

Thuluuthi



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Thuuluthii are creatures of pure chaos, spawned at the moment of creation from the firmament of the void, a counterbalance to the newfound order being imposed upon the universe. As such, the thuuluthii acknowledge no leader, no rules, no order. They live for their own entertainment, playing games with lesser species, games which could take years or even centuries to conclude. As effective immortals, time has little meaning for any thuuluth; they frequently are puzzled by the brevity and frailty of any mortal, and it is a very small step from a puzzled thuuluth to an angry thuuluth. Limbo is their preferred domain, but they may manifest on this plane by choice or by direction. Thuuluthii have no language, and communicate exclusively by telepathy.

All thuuluthii appear as bipedal salamanders, albeit many types have vicious teeth and claws. As creatures of chaos, all are continually changing appearance, and all exude a plethora of toxins through the mucous that covers their skin. Five types of thuuluthii are known to exist: the least among them are the Ribbed, used as little more than messengers and watchers; the Fronded, more intelligent thuuluthii who provide advice and guidance (manipulation goes without saying) to their allies and pawns; the Swordtails, the enforcers, killers, and executioners; and the Splayed, powerful magic users who serve as the representatives of the Uunathii. The Uunathii themselves are an enigma. Legend

says there are only seven at one time, and they are the ones who dictate what games are being played with mortals.

The basic morphology of the different remains unchanged (at least in fundamentals, though they may grow or shrink up to 2' in the course of a day), but their surface appearance is in constant flux, with skin colour and patterns continual shifting. A thick slimy mucous coats the skins of all thuuluthi.



Ribbed Thuuluth / Hernán Valera

THUULUTH, RIBBED (Large aberration) CR5 (XP 1,800)

AC 14 (natural armour) HP 87 Speed 30'

ST 17(+4) DE 11(+0) CO 16(+3) IN 6(-2) WI 5(-3) CH 6(-2)

Senses: Darkvision 60', passive perception 12

Languages: Telepathy 60'

Immunities: Bludgeoning

Resistances: Acid, Cold, Fire, Lightning, Thunder

Vulnerabilities: salt causes 1d10+2 damage per ounce (1d6 per ounce of salt water)

Magic resistance: advantage on saving throws against magic

Regeneration: regains 1d10 HP at start of turn if it has at least 1 HP.

Multi attack: two attacks per round: bite and grapple

Blink: every time the thuuluth takes 10 points or more damage from a single hit, there is a 1 in 4 chance it will randomly teleport 10' in any direction

Melee/Ranged: bite +6 (2d6+3 piercing damage), grapple +6 (1d4+3 bludgeoning damage).

Toxic ribs: Upon a successful grapple (and each round when the grapple continues) the thuuluth gains a bonus attack: ribs +7 no DEX bonus (1d4+1 piercing damage plus poison).

Poison: As per thuuluth poison

This 9'-11' tall bipedal salamander-like horror is the least of the thuuluthii. It has no claws, but numerous rows of razor-sharp teeth. Most horrifying, when in combat a ribbed thuuluth drives its own ribs out through its skin, injecting poison into those it grapples. Ribbed thuuluthii act as messengers and observers in support of the schemes of greater thuuluthii.

Thuuluthii are almost immortal — though this does not mean they do not dread the destruction of their physical shell. Upon “death”, a thuuluth dissolves into a pool of colour-shifting ooze. Within 2d12 hours, this ooze will reincorporate into a new thuuluth, though not necessary of the same kind. To determine the form of the reincarnation, roll d100. Modify the roll by +5 for a Swordtail, +10 for a Splayed, and +15 for an Uunath.

1 - 40	Ribbed
41 - 70	FronDED
71 - 90	Swordtail
91 - 99	Splayed
100	Uunath (Re-roll if 7 already in existence)

A thuuluth will not reincarnate if the equivalent of one pound of salt is strewn across the remains of the destroyed thuuluth before it has reincorporated.

COLOURS & PATTERNING

Each hour appearance may change, lightening or darkening, and potentially shifting. Roll a d10: 1/2 shift down two steps; 2/3 shift down one step; 4/5/6 no change; 7/8 shift up one step; 9/10 shift up two steps. If the result exceeds 6, start again at 1.

1: red	2. orange	3. yellow
4: green	5. blue	6. purple

Patterning may also change every hour, independent of colour:

No change	1-20	Small splotches	73-79
Solid	21-30	Large spots	80-85
Speckled	31-37	Small spots	86-90
Reticulated	38-44	Spirals	91-93
Granulated	45-51	Fractal	94-96
Broad stripes	52-58	Floral	97-98
Narrow stripes	59-65	Plaid	99
Large splotches	66-72	Paisley	100

Roll on the colour table (if desired) for secondary pattern colour.

SKIN SECRETIONS

All thuuluthii skin is covered with a thick, slimy mucous, which has — like colours and patterns — may change its properties on an hourly basis. Generally, such properties have malign effects on non-thuuluthii. Unless noted, all effects last until a long rest (DC18 CON save).

1. Respiratory arrest: incapacitated; death in 3 minutes unless treated with DC12 medicine check
2. Euphoria: -2 INT and -2 WIS; disadvantage on all attacks and DEX saves
3. Acid: 2d10 acid damage
4. Pain: -2 CON and -2 CHA; 1d8 psychic damage
5. Enfeeblement: -2 STR and -2 CON
6. Radiant damage : 2d10 radiant damage
7. Dizziness: -2 DEX and disadvantage on attacks
8. Nausea: disadvantage on all attacks, checks, and saves
9. Paralysis: paralyzed 1d4 rounds
10. Blind, deaf, and mute
11. Amnesia: no memory of anything prior to moment of poisoning
12. Gain 1 insight point (no expiration)

Cure poison will negate any of these effects.



FronDED Thuuluth / Hernán Valera

THUULUTH, FRONDED (Large aberration) CR6 (XP 2,300)

AC 16 (natural armour) HP 101 Speed 35"

ST 14(+2) DE 15(+2) CO 15(+2) IN 12(+1) WI 10(+0) CH 9(-1)

Skills: Perception + 8; ability to see invisible or magically concealed individuals; read surface thoughts

Senses: Darkvision 60', passive perception 15

Languages: Telepathy 60'

Immunities: Bludgeoning

Resistances: Acid, Cold, Fire, Lightning, Thunder

Vulnerabilities: salt causes 1d10+2 damage per ounce (1d6 per ounce of salt water)

Magic resistance: advantage on saving throws against magic

Regeneration: regains 1d10 HP at start of turn if it has at least 1 HP.

Blink: every time the thuuluth takes 10 points or more damage from a single hit, there is a 1 in 4 chance it will randomly teleport 10' in any direction

Shape change: Once per day, the froned thuuluth can take the appearance of another medium creature for one hour. It remains unable to speak.

Multi attack: two attacks per round: bite and claws

Melee/Ranged: bite + 7 (1d10+4 piercing damage), claws +7 (2d8+6 slashing damage plus poison).

Toxic skin: Upon a successful claw hit the target is poisoned (as per thuuluth skin poison)

This 6'-8 tall beslimed monstrosity is slender, but has protruding jagged teeth and 4' barbed claws. The frill-like stalks which protrude from its neck allow the froned thuuluth exceptional perception, extending beyond the sense of this plane. These senses, combined with the shape changing ability, make them useful spies and emissaries.

Reincarnated thuuluthii retain at least partial memories of previous incarnations; the more advanced the new form, more complete the memories. Thuuluthii particularly remember the manner of their most recent "death", and those who wronged them in their most recent incarnations. A thuuluth grudge is something to be feared.

Baths of Bedlam:

Thuuluthii — especially Splayed and Uunath — enjoy relaxing in the substance of chaos, to recover from the rigours of holding material form. A Bath of

THUULUTH, SWORRTAIL (Large aberration) CR7 (XP 2,900)

AC 17 (natural armour) HP 121 Speed 30"

ST 19(+4) DE 11(+0) CO 17(+3) IN 7(-1)WI 5(-3) CH 8(-1)

Skills: Perception + 4

Senses: Darkvision 60', passive perception 13

Languages: Telepathy 60'

Immunities: Bludgeoning

Resistances: Acid, Cold, Fire, Lightning, Thunder

Vulnerabilities: salt causes 1d10+2 damage per ounce (1d6 per ounce of salt water)

Magic resistance: advantage on saving throws against magic

Regeneration: regains 1d12+4 HP at start of turn if it has at least 1 HP.

Multi attack: three attacks per round: tail, bite, and claws

Blink: every time the thuuluth takes damage, there is a 1 in 4 chance it will randomly teleport 10' in any direction

Melee/Ranged: tail +10 (2d12+6 slashing damage, CD16 DEX save or knocked to ground) bite +7 (2d8+6 piercing damage), claws +8 (2d10+8 slashing damage plus poison).

Toxic skin: Upon a successful claw or tail hit the target is poisoned (as per thuuluth skin poison)

The hulking Swordtail thuuluthii are the enforcers, assassins, and executioners of the thuuluthii. Ranging 10'-12' in height, they have a versatile 8' long tail, sharp as a sword blade. Swordtail thuuluthii do not worry about stealth: their direct approach to accomplishing their task – and the subsequent collateral carnage – tends to exacerbate the chaos sought by their masters. These lumbering figures move with a speed which belies their bulky 10' height.. They exist to destroy, and their favoured method is to grapple an enemy, and then tear into the victim with vicious, triangular teeth while lashing with a long tail, one side of which is as sharp as a blade.



Swordtail Thuuluth / Hernán Valera

Bedlam appears as a swirling vortex of shifting coloured matter, sometimes liquid, sometimes gaseous. Such a bath is normally contained in a non-metallic container, though in truth it need not be contained — it can simply coalesce. Given the near-immortality of thuuluthii, they have no need to reproduce, but the Baths of Bedlam are the means by which they do “breed” new thuuluthii. An individual forcibly immersed in a bath must make a DC25 CHA save, or inexorably begins the transformation into a ribbed thuuluth. The process takes 1d12 days, and only a Greater Restoration can reverse the transformation. On (very) rare occasions, an individual may choose to immerse themselves in a Bath of Bedlam; in this case, no save is required, and roll on the reincarnation table, at -20. Should a character innocently simply touch or be

splashed with the contents of a Bath, they must make a DC20 CHA save, or suffer the following effect:

1-40 5d10 necrotic damage

41-70 Random instance of mucous poisoning

71-80 Subject to thuuluth colour changing

81- 90 Subject to thuuluth pattern changing

91-99 Subject to thuuluth colour and pattern changing

100 Transformation into random thuuluth over 8d10 days (use reincarnation table; no penalty)

A Greater Restoration will reverse the effect.



Splayed Thuuluth / Hernán Valera

THUULUTH, SPLAYED (medium aberration) CR7 (XP 2,900)

AC 15 (natural armour) HP 117 Speed 35"

ST 15(+2) DE 14(+2) CO 15(+2) IN 15(+2) WI 12(+1) CH 12(+1)

Senses: Darkvision 60', passive perception 13

Skills: Perception + 5, persuasion +6, insight +7

Languages: Telepathy 60'

Immunities: Bludgeoning

Resistances: Acid, Cold, Fire, Lightning, Thunder

Vulnerabilities: salt causes 1d10+2 damage per ounce (1d6 per ounce of salt water)

Magic resistance: advantage on saving throws against magic

Regeneration: regains 1d10+4 HP at start of turn if it has at least 1 HP.

Shape change: Twice per day, the splayed thuuluth can take the appearance of another medium creature for one hour. It remains unable to speak.

Dream speaking: Splayed thuuluth can enter the dreams of any creature of which it is aware with an INT of 7 or above (no save). It will use its powers of persuasion to seek to set them upon a course of action of its choice

Planar travel: Once per day, splayed thuuluth can travel between the material plane and Limbo.

Summon/send thuuluth: Each week, a splayed thuuluth can compel a lesser thuuluth to enter the Material Plane

Multi attack: two attacks per round: claws and magic

Blink: every time the thuuluth takes damage, there is a 1 in 4 chance it will randomly teleport 10' in any direction

Melee/Ranged: claws +6 (2d8+4 slashing damage plus poison)

Toxic skin: Upon a successful claw hit the target is poisoned (as per thuuluth skin poison)

Spell-like abilities (each twice per day): Chaos Assault (1d4: 1-Fireball, 2-Lightning Bolt, 3- Black Tentacles, 4-Ice Blast (as Lightning Bolt) Animate Objects, Abundant Enemies (lose ability to distinguish friend from foe for 1d3 rounds) Babel (WIS save or all characters in view lose ability to communicate by voice or thought for 1d6 round). Teleport (DC17 spell save; +7 spell attack; cast at 7th level)

Splayed thuuluthii are the size of most humanoids, and lack the teeth of their lesser variants. Their splayed hands, with four long clawed fingers partially make up for this, but when pressed a splayed thuuluth's first resort is to its magical abilities. Splayed thuuluthii are often sent on behalf of an unath for a particularly delicate move in the latter's never-ending game of confusion, but they are not above playing their own games as well.

THUULUTH, UUNATH (variable aberration) CR9 (XP 3,900)

AC 20 (natural armour) HP 199 Speed 30" (see below)

ST 18(+4) DE 16(+3) CO 16(+3) IN 17(+3) WI 15(+2) CH 14(+2)

Senses: Darkvision 60', passive perception 13

Skills: Perception + 5, persuasion +10, insight +7

Languages: Telepathy 60'

Immunities: Bludgeoning

Resistances: Acid, Cold, Fire, Lightning, Thunder

Vulnerabilities: salt causes 1d10+2 damage per ounce (1d6 per ounce of salt water)

Magic resistance: advantage on saving throws against magic

Regeneration: regains 1d20 HP at start of turn if it has at least 1 HP.

Shape change: Able to take of the appearance of any creature, from small t large, for as long as it chooses It remains unable to speak,

Dream speaking: Uunath can enter the dreams of any creature of which it is aware with an INT of 5 or above (no save). It will use its powers of persuasion to seek to set them upon a course of action of its choice

Planar travel; At will, uunathii can travel between planes.

Summon/send thuuluthii: Daily, an uunath can compel 1d6 thuuluthii to enter any plane

Multi attack: See below

Blink: every time the thuuluth takes damage, there is a 1 in 4 chance it will randomly teleport 10' in any direction

Melee/Ranged: see below

Toxic skin: Upon a successful claw hit the target is poisoned (as per thuuluth skin poison)

Spell-like abilities: see below

The undisputed leaders (though not master) of the thuuluthii, the uunathii are loathe to risk their incorporations within the unpredictable Material Plane. They prefer to spend their time enmeshed in layers of confusion in a demi-plane known only to themselves, but are at times forced to leave these sanctuaries presumably as part of their ineffable games against another uunath or some other extraplanar power. Their "natural" form is that of an unassuming, mid-sized bipedal salamander, but they can at will adopt the form and abilities of any thuuluthii, as befits the circumstances. They retain their own ability score, AC, HP, sense and, skills in so doing.



Uunath / Hernán Valera



Family Reunion / Hernán Valera