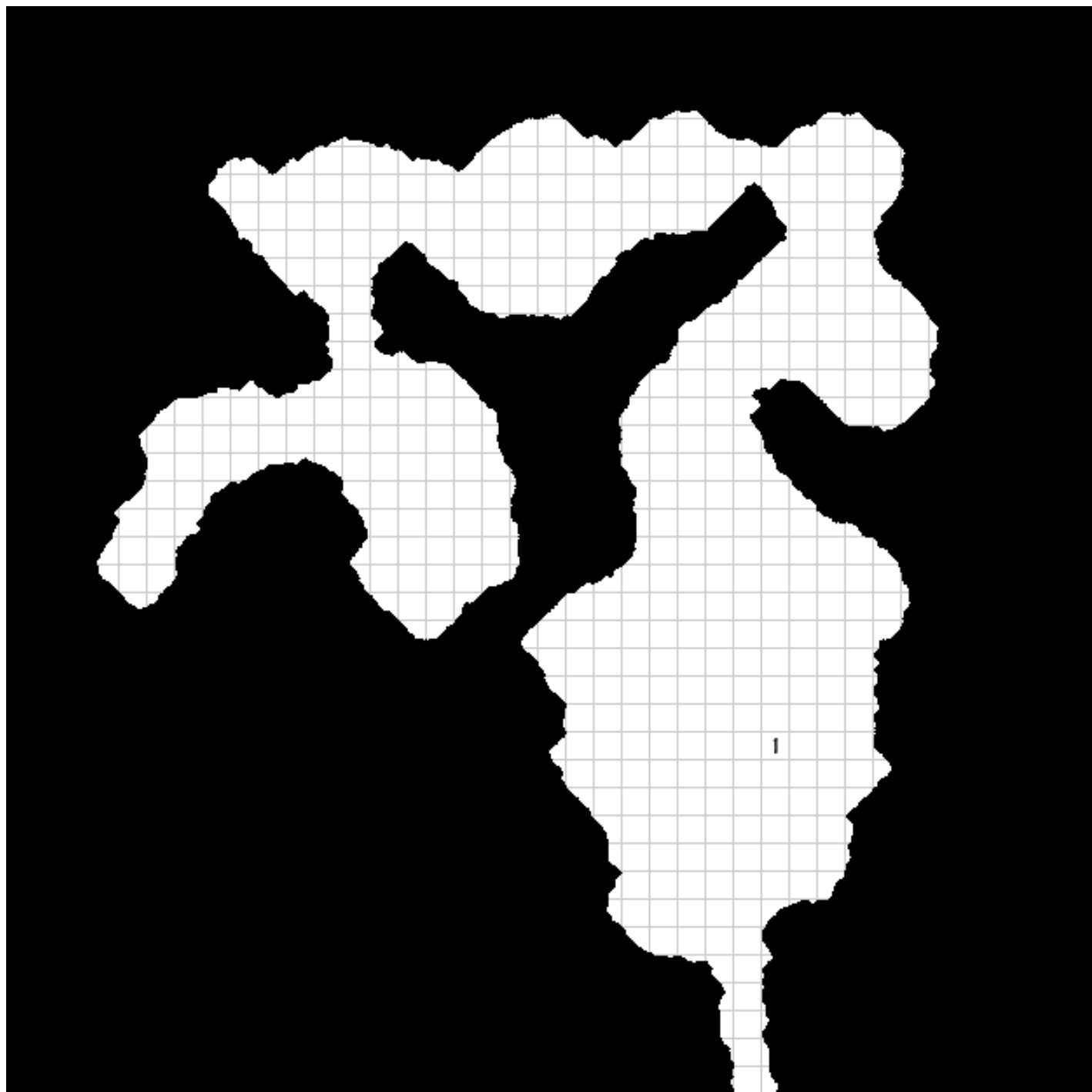


The Dread Catacombs of Ulsus the Malevolent 04

Level 4



General

History

The dungeon was created by hobgoblins as a maze. It was eventually conquered by invaders, and has been conquered and altered many times since then.

Walls

Hewn Stone (DC 20 to climb)

Floor	Smooth Stone
Temperature	Cool
Illumination	Average (shadowy in corridors, lamps or torches in most rooms)

**Wandering
Monsters**

- 1** Xvart Warlock of Raxivort (cr 1, vgm 200) and 4 x Giant Rat (cr 1/8, mm 327); easy, 300 xp, trying to lure the party into an ambush
 - 2** 14 x Xvart (cr 1/8, vgm 200); medium, 350 xp, tracking the party
 - 3** Ettercap (cr 2, mm 131) and 7 x Giant Wolf Spider (cr 1/4, mm 330); deadly, 800 xp, lost and desperate
 - 4** Choldrith (cr 3, vgm 132) and 1 x Chitine (cr 1/2, vgm 131); easy, 800 xp, scavenging for food and treasure
 - 5** 6 x Goblin (cr 1/4, mm 166); easy, 300 xp, consumed by disease and madness
 - 6** Goblin Boss (cr 1, mm 166) and 11 x Goblin (cr 1/4, mm 166); deadly, 750 xp, scouting from another part of the dungeon
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Room #1

Room Features

The floor is covered in perfect hexagonal tiles, and a carved stone statue stands in the north-east corner of the room

Monster

Chitine (cr 1/2, vgm 131) and 1 x Cave Fisher (cr 3, vgm 130); easy, 800 xp

Treasure: 11 sp; 14 sp

Hidden Treasure

Hidden (DC 25 to find) Locked Simple Wooden Chest (DC 15 to unlock, DC 15 to break; 10 hp)

2400 cp, 700 sp, 50 gp, a copper mask etched with dwarven axeheads (25 gp), a pewter bracelet set with a rosette of jet (25 gp), a pewter bracer set with a single jasper (25 gp), a set of ivory dice with copper pips (25 gp), a wooden rod inlaid with a meandros of electrum (25 gp), a wooden scepter set with rhodochrosite (25 gp), an earthenware chalice painted with woodland imagery (25 gp), an obsidian coffer engraved with draconic runes (25 gp), Potion of Resistance (cold) (uncommon, dmg 188), Potion of Greater Healing (uncommon, dmg 187), Potion of Growth (uncommon, dmg 187), Potion of Poison (uncommon, dmg 188)

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