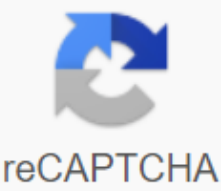




I'm not robot



Continue

## Dndbeyond umber hulk

Gargantuan dragon, chaotic neutralChallenge 24 (62,000 XP)Armor class: 22 (natural armor)Hit points: 448 (23d20 + 207)Speed: 40 ft., fly 80 ft. (hover) STRDEXCONINTWISCHA28 (+9)10 (0)29 (+9)18 (+4)15 (+2)23 (+6)Saving throws: Dex +7, Con +16, Wis +9, Cha +13Skills: Arcana +18, History +18, Perception +16, Persuasion +13, Stealth +7Condition Immunity: Charmed, FrightenedLanguages: Heavenly, Common, Draconic, Hellish, Primordial, Void SpeechChill of Void. Cold damage dealt with by an invalid dragon ignores resistance to cold damage, but not cold immunity. A collapsing star. When an invalid dragon is killed, it explodes in the belt of celestial destruction. Each creature and object within 1 mile of the dragon did 55 (10d10) bludgeoning damage, 55 (10d10) cold damage, and 55 (10d10) psychological damage. Each type of damage can be halved with a successful D.C. 21 savings throw: Dexterity vs. bludgeoning, Constitution vs. Winter, and Wisdom vs. Psychic. In addition, a creature that fails two or three savings throws is affected by the plane's shift spell and sent to a random plane. If sent to the plane, which currently occupies, it appears 5d100 miles away in a random direction. Legendary Resistance (3/Day). If the dragon fails to throw savings, it may decide to succeed instead. Void Dweller. Void dragons dwell in an empty expanse between the stars, and do not require air, food, drink, or sleep. When flying between the stars an invalid dragon magically gliries on the solar wind, making a huge journey through the void in an impossibly short time. Empty Dragon's Den. On the initiative count 20 (losing the initiative of binding), the dragon takes a den of action to create one of the following effects; the dragon can not use the same effect two rounds in a row: - The dragon denies natural gravity in its lair (the area affected by its gravitational breath is not affected). The creatures drift 10 feet from the ground during the round and are restrained. Flying creatures can move at half speed unless they have a marker (hover) or use a magical flight, in which case they move normally. This effect persists until the next round counts the 20th- Void briefly overlaps the dragon den in a 20-meter sphere of darkness intermittent by dark blue stripes and points of light. The ball is centered on the spot the dragon can be seen within 120 feet of the dragon. This area spreads around the corners, is heavily obscured, and contains no air (the creatures must hold their breath). Every creature in the area, it seems, has to throw DC 15 Constitution savings, leaving 10 (3d6) of the cold damage to fail to save or half as much on success. Any creature that ends its turn in a ball takes 10 (3d6) of cold damage. The sphere lasts until the dragon reuses this den action, or until the dragon dies.- The dragon tears the structure of the universe, forcing the two creatures it sees. 120 feet from her so that suddenly it existed in the same place. Space itself repels creatures to their original positions. Each creature takes 16 (3d10) of force damage and is knocked down prone, or takes half as much damage and is not knocked down prone to a successful DC 15 Power Saving throw. regional effects. The region containing the legendary empty dragon den is warped by dragon magic, which creates one or more of the following effects: - The secret has a way of coming to light within 6 miles of the den. Traces are inadvertently discovered, slips of the tongue hint at the hidden truth, and the creatures become morbidly curious about forbidden cognition.- Light is dimmed within 10 miles of the den. Non-magical lighting, including sunlight, cannot create bright light in the area.- Visitations from otherworldly beings occur and at night whisper voices within 10 miles of the dragon's den. Celestial, fey, and fiends CR 2 or lower can slip into the world in this area. If the dragon dies, these effects fade within 1d10 days. Multi-attack. The dragon can use its Aura of Madness. It then makes three attacks: one with a bite and two with claws. Bite. Melee Gun Attack: +16 hit, reach 15 ft., one target. Hit: 20 (2d10+ 9) piercing damage plus 14 (4d6) cold damage. Claw. Melee Gun Attack: +16 hit, reach 10 ft., one target. Hit: 16 (2d6 + 9) chopping damage plus 7 (2d6) cold damage. Tail. Melee Gun Attack: +16 hit, reach 20 ft., one target. Hit: 18 (2d8+9) bludgeoning damage. Aura of madness. Any dragon creature of choice who is within 120 feet of a dragon and aware of it must succeed on the DC 22 Wisdom savings throw or be afraid for 1 minute. The creature repeats the savings thrown at the end of each of its turns, ending the impact on itself on success. If a creature fails the savings throw 5 or more is driven mad. The mad creature is frightened permanently, and behaving as if affected by confusion while it is frightened in this way. If the creature's savings throw is successful, or the effect ends on it, the creature is immune to dragon Aura madness for the next 24 hours. Brass weapons (recharge 5-6). The dragon uses one of the following brass weapons: Gravitic Breath. The dragon exhales a 90-foot cube of mighty localized gravity, originating from the dragon. Falling damage in the area rises to 1d10 to 10 feet fell. When a creature starts its turn in the field or enters it for the first time in a row, including when a dragon creates a field, dc 24 agility savings must come in handy. He's reticent about the failure of creation. The success of the creature's speed is halved if it stays in the field. The restrained creature repeats the rescue throw at the end of his move. The field persists until the dragon's breath is charged and cannot use gravitational breath twice Flare Breath. The dragon exhales a stellar fire in a 90-meter cone. Every creature in the area has 24 dexterity savings to throw, with 45 (13d6) fire damage and 45 (13d6) radiant damage to fail to save, or half as much damage to a successful one. Teleport. The dragon miraculously teleports into any open space within 30 meters. Invalid twist. When a dragon is hit by an attack in scale, it can create a small crack in space to increase its AC by 7 against that attack. If the attack is missing because of this increase, the dragon can select creatures up to 30 feet to become a new target for this attack. Use the original attack roll to see if the attack hits the new target. Dragon can have 3 legendary events, a selection of the options below. Only one legendary action option can be used at once and only at the end of the second creation at the turn. Dragon gets back spent legendary shares at the beginning of his move. See. The dragon makes wisdom (Perception) control. Tail attack. The dragon is attacking the tail. Invalid slippage (cost 2 Actions). The dragon twists the structure of the universe. Any creature within 15 feet of a kite must succeed on the DC 21 Dexterity Savings Throw or take 13 (2d6+6) bludgeoning damage and be knocked down prone. The dragon can then teleport to unoccupied space of up to 40 feet. Invalid cache (cost 3 actions). The dragon can magically reach into your treasure pile and get one item. If the dragon holds an item, it can use this ability to store the item in its pile. Edit Comments Share Views of Umberhulk Hulks are large, underground creatures that exist in the Universe critical role and Dungeons & Dragons. Creature Information [edit | edit source] Umber hulks resemble beetles that move in a similar way to monkeys. They have claws and mandibles, and are considered very dangerous due to their size, strength and confusion abilities. Vox Machina met with umber hulks both before the stream and during events in Underdark. The first one they fought with was in an underground cave under Emon. During the fight, Grog almost permanently died when he became disoriented and fell from the top of the cave, landing on an island nearly 50 feet below. [1] During the second meeting, the party encountered two umber hulks, which made it very difficult for the party to fight effectively because they had to split their forces in order to deal with both creatures. The capabilities of [edit | edit source] Umber hulks are very effective close-range fighters, and deal a significant amount of damage to anyone within range of their thick weapons. Their natural ability to disorient their quarry whenever eye contact is made. Confusion Darkvision Wall Climbing External Links [Edit | Edit Source] Excerpt: Umber Hulk | Dungeons & Dragons Umber hulk on Wikipedia References[edit | edit source] ↑ See Vox Machina Story (Sx06) from 8:53 a.m. to 9:07 a.m. Community content is available under CC-BY-SA, unless otherwise stated. A hideous horror film from deep underground, umber hulk burrows into cave complexes, dungeons, or Underdark settlements in search of food-especially humanoid prey craves. Share on Facebook Share on Twitter the hideous horror of the deep underground, umber hulk burrows into cave complexes, dungeon, or Underdark settlements in search of food-especially humanoid prey craves. Those lucky enough to survive a Umber hulk attack often remember a rare little incident, thanks to umber hulk's mind-scrambling gaze. Umber hulk is a juggler from Underdark, and more than a match for most groups of underground travelers. Fortunately for its prey, the umber hulk usually hunts itself. Reminiscent of a cross between a large monkey and a beetle, the umber hulk has a wide, sharp-toothed mouth between a huge pair of scythe-like mandibles. Armoured plates cover his massive frame, with scattered feelers poking out of his body like sparse hair. Four eyes adorn his rounded head-two like monkey eyes, and two folded beetle eyes that will bemiddle any creature encountering the Umber hulk gaze. Umber hulks can pok through solid rocks that form new tunnels in their wake. Rubble flies behind them as they move, and experienced creatures that hear the narrator clamoring for the Umber hulk are digging to know to keep well away. Raking umber hulk rampage through tunnels and caves without worrying about the destruction caused by his digging. The steel-hard chitin of his body can withstand cave-ins, the tunnel collapses, and the rock falls that normally follow. that.'

