

ULGURSTASTA

Horrific undead maggot-like worms of immense size, ulgurstasta are terrifying monstrosities spawned by the vile demigod Kyuss in the time of his greatest strength. While newly-made, they are not too intelligent, but they absorb portions of the knowledge of the creatures they devour. Thus, as an ulgurstasta becomes older, it becomes more intelligent- and more dangerous.

Ulgurstasta Maggot

Huge shadow beast (undead)

Level 11 Soldier

XP 600

HP 113; **Bloodied** 56

AC 27; **Fortitude** 25; **Reflex** 22; **Will** 23

Speed 8

Immune disease, poison; **Resist** 15 cold, 15 necrotic; **Vulnerable** 10 radiant

Initiative +8

Perception +9

Darkvision

TRAITS

Lashing Tendrils * **Aura** 2

While the ulgurstasta is bloodied, tiny, wire-like hairs emerge from its pores and lash about, giving it resist 5 against ranged attacks. While the ulgurstasta is bloodied, each enemy that starts its turn in the aura takes 10 damage.

STANDARD ACTIONS

(mbasic) Bite (necrotic) * **At Will**

Attack: Melee 2 (one creature); +16 vs. AC.

Hit: 2d6+5 damage, plus ongoing 10 necrotic damage and the target is marked (save ends both).

(close) Necromantic Acid (acid, necrotic) * **Encounter**

Attack: Close blast 6 (creatures in blast); +14 vs. Reflex.

Hit: 2d8+5 acid and necrotic damage, plus ongoing 15 acid and necrotic damage (save ends).

Str 22 **Dex** 16 **Wis** 18

Con 17 **Int** 3 **Cha** 18

Alignment chaotic evil

Languages understands Common

Ulgurstasta Thinker

Huge shadow beast (undead)

Level 16 Controller

XP 1,400

HP 154; **Bloodied** 77

AC 30; **Fortitude** 30; **Reflex** 28; **Will** 28

Speed 8

Immune disease, poison; **Resist** 15 cold, 15 necrotic; **Vulnerable** 10 radiant

Initiative +13

Perception +13

Darkvision

TRAITS

Lashing Tendrils * **Aura** 2

While the ulgurstasta is bloodied, tiny, wire-like hairs emerge from its pores and lash about, giving it resist 5 against ranged attacks. While the ulgurstasta is bloodied, each enemy that starts its turn in the aura takes 10 damage.

STANDARD ACTIONS

(mbasic) Bite (necrotic) * **At Will**

Attack: Melee 2 (one creature); +21 vs. AC.

Hit: 2d6+10 damage, plus ongoing 10 necrotic damage and the target is marked (save ends both).

(close) Necromantic Acid (acid, necrotic) * **Recharge 4 5 6**

Attack: Close blast 6 (creatures in blast); +18 vs. Reflex.

Hit: 2d6+5 acid and necrotic damage, plus ongoing 15 acid and necrotic damage and the target is immobilized (save ends both).

Miss: Half damage and the target is slowed (save ends).

MINOR ACTIONS

(ranged) Frightful Glare (fear) * **At Will** 1/round

Attack: Range 10 (one creature); +19 vs. Will.

Hit: The ulgurstasta slides the target 3 squares and the target is dazed until the end of the ulgurstasta thinker's next turn.

Skills History +13, Religion +13

Str 25 **Dex** 21 **Wis** 21

Con 20 **Int** 10 **Cha** 21

Alignment chaotic evil

Languages Common

Rotting Ulgurstasta

Level 16 Minion Controller

Huge shadow beast (undead)

XP 350

HP 1; a missed attack never damages a minion

Initiative +13

AC 30; **Fortitude** 30; **Reflex** 28; **Will** 28

Perception +13

Speed 8

Darkvision

Immune disease, poison; **Resist** 15 cold, 15 necrotic, 10 against ranged attacks

STANDARD ACTIONS

(mbasic) Rotting Bite (necrotic) * **At Will**

Attack: Melee 2 (one creature); +21 vs. AC.

Hit: 8 necrotic damage plus ongoing 5 necrotic (save ends). If the target is already taking ongoing necrotic damage, that ongoing necrotic damage instead increases by 2.

TRIGGERED ACTIONS

Foul Burst (necrotic, zone) * **Encounter**

Trigger: The rotting ulgurstasta drops to 0 hit points.

Effect (No Action): The rotting ulgurstasta's body becomes a zone of rotting flesh that lasts until the end of the encounter. Living creatures treat the area as difficult terrain, and if a living creature enters or starts its turn in the zone, it suffers a -2 penalty to saving throws until the start of its next turn.

Str 25 **Dex** 21 **Wis** 21

Con 15 **Int** 4 **Cha** 14

Alignment chaotic evil

Languages understands Common

Ulgurstasta Priest

Level 23 Controller

Huge shadow beast (undead)

XP 5,100

HP 216; **Bloodied** 108

Initiative +16

AC 37; **Fortitude** 35; **Reflex** 35; **Will** 37

Perception +25

Speed 8

Darkvision

Immune disease, poison; **Resist** 15 cold, 15 necrotic; **Vulnerable** 10 radiant

TRAITS

Lashing Tendrils * **Aura** 2

While the ulgurstasta is bloodied, tiny, wire-like hairs emerge from its pores and lash about, giving it resist 10 against ranged attacks. While the ulgurstasta is bloodied, each enemy that starts its turn in the aura takes 15 damage.

STANDARD ACTIONS

(mbasic) Bite (necrotic) * **At Will**

Attack: Melee 2 (one creature); +28 vs. AC.

Hit: 3d8+10 damage, plus ongoing 15 necrotic damage (save ends).

(ranged) Malevolence of Kyuss (psychic) * **Recharge** when the ulgurstasta priest takes radiant damage

Attack: Range 10 (one creature); +26 vs. Will.

Hit: 5d6+17 psychic damage and the target is weakened (save ends).

(close) Necromantic Acid (acid, necrotic) * **Recharge** 4 5 6

Attack: Close blast 6 (creatures in blast); +26 vs. Reflex.

Hit: 2d6+5 acid and necrotic damage, plus ongoing 20 acid and necrotic damage and the target is immobilized (save ends both).

Miss: Half damage and the target takes ongoing 10 acid and necrotic damage and is slowed (save ends both).

MINOR ACTIONS

(area) Zone of Worms (zone) * Recharge when the ulgurstasta priest becomes bloodied

Effect: Area burst 2 within 20; the burst becomes a zone of churning worms. Living creatures treat the zone as difficult terrain. A living creature takes 5 points of damage each time it enters a square in the zone. The zone lasts until the end of the ulgurstasta priest's next turn.

Skills Arcana +23, History +23, Religion +23

Str 25 **Dex** 21 **Wis** 29

Con 24 **Int** 24 **Cha** 28

Alignment chaotic evil

Languages Common, Deep Speech

Ulgurstasta Crawler

Level 23 Minion Skirmisher

Huge shadow beast (undead)

XP 1,275

HP 1; a missed attack never damages a minion

Initiative +16

AC 37; **Fortitude** 35; **Reflex** 35; **Will** 35

Perception +20

Speed 8

Darkvision

Immune disease, poison; **Resist** 20 cold, 20 necrotic, 15 against ranged attacks

STANDARD ACTIONS

(mbasic) Bite (necrotic) * At Will

Attack: Melee 2 (one creature); +28 vs. AC.

Hit: 15 necrotic damage and the ulgurstasta crawler shifts 4 squares.

Str 25 **Dex** 21 **Wis** 29

Con 24 **Int** 24 **Cha** 28

Alignment chaotic evil

Languages Common, Deep Speech

Ulgurstasta Swarm

Level 28 Brute

Gargantuan shadow beast (swarm, undead)

XP 13,000

HP 319; **Bloodied** 159

Initiative +17

AC 40; **Fortitude** 40; **Reflex** 40; **Will** 42

Perception +22

Speed 8

Darkvision

Immune disease, poison; **Resist** 20 cold, 20 necrotic, half damage from melee and ranged attack;

Vulnerable 15 radiant, 20 against close and area attacks

TRAITS

Enormous

An ulgurstasta swarm takes up a 6 x 6 square space.

Lashing Tendrils * Aura 2

Tiny, wire-like hairs lash about the swarm, giving it resist 15 against ranged attacks. Creatures in the aura are slowed.

Thrashing Swarm of Doom * Aura 3

Each creature that starts its turn in the aura takes 15 points of damage and loses resist and immunity to acid and necrotic.

STANDARD ACTIONS

(mbasic) A Maw from the Mass * At Will

Attack: Melee 2 (one creature); +33 vs. AC.

Hit: 5d8+8 damage.

(close) Swarm Attack * At Will

Attack: Close burst 3 (enemies in burst); +31 vs. AC.

Hit: 3d6+10 damage.

(close) Worms' Vomit (acid, necrotic) * Recharge 6

Attack: Close blast 5 (creatures in burst); +29 vs. Reflex.

Hit: 3d10+6 acid and necrotic damage.

Str 30 **Dex** 16 **Wis** 26

Con 29 **Int** 26 **Cha** 23

Alignment chaotic evil

Languages Common, Deep Speech

Elder Ulgurstasta

Level 29 Controller

Gargantuan shadow beast (undead)

XP 15j,000

HP 266; **Bloodied** 133

Initiative +21

AC 43; **Fortitude** 41; **Reflex** 40; **Will** 44

Perception +28

Speed 8

Darkvision

Immune disease, poison; **Resist** 20 cold, 20 necrotic; **Vulnerable** 15 radiant

TRAITS

Lashing Tendrils * Aura 3

While the ulgurstasta is bloodied, tiny, wire-like hairs emerge from its pores and lash about, giving it resist 15 against ranged attacks. While the ulgurstasta is bloodied, each enemy that starts its turn in the aura takes 20 damage.

STANDARD ACTIONS

(mbasic) Bite (necrotic) * At Will

Attack: Melee 2 (one creature); +34 vs. AC.

Hit: 4d8+10 damage, plus ongoing 20 necrotic damage (save ends).

(melee) Bite of Kyuss (necrotic) * Recharge when first bloodied

Attack: Melee 2 (one creature); +32 vs. Fortitude.

Hit: 3d12+18 necrotic damage, and the target is affected by Kyuss' displeasure (save ends). While affected by Kyuss' displeasure, the target is weakened, and any enemy of the elder ulgurstasta that starts its turn adjacent to the target is weakened until the start of the creature's next turn.

(ranged) Spit Bones * At Will

Attack: Range 15 (one creature); +32 vs. Reflex.

Hit: 4d8+19 damage, and the target is immobilized (save ends).

Miss: Half damage and the target is slowed (save ends).

Effect: Each creature adjacent to the target is slowed until the end of the elder ulgurstasta's next turn.

TRIGGERED ACTIONS

(close) Necromantic Acid (acid, necrotic) * Encounter

Trigger: The elder ulgurstasta becomes bloodied.

Attack (Immediate Reaction): Close blast 5 (creatures in blast); +30 vs. Reflex.

Hit: 5d10+15 acid and necrotic damage, and the target falls prone.

Skills Arcana +28, History +31, Religion +28

Str 32 **Dex** 25 **Wis** 28

Con 26 **Int** 28 **Cha** 30

Alignment chaotic evil

Languages Common, Deep Speech