

Monsters (U)

Ultroloth

Yugoloth of Conspiracy and Control

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

With uncanny patience and fiendish cunning, ultroloths 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, ultroloths use their eerie eyes and innate magic to hypnotize or charm targets.

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



Ultraloth Conspiracies

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

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

Habitat: Underdark; **Treasure:** None

ARTIST: JESPER EJSING



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.

Umber 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. Umber 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
STR	20	+5	+5	INT	9	-1	-1
DEX	13	+1	+1	WIS	10	+0	+0
CON	16	+3	+3	CHA	10	+0	+0

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

Languages Umber 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
STR	18	+4	+4	INT	11	+0	+0
DEX	14	+2	+2	WIS	17	+3	+3
CON	15	+2	+2	CHA	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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