

Ruins of Ulthus

By

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Special Thanks to D20 Pathfinder SRD <http://www.d20pfsrd.com/>

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Monsters

The following details the NPC monsters the PCs will face in the adventure.

Gulthag CR 2

XP 600

Troglodyte Cleric 2

CE Medium Humanoid (reptilian)

Init -1; Senses darkvision 90 ft.; Perception +2

Aura stench (30 feet, 10 rounds) (dc 13)

Defense

AC 21, touch 9, flat-footed 21 (+6 armor, -1 Dex, +6 natural)

hp 26 (4d8+8)

Fort +10, Ref -1, Will +5

Offense

Speed 20 ft.

Melee Bite (Troglodyte) -2 (1d4/x2) and Claw x2 (Troglodyte) -2 x2 (1d4/x2) or Masterwork

Longspear +4 (1d8+1/x3)

Special Attacks touch of evil (1 rds) (5/day)

Spell-Like Abilities Acid Dart (5/day), Touch of Evil (1 rds) (5/day)

Cleric Spells Prepared (CL 2):

1 (3/day) Cure Light Wounds, Cure Light Wounds, Cure Light Wounds, Magic Stone

0 (at will) Bleed (DC 12), Detect Poison, Create Water, Detect Magic

Statistics

Str 12, Dex 9, Con 14, Int 10, Wis 14, Cha 12

Base Atk +2; CMB +3; CMD 12

Feats Combat Casting, Great Fortitude

Skills Acrobatics -6 (-10 jump), Climb -4, Escape Artist -6, Fly -6, Handle Animal +5, Heal +6,

Knowledge (religion) +4, Ride -6, Spellcraft +4, Stealth +0 (+4 in rocky areas), Survival +9,

Swim -4; Racial Modifiers +4 Stealth

Languages Draconic

SQ +4 stealth in rocky areas, aura, cleric channel negative energy 1d6 (4/day) (dc 12), domains (caves, evil), spontaneous casting

Combat Gear Scroll of Doom, Sound Burst, Cure Light Wounds, Cu; Other Gear Chainmail,

Masterwork Longspear, 121 GP, 145 SP

Special Abilities

+4 Stealth in rocky areas (Ex) You gain a bonus to Stealth Checks under the listed conditions.

Acid Dart (1d6+1) (5/day) (Sp) 30' Ranged touch attack deals 1d6+1 Acid damage.

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Cleric Channel Negative Energy 1d6 (4/day) (DC 12) (Su) Positive energy heals the living and harms the undead; negative has the reverse effect.

Cleric Domain (Caves) Associated Domain: Earth

Cleric Domain (Evil) Granted Powers: You are sinister and cruel, and have wholly pledged your soul to the cause of evil.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Darkvision (90 feet) You can see in the dark (black and white vision only).

Scroll of Doom, Sound Burst, Cure Light Wounds, Cure Light Wounds, Cure Light Wounds
Add this item to create a scroll with spells on it.

Spontaneous Casting The Cleric can convert stored spells into Cure or Inflict spells.

Stench (30 feet, 10 rounds) (DC 13) Living creatures in aura's range are sickened for listed duration (Fort neg).

Touch of Evil (1 rds) (5/day) (Sp) With a melee touch attack, target is sickened and counted as good-aligned for the purpose of [Evil] spells.

Description

Though he is no coward Gulthag is wise enough to know that his value lies in remaining out of melee combat and aiding his warriors. He will attempt to begin combat by blessing those around him and then will cast protection spells on himself. He will then use his healing spells and scrolls to bolster the troops. If things go too badly, he will attempt to escape. Failing that, he will fight to the death with a religious zeal and the gleam of fanaticism in his eyes.

Lizard CR 2

XP 600

Lizard, Monitor

N Medium Animal

Init +3; Senses low-light vision, scent; Perception +8

Defense

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 25 (3d8+12)

Fort +9, Ref +6, Will +2

Offense

Speed 30 ft., swimming (30 feet)

Melee Bite (Lizard, Monitor) +6 (1d8+6 plus grab/x2)

Statistics

Str 18, Dex 16, Con 18, Int 2, Wis 12, Cha 6

Base Atk +2; CMB +6 (+10 Grappling); CMD 19 (23 vs. Trip)

Feats Great Fortitude, Skill Focus (Perception)

Skills Climb +8, Perception +8, Stealth +11 (+15 in undergrowth), Swim +12; Racial Modifiers +4 Stealth

Languages

SQ +4 stealth in undergrowth, poison (dc 15)

Special Abilities

+4 Stealth in undergrowth (Ex) You gain a bonus to Stealth Checks under the listed conditions.

Grab: Bite (Medium) (Ex) You can start a grapple as a free action if you hit with the designated weapon.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Poison (DC 15) (Ex) Bite - injury; save Fort DC 14; onset 1 minute; frequency 1/hour for 6 hours; effect 1d2 Dexterity damage; cure 1 save. The save DC is Constitution-based.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Swimming (30 feet)

Description: These cave lizards are the “guard dogs” of the troglodytes. They will not attack any of the troglodytes and will obey the warriors and Gulthag. They are fairly large, carnivorous lizards from 3 to 5 feet long.

These lizards will charge into combat in search of fresh meat. They know very basic commands from the warriors and the priests but have not actually been trained-on combat they will do their own thing-mainly trying to eat the smaller PCs. They will flee combat if badly injured. Monitor lizards can be aggressive, using their powerful jaws to tear at prey or enemies.

Trog CR 1

XP 400

Troglodyte

CE Medium Humanoid (reptilian)

Init -1; Senses darkvision 90 ft.; Perception +0

Aura stench (30 feet, 10 rounds) (dc 13)

Defense

AC 15, touch 9, flat-footed 15 (-1 Dex, +6 natural)

hp 13 (2d8+4)

Fort +7, Ref -1, Will +0

Offense

Speed 30 ft.

Melee Bite (Troglodyte) -3 (1d4/x2) and Claw x2 (Troglodyte) -3 x2 (1d4/x2) or Javelin -2 (1d6+1/x2)

Statistics

Str 12, Dex 9, Con 14, Int 8, Wis 11, Cha 11

Base Atk +1; CMB +2; CMD 11

Feats Great Fortitude

Skills Stealth +5 (+9 in rocky areas); Racial Modifiers +4 Stealth

Languages Draconic

SQ +4 stealth in rocky areas

Other Gear Javelin

Special Abilities

+4 Stealth in rocky areas (Ex) You gain a bonus to Stealth Checks under the listed conditions.

Darkvision (90 feet) You can see in the dark (black and white vision only).

Stench (30 feet, 10 rounds) (DC 13) Living creatures in aura's range are sickened for listed duration (Fort neg).

Description: These troglodytes have been assigned guard duty because either they believed in Gulthag’s vision or they have proven to be problems for the community in some other way. A troglodyte stands about 5 feet tall and weighs about 150 pounds. These troglodytes speak a corrupted form of common.

They are armed with javelins. The ones that believe in Gulthag will fight fiercely to defend him while the others will do their best to avoid being killed. They will attempt to begin combat from a distance by using their javelins and then will engage in melee combat. Being chaotic evil they tend to fight in a disorganized and vicious manner and make up for what they lack in tactics and discipline with savagery.

Trog Warrior CR 1/2

XP 200

Troglodyte Warrior 1

CE Medium Humanoid (reptilian)

Init +0; Senses darkvision 90 ft.; Perception +0

Aura stench (30 feet, 10 rounds) (dc 13)

Defense

AC 23, touch 10, flat-footed 23 (+5 armor, +2 shield, +6 natural)

hp 22 (1d10+2d8+7)

Fort +9, Ref +0, Will +0

Offense

Speed 20 ft.

Bite (Troglodyte) -2 (1d4/x2)

Claw x2 (Troglodyte) -2 x2 (1d4/x2)

Javelin -1 (1d6+1/x2)

Longsword +3 (1d8+1/19-20/x2)

Statistics

Str 13, Dex 10, Con 14, Int 9, Wis 11, Cha 11

Base Atk +2; CMB +3; CMD 13

Feats Great Fortitude, Power Attack -1/+2

Skills Acrobatics -6 (-10 jump), Climb -5, Escape Artist -6, Fly -6, Ride -6, Stealth +0 (+4 in rocky areas), Survival +4, Swim -5; Racial Modifiers +4 Stealth

Languages Draconic

SQ +4 stealth in rocky areas

Other Gear Scale mail, Heavy wooden shield, Javelin, Longsword, 2 GP, 21 SP

Special Abilities

+4 Stealth in rocky areas (Ex) You gain a bonus to Stealth Checks under the listed conditions.

Darkvision (90 feet) You can see in the dark (black and white vision only).

Power Attack -1/+2 You can subtract from your attack roll to add to your damage.

Stench (30 feet, 10 rounds) (DC 13) Living creatures in aura's range are sickened for listed duration (Fort neg).

Description: These troglodytes have had some experience fighting. They are equipped with arms and armor captured from the humans centuries ago. While the equipment is worn and battered, the masterwork quality has enabled it to survive. A troglodyte stands about 5 feet tall and weighs about 150 pounds.

These troglodytes speak a corrupted form of common.

These warriors will try to begin combat with their javelins and then close for melee combat.

They will do their best to protect Gulthag-in part because they believe in his visions and in part because they are aware that he is the only one who can heal their wounds.

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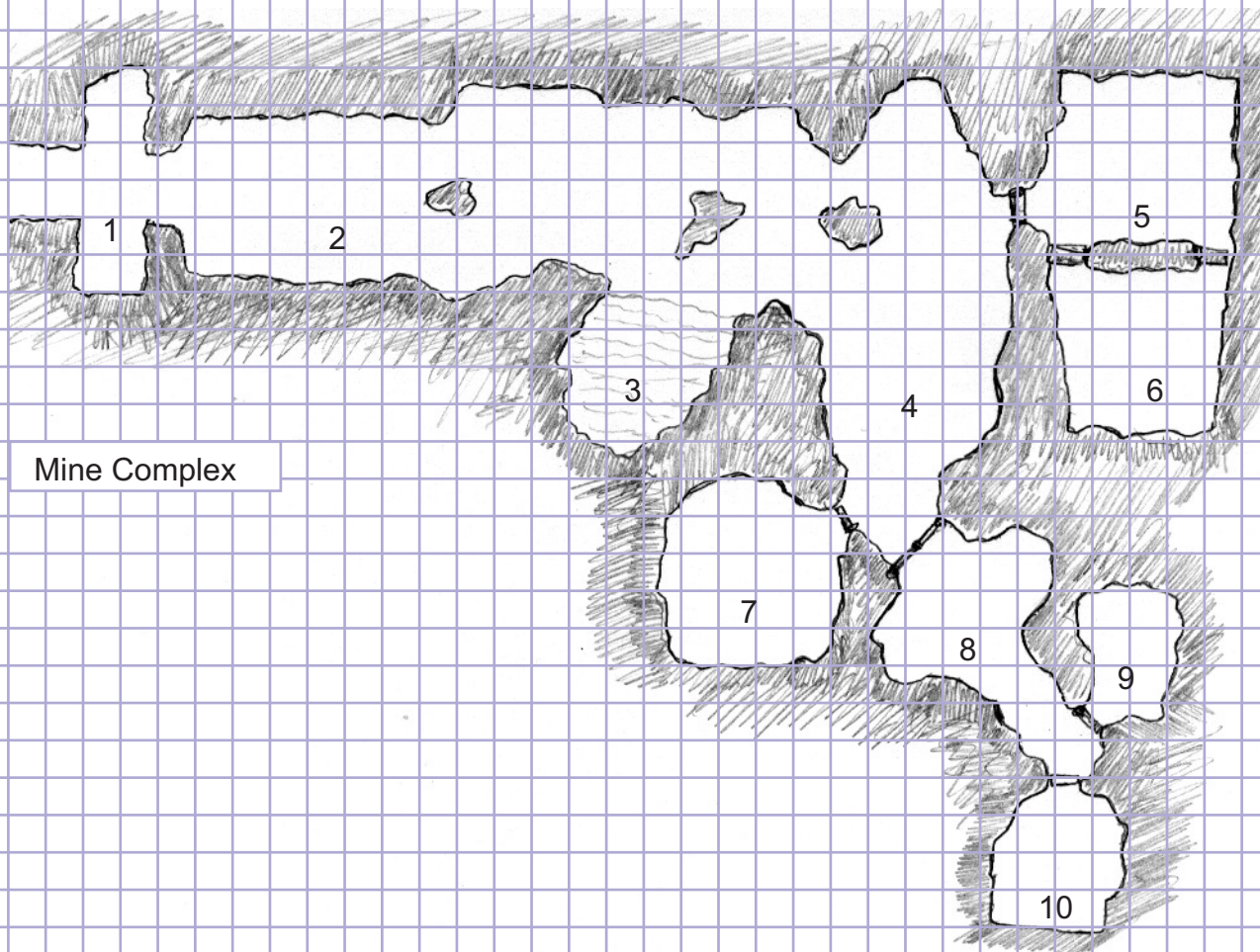
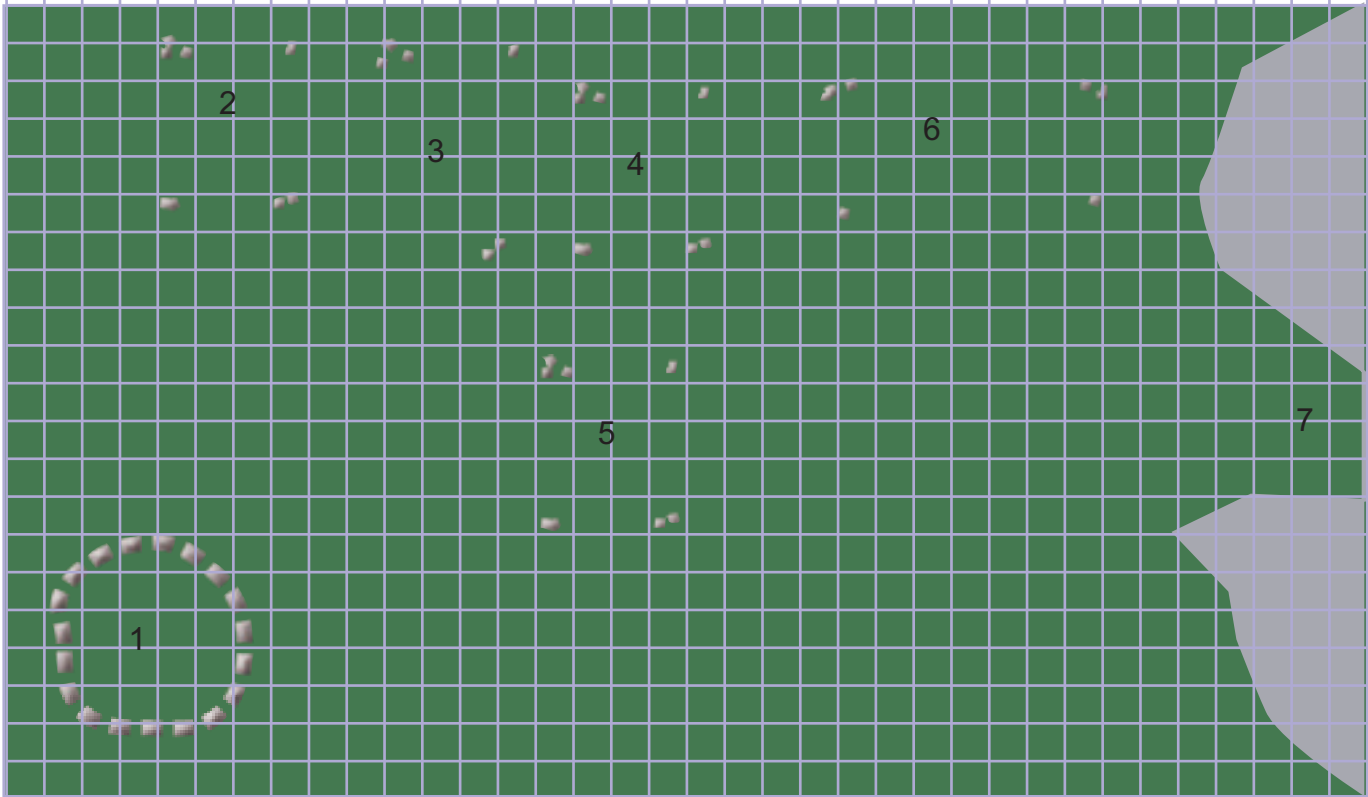
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Ruins of Ulthus Maps

Ruins of Ulthus

1 Square = 5 Feet



Mine Complex

