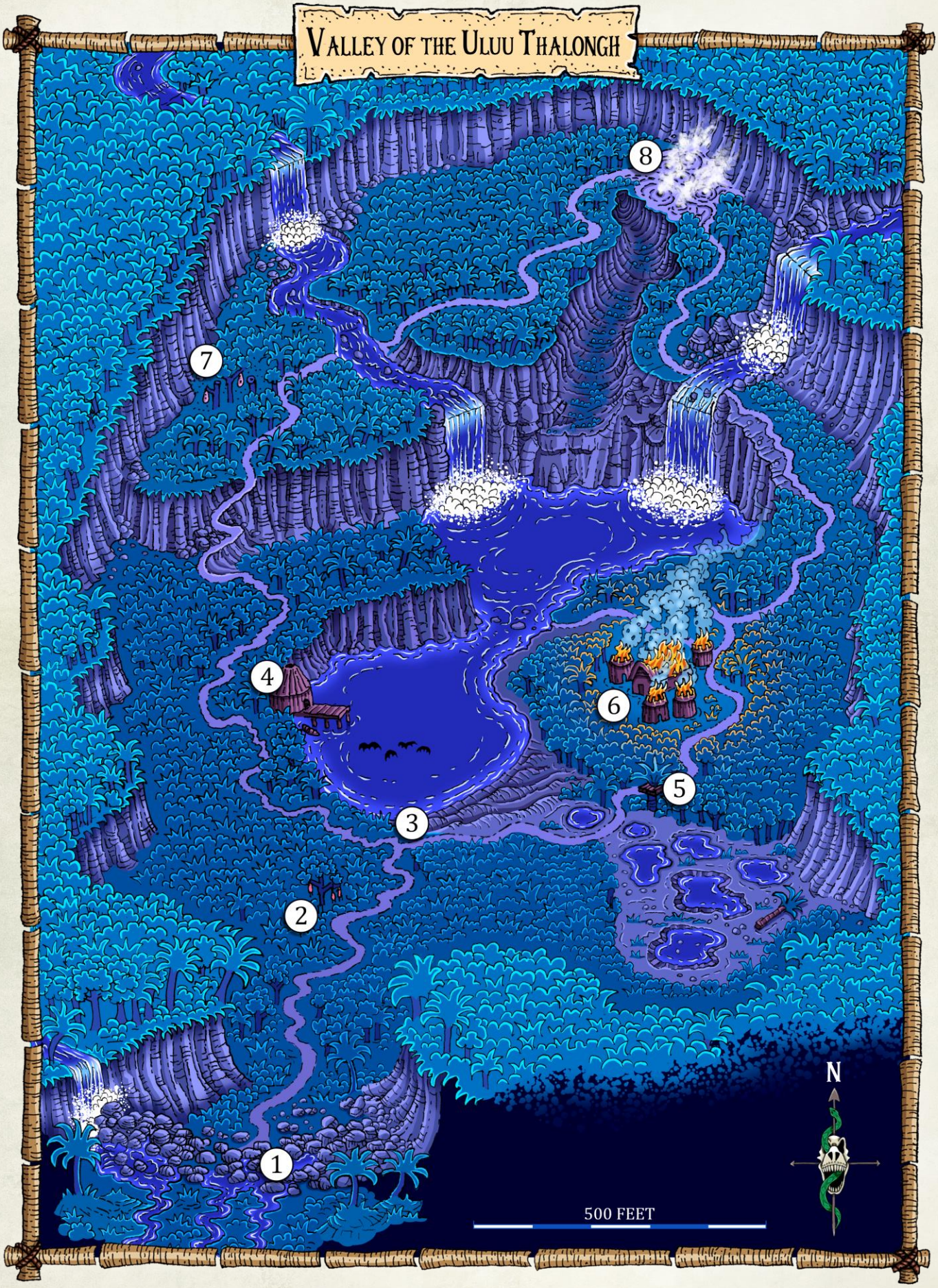
> A flash of lightning snatches a horrid sight from the gloom. The corpses of three soldiers hang upside-down from a nearby tree: their flesh desiccated and their limbs bound by thick vines. They look long dead, yet their armor and clothing are untarnished by age.

The Uluu Thalongh killed these soldiers and hung their corpses here to taunt their companions. Characters who examine the bodies can attempt a DC 15 Intelligence (Investigation) or DC 12 Intelligence (Nature) check. On a success, they notice the surrounding undergrowth is oddly disturbed. Every leaf, creeper, and stalk bends toward the corpses as though grasping for them.

The soldiers wear cloak pins that identify them as Flaming Fist mercenaries. Their bodies have been drained of moisture and bear ragged puncture wounds. Searching through the backpacks, the characters uncover some treasure (see below) and the mercenaries' mission orders from Liara Portyr. **Give the players the "Mission Orders" handout from appendix C.**

Treasure

The characters can salvage 48 gp and a single suit of chainmail armor suitable for a Medium character. The corpses carry enough mundane gear to


Valley of the Uluu Thalongh
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assemble one explorer's pack. One of them carries a *potion of healing* in his backpack.

3: Lakeshore

When the characters arrive here, read or paraphrase:

> The jungle parts to reveal a large, hourglass-shaped lake. Twin waterfalls crash into the farthest pool, which is cradled between rocky cliffs. Closer to you, a shoreline of oozy mudbanks and freshwater ponds encircles the lake.
>
> The trail splits into two paths. To the east, smoke coils into the sky from a massive blaze hidden behind the trees. To the west, another trail winds to a hut built on stilts over the lake.

The characters meet the Flaming Fist mercenaries here (see part 3: "If It Bleeds, We Can Kill It").

When your players first arrive here, give them the "Valley Map" handout from appendix C.

4: Fisherman's Hut

The villagers ply the lake for catfish. When the characters approach this hut, read or paraphrase:

> This hut must belong to a fisherman. Nets are spread over the wooden pier, and a pair of upturned canoes rest on the muddy shore. Inside, it looks very dark.

The bandits left Ambassador **Tiero Ambrysk** tied up inside this hut. He's a young human from Cormyr, and is scared but unhurt. His captors fled when the Uluu Thalongh arrived in the valley. Ambrysk is keen to escape the valley and return to civilization.

Ambassador Tiero Ambrysk

Tiero's father sent him to Chult as a rite of passage to inherit the family business. His fascination for Chultan customs led him on an ill-fated tour of the tribal villages, where the Rarthak bandits captured him. Tiero is openhearted and brave, but unaccustomed to the hardships of the jungle.

Ideal. "A gentleman must comport himself with dignity at all times."

Bond. "Chultans are not savages. They should be treated with respect and honor."

Flaw. "I'm finding it difficult to adapt to this hateful, insect-infested, disease-ridden jungle."

5: Watchtower

This lookout point is hidden within the jungle canopy. Unless the characters scout by air, they won't spot it until they're almost underneath. Read or paraphrase:

> High above, a covered platform has been lashed to the trunk of a tall mahogany tree. Stakes driven into the bark form a precarious ladder to the parapet.

Villagers from area 6 built this watchtower to alert them to enemy patrols and predatory dinosaurs. The watchman on duty has been driven mad by the supernatural piping of the Uluu Thalongh.

The platform is 120 feet above the ground. Climbing is precarious in the rain: a character must succeed on a DC 9 Strength (Athletics) check to scale the slippery pegs unaided. If they fail, they lose their grip and fall 12d10 feet to the jungle floor.

The Platform

If a character climbs to the platform, read or paraphrase:

> The platform encircles the tree trunk, with a palm frond roof to shield from the rain. A few belongings are scattered about: a tribal spear; some unlit torches; a satchel filled with nuts and cured meats; and a blanket draped over a lumpy bedroll.

Watchman Utongi cowers under the blanket. He leaps out and charges the first character to ascend, hoping to push them off the platform. If he succeeds, the character falls 150 feet to the ground below. Utongi is a **scout**. After his attack, Utongi cowers hopelessly on the floor. If questioned, he can do nothing but mutter "it's alive… the jungle is alive" over and again.

Treasure

The platform contains a tribal spear, 5 days' rations, 3 unlit torches, and a bedroll. Utongi wears a gold bracer worth 50 gp.

6: Rarthak Village

The bandits who captured Ambassador Ambrysk holed up in Rarthak village. When the characters first sight the village, read or paraphrase:

> Six huts encircle a village hall made from logs and reeds. The buildings are ablaze, belching smoke and fire high into the night sky. The corpses of ten tribal warriors sprawl in the mud below.

The Flaming Fist fought a battle here against the bandits. During the fight, a lantern was toppled and the huts caught fire. The villagers fled into the jungle, where the Uluu Thalongh picked them off one-by-one. The inferno will rage for another hour before the rainstorm extinguishes it.

Corpses

These bandits were butchered by sword and crossbow bolt. If the Flaming Fist mercenaries are present, they can recount the battle. One corpse nobody remembers killing; like the mercenaries hanging from the tree at area 2, her body is drained of moisture. Oddly, the tree next to her has been hacked repeatedly by her own machete.

Treasure

The dead bandits carry 28 gp in loose change. Between them, they have enough gear to assemble two explorers' packs. In addition, six clay flagons of honey lean against one of the burning huts (1 gp each).

7: Beehives

This area is dangerous due to the many bee colonies that hive here. When the characters approach, read or paraphrase:

> The canopy here is thicker than normal. Through the gloom, the limbs of nearby trees bulge grotesquely, as though mottled with drooping growths.

Grant each character a DC 12 Intelligence (Nature) check. On a success, they recognize the growths as beehives. Due to the heavy rain, the bees shelter inside their hives. If a hive is damaged or the bees are disturbed, a **swarm of insects** (wasps) belches forth to protect their hive. There are 20 hives in total. A successful DC 13 Wisdom (Animal Handling) check harvests enough beeswax from a hive to plug the ears of 12 creatures. On a failed check, the harvester disturbs the bees. While a creature's ears are plugged with beeswax, it is deafened.

8: Geysers

Caustic steam from the geysers has stripped this area of vegetation. When the characters first sight the geysers, read or paraphrase:

> The jungle parts to reveal a wet shelf of rock pockmarked with steaming pools of water. Every so often, a pool erupts in a shower of boiling spray.

The geysers emit great heat and their waters are scalding hot. Any creature within 20 feet of a geyser when it erupts must make a DC 15 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a success. Creatures passing through this area must bypass a minimum of five geysers: each geyser has a 15% chance of erupting while a creature is within 20 feet.

The Uluu Thalongh is blinded in this area due to its Heat Blindness. In addition, the steam from the geysers makes the Uluu Thalongh's vague outline visible if it enters this area.



3. If It Bleeds, We Can Kill It.

Expendable Assets

When the characters arrive at area 3: Lakeshore, they meet the surviving members of the Flaming Fist patrol, and their captive, Rhana.

The Flaming Fist

The Flaming Fist is a mercenary company from Baldur's Gate. They have an outpost in Chult run by Liara Portyr, detailed in *Tomb of Annihilation.* All you need to know for this adventure is that the mercenaries were hired to save Cormyrian Ambassador Tiero Ambrysk from bandits.

Patrol Members

Eight mercenaries entered the valley, but only four remain. The patrol separated to search for the ambassador. The survivors (Bax, Corum, Luskar, and Vili) have no idea that their comrades (Barthick, Mala, and Gangwilt) hang dead at area 2: Tree of Death. One halfling, Furgow, is nowhere to be found.

When the characters meet the survivors, they recount their tales of battle in the valley and reveal they're looking for Ambassador Ambrysk. They suggest sticking together and waiting for the rain to pass before trying to clear the mudslide. See Appendix C for statistics for the surviving mercenaries.

Roleplaying the Mercenaries

If they wish, the players can roleplay the mercenaries and the ambassador as secondary characters for the duration of the adventure. Let the players choose who they want to play, and award inspiration as normal for roleplaying their characters' traits. Players can spend their inspiration on either of their characters. Keep Rhana held back as an NPC, as she'll prove useful for advising the group when the Uluu Thalongh attacks.

Bax

Bax is foul-mouthed, arrogant, and distrustful of the Chultans. Despite her coarseness, she remains fiercely loyal to Luskar and Vili. Bax carries a rare artefact: a repeating crossbow stolen from the Grand Armory of Calimport. She's always chewing tobacco.

Ideal: "Look after number one: that's what my old da used to say… afore I gutted him for his gold."

Bond: "This crossbow can be a real harpy, but you treat her well, she'll show you a good time."

Flaw: "Don't much like being on my own. Makes me jumpy."

Repeating Crossbow

This weapon functions as a heavy crossbow, but the wielder can use their bonus action to fire it a second time on their turn. If they roll a natural 1 on this attack, the repeating crossbow jams and cannot be fired again until it is fixed. Fixing the crossbow requires a short or long rest.

Corum

Corum is a career soldier: a warrior whose only goal is to climb the ranks. Liara Portyr knew he'd deliver to the best of his ability, so she gave him command of the squad. Corum knows his subordinates don't entirely trust him, and he doesn't care. He just needs to get the job done. He holds the rank of flame (lieutenant) in the Flaming Fist.

Ideal: "One day, I'll rule over an entire cohort. Our victories will echo through history."

Bond: "The Flaming Fist is my life. I'll never betray the company."

Flaw: "I don't care who dies, so long as the mission is a success."

Luskar

Luskar is the squad's manip (sergeant), and de facto leader. This hulking warrior has fought for "the company" for almost a decade. He's grim-humored, icy cool under pressure, and ruthless in battle. He's also known for never leaving a man behind.

Ideal: "There's always a way to win."

Bond: "My comrades are like my own flesh and blood. I'd die for them."

Flaw: "Takes me a while to trust strangers. Until I do, I don't hide my contempt for them."

Vili

Vili hails from the Uthgardt tribes of the far north. She's stoic and implacable, an expert tracker and

markswoman. Vili joined the Flaming Fist as part of a death pact: she's looking to die in combat against the greatest enemy she can find. Perhaps she'll meet her match tonight?

Ideal: "Wise folk think before they speak."

Bond: "Luskar has been good to me. I'll do whatever he orders."

Flaw: "If death comes for me tonight, I must face it alone."

Rhana

Rhana is a young tribeswoman from Rarthak village (area 6). The mercenaries captured her in the mistaken belief she belongs to the bandits from the same village. Rhana is deeply superstitious, and believes the Uluu Thalongh comes to wreak vengeance on the outlanders for burning the jungle.

Ideal: "Ubtao left us so we could prove our worth to him. To enter his Great House, we each must solve the riddle of our lives."

Bond: "I trust those who were also born in the jungle. Only they can see the truth written in the reeds."

Flaw: "When I'm scared, I sometimes freeze up."

Stick Around...

Night falls after the characters find Tiero Ambrysk and explore the valley in search of the mercenaries' lost comrades. The mercenaries suggest making camp in area 3: Lakeshore, but go somewhere else if the characters prefer.

Legend of the Uluu Thalongh

As the characters sit around the campfire, they hear a sudden, tuneless piping somewhere off in the dense jungle. Read or paraphrase:

> A discordant wailing drifts through the rain. It sounds at once like a hunting horn, the discordant howl of bagpipes, and the rumble of thunder. Something about it gets right under your skin.

The sound seems to come from all sides. As the characters try to figure out where the unsettling noise originates from, Rhana shares the information presented under "Background" in part 1: Adventure Primer. As she speaks, the piping grows louder and louder and then abruptly stops.

There's Something Out There!

After Rhana shares her tale, a pack of dinosaurs attacks the characters and the mercenaries.

> Suddenly, the monstrous piping stops. For a moment, you hear nothing but the pounding rain and your companions' heavy breathing. Then there's a horrible rustling of plants on all sides of the camp. The bushes bend and stretch... as man-sized raptors with sharp talons burst forth, screeching!

Three **zealoraptors** attack the group. Each raptor flees when it is reduced to 25 hit points or less. Try to keep Corum and Rhana alive if possible.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Average party level of 1:** Reduce the number of **zealoraptors** to one.
- **Average party level of 2:** Reduce the number of **zealoraptors** to two.
- **Average party level of 4:** Increase the number of **zealoraptors** to four.

Beasts of the Jungle Rot

Zealoraptors originate from the Guild Adepts product *Beast of the Jungle Rot*, which features several new dinosaurs, dinosaur zombies, and other add-ons for *Tomb of Annihilation*. The stat block for the zealoraptor is reproduced with permission in Appendix B.

The Jungle, It Just Came Alive...

As the characters catch their breath, the **Uluu Thalongh** attempts to kill Corum. If a player is controlling Corum, the monster attacks in plant form with surprise, having snuck closer during the battle. Resolve these attacks in secret. If the monster kills him, read or paraphrase the following:

> "We've got to regroup," Corum spits. "There could be more of those things out there –" his voice is cut off with a sudden choke. The color drains from the soldier's face as thorny vines curl up his leg and around his chest. His eyes are wide as death sucks the life out of him.
>
> Then Corum's eyes snap back onto you as he speaks, his voice a dry crackle. "Those who consume with fire, must be consumed. I am the vengeance of Chult... and I am hungry." The horrid piping resumes as the plants around you spring to life, ready to kill.

The Uluu Thalongh attacks the rest of the group. If possible, the Uluu Thalongh focusses its attacks on the Flaming Fist mercenaries. If Corum survives the surprise attack, the monster delivers its warning through the first character it kills.

It's up to the players to realize they're out of their depth. Rhana screams for them to run, saying they don't stand a chance against the monster head-to-head. If you're controlling the mercenaries as NPCs, they flee at the start of the third combat round, calling for the characters to follow them. The Uluu Thalongh doesn't immediately give chase: it merely cackles into the night through Corum's voice, calling out "I'll find you..."



Being Hunted

The characters should pick up clues about the Uluu Thalongh's weaknesses as it hunts them. It can't see anyone who stands opposite a large fire, and it flees if it takes 10 or more points of fire damage from a single spell or attack. Try to make these weaknesses obvious to the characters during the aberration's attacks.

If the characters don't figure out its weaknesses, use NPCs to award hints. For example, Tiero Ambrysk might cower behind a fire and notice that the creature ignores him, or Rhana might hurl a torch at the Uluu Thalongh and hear it release a pained scream.

The characters should also learn the Uluu Thalongh is attracted to blood. Any time a creature starts to bleed, the aberration shifts its focus to that creature, even if it's just for a moment of hungry recognition.

We're All Gonna Die!

As the characters traverse the valley, the Uluu Thalongh hunts them. Each time the characters move to a new area, the Uluu Thalong attempts to kill one of the Flaming Fist mercenaries (see below). If you're controlling the mercenaries as NPCs, the survivors flee to a random area of the valley after each attack, calling for the characters to follow. Roll a d8 to determine which area the NPCs flee to, rerolling any results where the Uluu Thalongh has already attacked. If the Uluu Thalongh successfully dispatches an NPC, it gives the characters no time to rest before attacking again in a new area.

If the Uluu Thalongh takes 10 points of fire damage from a single spell or attack or loses more than 40 hit points, it flees. It waits at least one hour before attacking the characters again. For each hour that passes between attacks, the Uluu Thalongh regains 25 hit points. There are nine hours until dawn.

If the characters abandon the Flaming Fist mercenaries, it takes the Uluu Thalongh two hours to kill them before it comes for the characters (see "Payback Time"). The characters hear the mercenaries' screams echoing through the valley as the Uluu Thalongh slaughters them.

If the characters flee to area 8: Geysers, the Uluu Thalongh does not follow unless it has a clear advantage. They might see its invisible form advance

into the area and then retreat, disturbing the steam as it moves through it.

Hunting Bax

The Uluu Thalongh targets Bax during its second assault. It waits until the characters regroup. The mercenaries panic about the monster they just faced. It then attempts to sneak into a plant near Bax and attack, hoping to gain surprise. A character whose passive Wisdom (Perception) score is greater than the Uluu Thalongh's Dexterity (Stealth) check (+6 bonus) notices the aberration disturbing the vegetation as it moves through the area.

Hunting Vili

On its third assault, the beast charges in its natural form and pushes Luskar to the ground before entering its plant form. If you're playing Vili as an NPC, she steps forward and drags her shortword across her chest in a sign of defiance. The Uluu Thalongh reaches toward her as she cuts herself, attracted to the blood. Vili tells the rest of the group to run, and faces the Uluu Thalongh alone in single combat. If you're controlling her, she dies here.

Hunting Luskar

For its fourth assault, the Uluu Thalongh attempts to draw its prey into a trap. If it's killed any NPC or character without the others witnessing it (such as Vili dying in single combat), that dead person calls out for help in the night. If you're playing Luskar as an NPC, he can't resist the chance to aid one of his soldiers, even if there is a good chance he's walking into a trap.

In plant form, the Uluu Thalongh puppeteers the victim's corpse, hoping to draw prey within reach of its vine jaws. If a character succeeds on a DC 15 Wisdom (Perception) check, they notice the corpse is bleeding from the mouth and its skin bulges unnaturally from the vines moving under its surface. As soon as a character is within reach of the vine jaws, the Uluu Thalongh attacks.

If the characters retreat or force the Uluu Thalongh to run away, it speaks through the mouth of the corpse one last time, promising the characters that they will be dead by dawn.

Payback Time

After the group's fourth encounter with the Uluu Thalongh, read or paraphrase the following:

> Rain falls and lightning flashes, but the pregnant sense of dread has lifted. From the far side of the valley, a discordant wailing echoes briefly through the night. The beast is gone… for now, at least.

The Uluu Thalongh is gone… but only for the next two hours! During this time, the characters can take a short rest and lay traps for the aberration.

Planning

Let the characters know they have time to plan before the Uluu Thalongh returns. If you're worried the characters will take too much time, give the players 15 minutes of real world time to plan before death comes for them again.

Exploiting Weaknesses

If your players don't know how to defeat the monster, use the NPCs to give hints about its weaknesses and point toward resources in the valley. Alternatively, a successful DC 15 Wisdom (Survival) check gives a character one useful hint that might help it in the fight against the Uluu Thalongh.

Overcoming the Horrid Piping

Characters can stuff their ears with beeswax (see area 7: Beehives) to deafen themselves and therefore become immune to the Horrid Piping.

Fire Vulnerability and Heat Blindness

The Uluu Thalongh's vulnerability to fire and heat blindness should be evident. Characters could stage their final stand in the geysers or build several bonfires. It takes a character one hour and a successful DC 15 Wisdom (Survival) check to find enough dry wood for one bonfire.

Luring the Uluu Thalongh to Fire

Without a source of temptation, the Uluu Thalongh doesn't approach fires or geysers. If the characters build bonfires, they can elect not to light them until the beast appears. To attract the beast, characters can deal 1 point of piercing or slashing damage to themselves or an ally to spill fresh blood. This gets the Uluu Thalongh's attention: if it can't see any other enemies nearby, it moves in for the kill even in an area of extreme heat.

Clearing Large Plants

It takes three creatures one hour of work to clear a 50-foot-square area of any Large or larger plants that the Uluu Thalongh can use for its plant form. Each additional creature that helps reduces this time by 15 minutes.

The Final Showdown

The fifth confrontation with the **Uluu Thalongh** is the final showdown. It is now out for blood and fights to the death.

Epilogue

If the characters survive the night, the rain stops at dawn and the characters are met by a group of ten Chultan **commoners** led by Furgow (LN male lightfoot halfling **scout**) of the Flaming Fist. Furgow was part of Corum's patrol, but he fled when his friends were attacked by the Uluu Thalongh. He escaped, but his friends now hang dead at area 3. When Furgow discovered the landslide, he hired a local tribe of Chultans to help him dig it out. If Ambassador Ambrysk is alive, Furgow offers to escort him back to Port Nyanzaru and gives the characters a reward of 200 gp for their troubles.

If the characters kill the Uluu Thalongh, they should hear whispers that it has returned to the jungle after a time, so they know it can never truly be put down.

Treasure. If the characters save Tiero Ambrysk, Furgow gives them a reward of 200 gp. The characters also earn any additional rewards as appropriate from the "Character Hooks" section.

XP Awards

If the characters save Ambassador Ambrysk, award them each 100 XP. Award them an additional 25 XP each for every Flaming Fist mercenary that survives the adventure. If Rhana survives, they earn another 25 XP.



About the Authors

Will Doyle has written adventures for *Dungeon* magazine and the D&D Adventurers League, including several multi-table D&D Epics events. His dreams of contributing to a printed product came true when Chris Perkins approached him to create maps and encounters for *Storm King's Thunder* and *Tomb of Annihilation.* Will lives in the UK with his fiancée Stacey and their daughter, Roxanne. You can follow him on Twitter @beholderpie.

James Introcaso is the creator and writer of the ENnie-winning blog, World Builder Blog and author of many best-selling DMs Guild products. He has freelanced as a game designer for Wizards of the Coast, Roll20, Baldman Games, EN World, and Roleplaying Tips and is the co-creator of the Don't Split the Podcast Network with Rudy Basso. James lives in New Jersey with his wife Bonnie. You can follow him on Twitter @jamesintrocaso.





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Appendix A: The Uluu Thalongh

The jungles of Chult hide a terrifying monster that feasts on living beings. A long-forgotten tribe named this creature the Uluu Thalongh: "the hungry jungle". Among Chultans, the name has become synonymous with death.

Hidden in Plants. Some seers believe the monster is a manifestation of Chultan nature spirits, who are angry with the indigenous tribes for taking too much from the jungle. This legend is spurred by the fact that the Uluu Thalongh can inhabit plants. While

Uluu Thalongh

Large aberration, chaotic evil

Armor Class 15 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Skills Deception +6, Perception +5, Stealth +6
Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons (natural form only)
Damage Vulnerabilities fire
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified
Senses darkvision 120 ft., passive Perception 15
Languages understands all languages and can speak but only using Puppetry
Challenge 7 (2,900 XP)

Heat Blindness. The Uluu Thalongh cannot see past heat sources that are above 100 degrees Fahrenheit (or 38 degrees Celsius).

Discorporation. If the Uluu Thalongh dies, its body disappears. It returns to life in a random area somewhere in Chult's jungle 6d10 days after its death.

Horrid Piping. Creatures that start their turns within 30 feet of the Uluu Thalongh and are not deafened must succeed on a DC 13 Wisdom saving throw or they are poisoned until the start of their next turns. A creature that successfully saves is immune to the Uluu Thalongh's Horrid Piping for 24 hours.

Puppetry (Plant Form Only). The Uluu Thalongh can manipulate one deceased creature within reach of its vine jaws and make it speak and move. That creature's voice sounds like it did in life. A creature that hears the voice or sees the creature move knows there is something unnatural about it with a successful DC 16 Wisdom (Insight) check.

Invisibility (Natural Form Only). The Uluu Thalongh is invisible in its natural form.

Actions

Multiattack. The Uluu Thalongh makes two melee attacks.

Slam (Natural Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage.

Vine Jaws (Plant Form Only). *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage and if the target is a creature, it is grappled (escape DC 15). While grappled this way, the target is restrained.

Plant Form (Recharge 4). The Uluu Thalongh can enter any Large or larger inanimate plant that it has not already inhabited within the last hour. While in plant form, the Uluu Thalongh's speed becomes 0 and it gains 50 temporary hit points. When the Uluu Thalongh's temporary hit points reach 0, the plant it inhabits is destroyed and the Uluu Thalongh returns to its natural form. The Uluu Thalongh can leave its plant form as part of its move. If the Uluu Thalongh stays still while in plant form, it looks like a normal plant. Only a successful DC 16 Intelligence (Nature) check recognizes the plant has some odd bulges, suggesting something lives within.

Legendary Actions

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

Attack. The Uluu Thalongh makes a slam attack if it is in natural form, or a vine jaws attack if it is in plant form.

Energy Drain. One creature the Uluu Thalongh is grappling with its vine jaws must succeed on a DC 13 Constitution saving throw or take 11 (2d10) necrotic damage.

Entangle (Costs 2 Actions). Each creature within 15 feet of the Uluu Thalongh must succeed on a DC 16 Dexterity saving throw or it is grappled (escape DC 15).

inside a tree, thicket of vines, or fern, the Uluu Thalongh's strength increases. This plant also manifests hideous vine jaws that suck the life from its victims.

Puppet Master. The Uluu Thalongh can't speak in its natural form, but can use the plant it inhabits to speak through and puppeteer the actions of a corpse. It is a deft actor, using the voice and movements of a corpse to trick the victim's friends into its maws.

Unkillable. The Uluu Thalongh's body disperses into mist if it falls in combat. While it may seem that the jungles are a bit safer after its demise, the Uluu Thalongh always returns. Wizards who know fire is the beast's weakness have burned vast swathes of the wild trying to kill it, but it seems nothing can put the Uluu Thalongh down forever.

Unseen Threat. The Uluu Thalongh is naturally invisible. A creature might hear or feel it passing, but the Uluu Thalongh remains invisible even when it attacks. A spell that allows someone to see invisible creatures reveals only the Uluu Thalongh's vague outline.

Uluu Thalongh's Lair

Every outdoor area of Chult's jungles are considered the Uluu Thalongh's lair.

Lair Actions

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

- One creature the Uluu Thalongh can see within 60 feet that is standing within 5 feet of a plant must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) piercing damage as a broken root erupts out of the ground.
- The Uluu Thalongh picks one point it can see within 120 feet. The plants come alive and grasp at creatures standing on the ground within 20 feet of that point, making the area difficult terrain.
- A cloud of spores explodes in a 5-foot radius sphere from a plant within 90 feet of the Uluu Thalongh. Creatures in the area must succeed on a DC 12 Constitution saving throw or they are blinded until the start of their next turn.

Weaker Parties

The Uluu Thalongh should be a difficult challenge. This said, groups with an average party level of 1 or 2 might find the aberration impossible to take down. You can make the following adjustments for weaker parties facing the Uluu Thalongh:

- The Uluu Thalongh's attacks and Energy Drain deal 5 less damage than normal.
- The Uluu Thalongh's attack bonus for its attacks is 2 less than normal.
- The Uluu Thalongh has only 80 hit points.
- The Uluu Thalongh gains only 25 temporary hit points in plant form.
- The Uluu Thalongh can take only 1 legendary action per round.
- The DC for the Uluu Thalongh's Horrid Piping and to escape its grapple are reduced by 2.



Appendix B: Monster Reference

Commoner

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Scout

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Swarm of Insects (Wasps)

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)
Hit Points 22 (5d8)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	13 (+1)	10 (+0)	1 (−5)	7 (−2)	1 (−5)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., passive Perception 8
Languages —
Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Zealoraptor

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	15 (+2)	3 (−4)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +6
Senses passive Perception 13
Languages –
Challenge 2 (450 XP)

Pounce. If the zealoraptor moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the zealoraptor can make one bite attack against it as a bonus action.

Actions

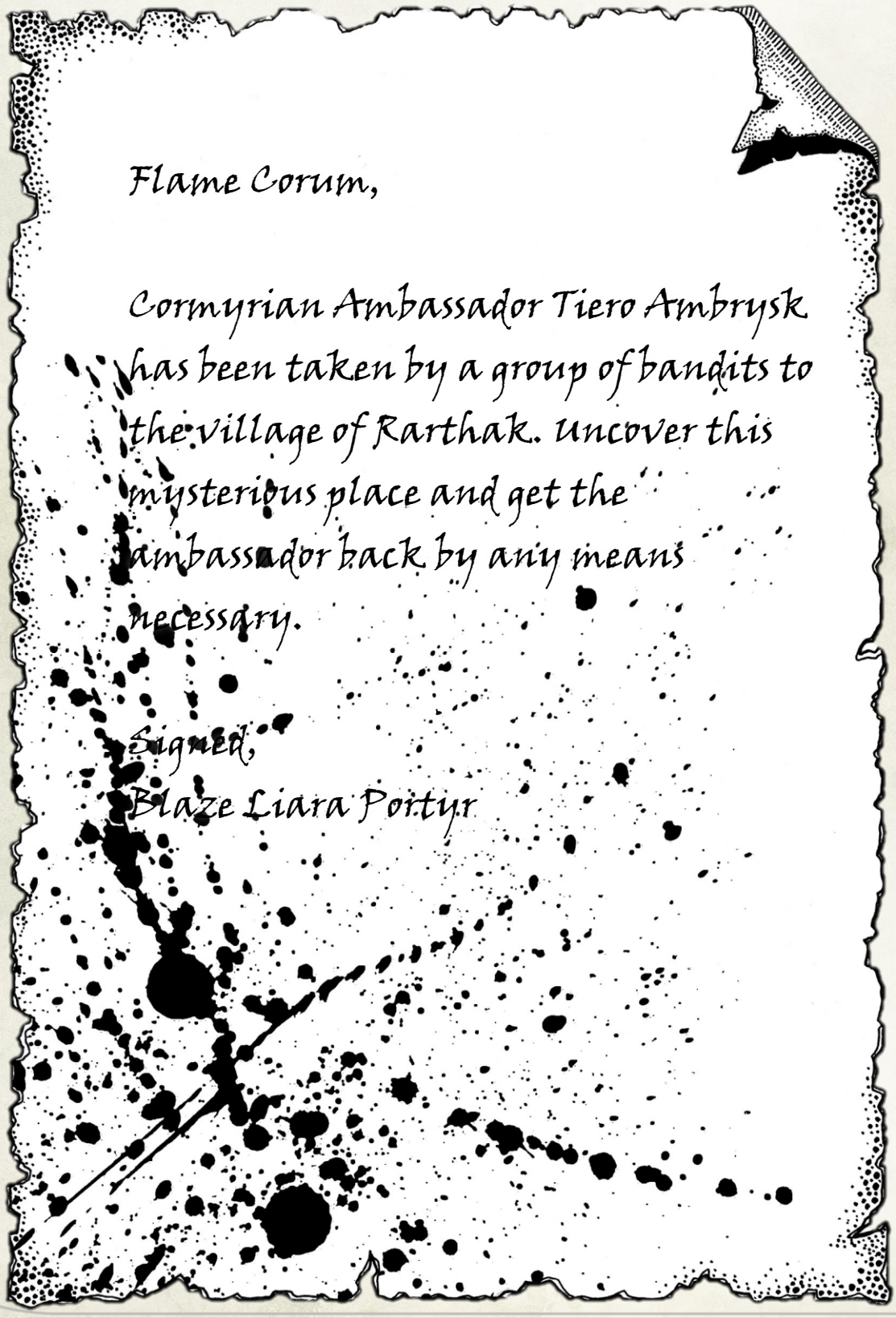
Multiattack. The zealoraptor makes one bite and one claw attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

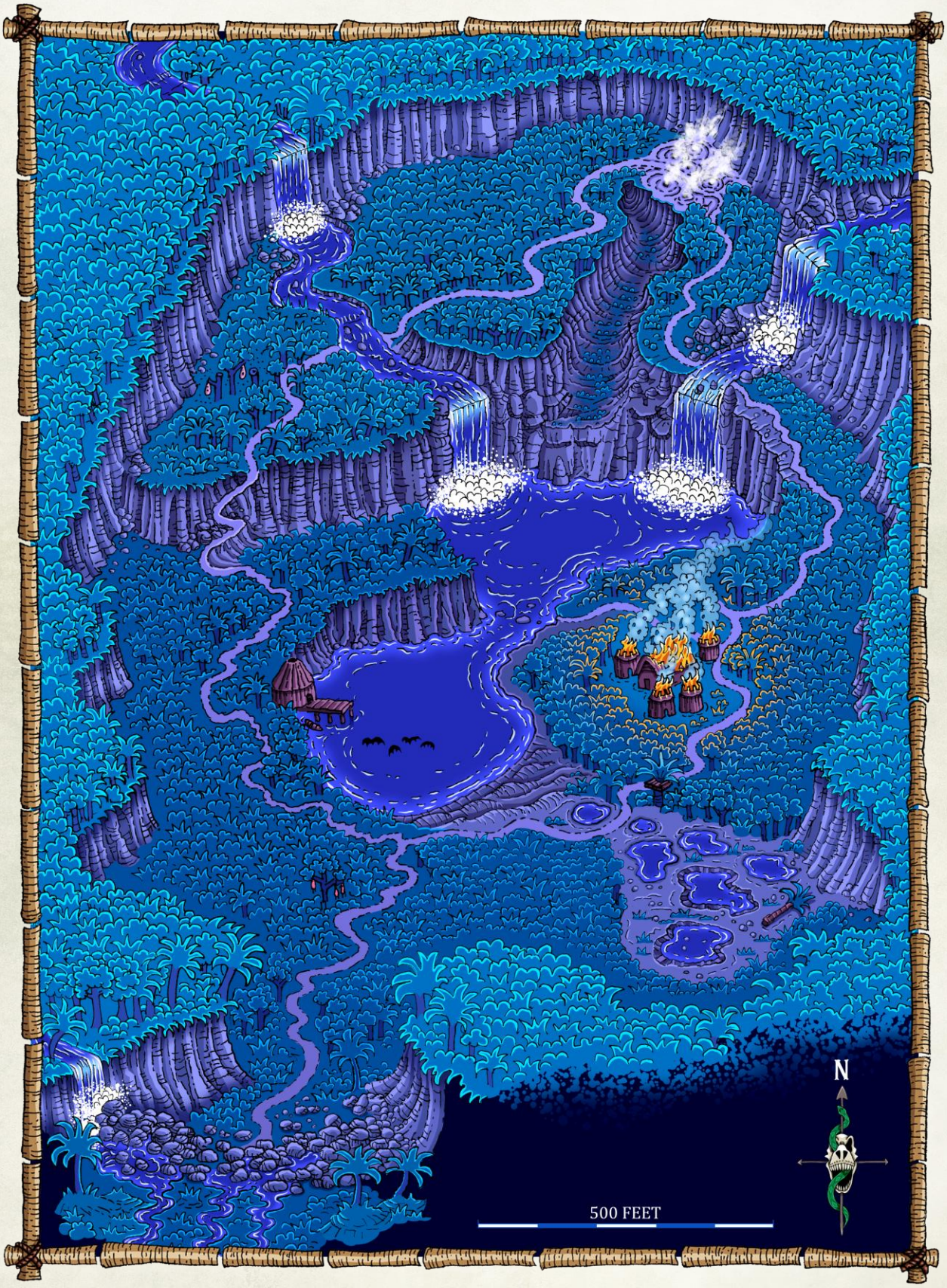
Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Appendix C: Player Handouts

Handout: Mission Orders



Handout: Valley Map



Bax

Bax is foul-mouthed, arrogant, and distrustful of the Chultans. Despite her coarseness, she remains fiercely loyal to Luskar and Vili. Bax carries a rare artefact: a repeating crossbow stolen from the Grand Armory of Calimport. She's always chewing tobacco.

Ideal: "Look after number one: that's what my old da used to say… afore I gutted him for his gold."

Bond: "This crossbow can be a real harpy, but you treat her well, she'll show you a good time."

Flaw: "Don't much like being on my own. Makes me jumpy."

Bax

Medium humanoid (human), neutral

Armor Class 11 (leather armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2
Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

Pack Tactics. Bax has advantage on an attack roll against a creature if at least one of her allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. Bax makes two melee attacks or two ranged attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Repeating Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage. If Bax rolls a natural 1 on her second ranged attack, her repeating crossbow is jammed and can't be fired again until it is fixed during a short or long rest.

Corum

Corum is a career soldier: a warrior whose only goal is to climb the ranks. Liara Portyr knew he'd deliver to the best of his ability, so she gave him command of the squad. Corum knows his subordinates don't entirely trust him, and he doesn't care. He just needs to get the job done. He holds the rank of flame (lieutenant) in the Flaming Fist.

Ideal: "One day, I'll rule over an entire cohort. Our victories will echo through history."

Bond: "The Flaming Fist is my life. I'll never betray the company."

Flaw: "I don't care who dies, so long as the mission is a success."

Corum

Medium humanoid (human), lawful neutral

Armor Class 16 (chain shirt)
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 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.

Luskar

Luskar is the squad's manip (sergeant), and de facto leader. This hulking warrior has fought for "the company" for almost a decade. He's grim-humored, icy cool under pressure, and ruthless in battle. He's also known for never leaving a man behind.

Ideal: "There's always a way to win."

Bond: "My comrades are like my own flesh and blood. I'd die for them."

Flaw: "Takes me a while to trust strangers. Until I do, I don't hide my contempt for them."

Luskar

Medium humanoid (human), neutral

Armor Class 13 (hide armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (−1)	11 (+0)	9 (−1)

Senses passive Perception 10
Languages Common
Challenge 2 (450 XP)

Reckless. At the start of his turn, Luskar can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Actions

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

Vili

Vili hails from the Uthgardt tribes of the far north. She's stoic and implacable, an expert tracker and markswoman. Vili joined the Flaming Fist as part of a death pact: she's looking to die in combat against the greatest enemy she can find. Perhaps she'll meet her match tonight?

Ideal: "Wise folk think before they speak."

Bond: "Luskar has been good to me. I'll do whatever he orders."

Flaw: "If death comes for me tonight, I must face it alone."

Vili

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5
Senses passive Perception 15
Languages Common
Challenge 1/2 (100 XP)

Keen Hearing and Sight. Vili has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. Vili makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Rhana

Rhana is a young tribeswoman from Rarthak village. The mercenaries captured her in the mistaken belief she belongs to the bandits from the same village. Rhana is deeply superstitious, and believes the Uluu Thalongh comes to wreak vengeance on the outlanders for burning the jungle.

Ideal: "Ubtao left us so we could prove our worth to him. To enter his Great House, we each must solve the riddle of our lives."

Bond: "I trust those who were also born in the jungle. Only they can see the truth written in the reeds."

Flaw: "When I'm scared, I sometimes freeze up."

Rhana

Medium humanoid (human), neutral

Armor Class 12 (hide armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	8 (−1)	11 (+0)	8 (−1)

Senses passive Perception 10
Languages Chultan, Common
Challenge 1/8 (25 XP)

Pack Tactics. Rhana has advantage on an attack roll against a creature if at least one of her allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Unarmed. *Melee Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 bludgeoning damage.

Ambassador Ambrysk

Tiero's father sent him to Chult as a rite of passage to inherit the family business. His fascination for Chultan customs led him on an ill-fated tour of the tribal villages, where the Rarthak bandits captured him. Tiero is openhearted and brave, but unaccustomed to the hardships of the jungle.

Ideal. "A gentleman must comport himself with dignity at all times."

Bond. "Chultans are not savages. They should be treated with respect and honor."

Flaw. "I'm finding it difficult to adapt to this hateful, insect-infested, disease-ridden jungle."

Tiero Ambrysk

Medium humanoid (human), neutral good

Armor Class 11
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5
Senses passive Perception 10
Languages Chultan, Common
Challenge 1/8 (25 XP)

Actions

Unarmed. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Reactions

Parry. Tiero adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.