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[One of the most classic of classic D&D monsters. I hope I did it justice]

## Umber Hulk

*This hunched over monstrosity resembles a cross between an ape and a beetle with oversized mandibles and muscular forearms. It has four eyes, two large and two small.*

An umber hulk is a feared subterranean predator, as dangerous for its cunning and cooperative hunting as it is for its physical prowess. Unlike many large predators of the lightless depths, umber hulks are social and caring creatures in their own way, forming tight bonds between members of family groups. These family groups hunt in clusters of up to five, but two related clusters will treat each other civilly if they should come across each other. Despite these social graces among their own kind, umber hulks view just about every other creature as food, and take perverse pleasure in hunting other intelligent creatures.

The most notorious ability of an umber hulk is its confusing gaze, created by a magical reaction between its two sets of eyes. A single umber hulk uses its gaze to turn allies into enemies and isolate individual prey. In group hunting, umber hulks are clever strategists with their gaze, attempting to force confused opponents into one-on-one melees rather than coordinate a defense.

Umbur hulks are usually nomadic creatures, but settle in one place to lay eggs and raise young when prey is particularly common. When umber hulks encamp, they use their ability to dig through stone to set traps, particularly pits, deadfalls and collapsing tunnels. These traps act as passive defenses of their lair, and the vibrations from their activation attract the attention of the sensitive hulks to finish off wounded intruders. Although they themselves have little value for treasure, they know how useful it is as bait for catching intelligent prey.

### Umber Hulk CR 8

**XP 4,800**

CE Large monstrous humanoid

**Init** +5; **Senses** darkvision 60 ft., Perception +14, tremorsense 120 ft.

**Defense**

**AC** 20, touch 10, flat-footed 19 (-1 size, +1 Dex, +10 natural)

**hp** 105 (10d10+50)

**Fort** +8, **Ref** +8, **Will** +8

**Immune** confusion effects

## Offense

**Speed** 30 ft., burrow 20 ft.

**Melee** 2 claws +15 (2d4+6), bite +15 (2d6+6 plus grab)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** confusion gaze

## Statistics

**Str** 22, **Dex** 13, **Con** 21, **Int** 10, **Wis** 13, **Cha** 12

**Base Atk** +10; **CMB** +17 (+21 grapple); **CMD** 29

**Feats** Ability Focus (gaze), Combat Reflexes, Improved Initiative, Power Attack, Skill Focus (Stealth)

**Skills** Climb +15, Craft (traps) +13, Perception +14, Stealth +16, Survival +9

**Languages** Undercommon

**SQ** burrowing claws

## Ecology

**Environment** underground

**Organization** solitary or cluster (2-5)

**Treasure** standard

## Special Abilities

**Burrowing Claws (Ex)** An umber hulk ignores all hardness of earthen and stone objects with its claw attacks, and can use its burrow speed to burrow through solid rock. When it does so, it treats the rock as difficult terrain, and can leave a tunnel if it wishes.

**Confusion Gaze (Su)** 30 ft., Will DC 18 negates, confused (as the spell) 1d4+1 rounds. The save DC is Charisma based.