

## Monsters (U)

### Ultraloth

*Yugoloth of Conspiracy and Control*

**Habitat:** Planar (Lower Planes); **Treasure:** [Armaments](#)

With uncanny patience and fiendish cunning, ultraloths manipulate mortals and their fellow yugoloths alike, seeking to hoard power and spread suffering. These sinister masterminds often work with other yugoloths, but they might compel nearly any creature into their service. If coercion doesn't work, ultraloths use their eerie eyes and innate magic to hypnotize or charm targets.

Ultraloths strive to achieve planes-spanning plots. Roll on or choose a result from the Ultraloth Conspiracies table to inspire such villainy.

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### Ultraloth Conspiracies

1d6	The Ultraloth Schemes To...
1	Convince cultists their god has forsaken them.
2	Destabilize a nation and rule the chaos.

1d6	The Ultroloth Schemes To...
3	Incite a calamity and hold a world hostage.
4	Provoke hostilities between immortal armies and sell magic weapons to both sides.
5	Steal an invention and slay all who know of it.
6	Unleash fiendish hordes on a foe's homeland.

ULTROLOTH

Medium Fiend (Yugoloth), Neutral Evil

AC 19 Initiative +8 (18)

HP 221 (26d8 + 104)

Speed 30 ft., Fly 60 ft. (hover)

		MOD	SAVE			MOD	SAVE
STR	19	+4	+4	INT	19	+4	+4
DEX	16	+3	+3	WIS	15	+2	+2
CON	18	+4	+4	CHA	18	+4	+4

Skills Deception +9, Perception +7, Stealth +8

Resistances Cold, Fire, Lightning

Immunities Acid, Poison; Charmed, Frightened, Poisoned

Senses Truesight 120 ft.; Passive Perception 17

Languages Abyssal, Infernal; telepathy 120 ft.

CR 13 (XP 10,000; PB +5)

Traits

**Fiendish Restoration.** If the ultroloth dies outside Gehenna, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in Gehenna.

**Magic Resistance.** The ultroloth has Advantage on saving throws against spells and other magical effects.

Actions

**Multiattack.** The ultroloth uses Hypnotic Gaze and makes two Mercurial Whip attacks.

**Mercurial Whip.** *Melee Attack Roll:* +9, reach 15 ft. *Hit:* 25 (6d6 + 4) Force damage, and the ultroloth can teleport the target up to 10 feet to an unoccupied space the ultroloth can see that isn't in the air.

**Hypnotic Gaze.** *Wisdom Saving Throw:* DC 17, each creature in a 30-foot Cone. *Failure:* 10 (3d6) Psychic damage, and the target has the Stunned condition until the start of the ultroloth's next turn. *Success:* The target is immune to this ultroloth's Hypnotic Gaze for 24 hours.

**Spellcasting.** The ultroloth casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 17):

At Will: *Alter Self*, *Clairvoyance*, *Detect Magic*

1/Day Each: *Dimension Door*, *Fireball* (level 5 version), *Wall of Fire*

Bonus Actions

**Fiendish Guile (Recharge 4–6).** The ultroloth casts *Dispel Magic*, *Invisibility* (self only), *Misty Step*, or *Suggestion*, requiring no Material components and using the same spellcasting ability as Spellcasting.

Umber Hulk

Burrowing Brute from Below

<b>Habitat:</b> Underdark; <b>Treasure:</b> None
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Lumbering, carapace-armored bipeds, umber hulks burrow through the **Underdark**, feeding on anything they can crush in their mighty mandibles. These tenacious hunters sense movement through the surrounding earth, then burst through cavern walls to surprise their prey. Those ambushed by umber hulks risk meeting the gaze of the monsters' eerie, multifaceted eyes, which can cause others to act irrationally and even lash out at their allies.

Umbur hulks typically lurk in tunnels they've burrowed alongside other passages. When they detect creatures moving, they burst through the rock walls between the passages to attack. While these monsters can communicate with one other, they usually hunt alone and avoid each other's territories. Umbur hulks focus on finding food and crushing intruders. They have little interest in allying with other creatures, but manipulative inhabitants of the Underdark, such as **beholders** and **mind flayers**, sometimes compel umber hulks to serve them.

### UMBER HULK

*Large Monstrosity, Chaotic Evil*

**AC** 18     **Initiative** +4 (14)

**HP** 93 (11d10 + 33)

**Speed** 30 ft., Burrow 20 ft.

		MOD	SAVE			MOD	SAVE
<b>STR</b>	20	+5	+5	<b>INT</b>	9	-1	-1
<b>DEX</b>	13	+1	+1	<b>WIS</b>	10	+0	+0
<b>CON</b>	16	+3	+3	<b>CHA</b>	10	+0	+0

**Senses** **Darkvision** 120 ft., **Tremorsense** 60 ft.; Passive Perception 10

**Languages** Uumber Hulk

**CR** 5 (XP 1,800; PB +3)

#### Traits

**Tunneler.** The umber hulk can burrow through solid rock at half its Burrow Speed and leaves a 10-foot-diameter tunnel in its wake.

#### Actions

**Multiattack.** The umber hulk makes three Rend attacks.

**Rend.** *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 12 (2d6 + 5) Slashing damage.

#### Bonus Actions

**Confusing Gaze (Recharge 5–6).** *Wisdom Saving Throw:* DC 14, each creature in a 30-foot **Cone**. *Failure:* The target can't take Reactions until the start of the umber hulk's next turn, and the target rolls 1d8 to determine what it does on its next turn:

**1–4.** The target does nothing.

**5–6.** The target takes no action or Bonus Action and uses all its movement to move in a random direction.

**7–8.** The target makes a melee attack against a random creature within its reach or does nothing if it can't make such an attack.

## Unicorn

*Majestic and Magical Forest Master*

**Habitat:** Forest, Planar (Feywild); **Treasure:** Any

Unicorns are majestic defenders of forests. They are revered by many Fey and other forest dwellers, and they do whatever they can to ensure the peace and health of those who shelter in their wooded realms.



## Unicorn Lairs

Unicorns dwell in unspoiled forests, particularly where benevolent Fey creatures live.

The region containing a unicorn's lair is changed by its presence, creating the following effects:

**Obscuring Foliage.** The unicorn and its allies have Advantage on Dexterity (**Stealth**) checks while within 1 mile of the lair.

**Positive Energy.** Whenever a creature within 1 mile of the lair regains Hit Points from a spell, it regains the maximum number of Hit Points possible. Additionally, the effects of curses are suppressed within 1 mile of the lair.

If the unicorn dies or moves its lair elsewhere, these effects end immediately.



### UNICORN

*Large Celestial, Lawful Good*

**AC** 12     **Initiative** +8 (18)

**HP** 97 (13d10 + 26)

**Speed** 50 ft.

		MOD	SAVE			MOD	SAVE
<b>STR</b>	18	+4	+4	<b>INT</b>	11	+0	+0
<b>DEX</b>	14	+2	+2	<b>WIS</b>	17	+3	+3
<b>CON</b>	15	+2	+2	<b>CHA</b>	16	+3	+3

**Immunities** Poison; **Charmed**, **Paralyzed**, **Poisoned**

**Senses** **Darkvision** 60 ft.; Passive Perception 13

**Languages** Celestial, Elvish, Sylvan; telepathy 120 ft.

**CR** 5 (XP 1,800; PB +3)

#### Traits

**Legendary Resistance (3/Day).** If the unicorn fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** The unicorn has Advantage on saving throws against spells and other magical effects.

#### Actions

**Multiattack.** The unicorn makes one Hooves attack and one Radiant Horn attack.

**Hooves.** *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage.

**Radiant Horn.** *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 9 (1d10 + 4) Radiant damage.

**Spellcasting.** The unicorn casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 14):

**At Will:** **Detect Evil and Good**, **Druidcraft**

**1/Day Each:** **Calm Emotions**, **Dispel Evil and Good**, **Entangle**, **Pass without Trace**, **Word of Recall**

#### Bonus Actions

**Unicorn's Blessing (3/Day).** The unicorn touches another creature with its horn and casts **Cure Wounds** or **Lesser Restoration** on that creature, using the same spellcasting ability as Spellcasting.

#### Legendary Actions

*Legendary Action Uses: 3. Immediately after another creature's turn, the unicorn can expend a use to take one of the following actions. The unicorn regains all expended uses at the start of each of its turns.*

**Charging Horn.** The unicorn moves up to half its Speed without provoking **Opportunity Attacks**, and it makes one Radiant Horn attack.

**Shimmering Shield.** The unicorn targets itself or one creature it can see within 60 feet of itself. The target gains 10 (3d6) **Temporary Hit Points**, and its AC increases by 2 until the end of the unicorn's next turn. The unicorn can't take this action again until the start of its next turn.



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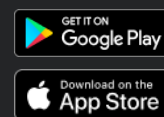
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