

# Cthulhu

*Gargantuan, Aberration (Great Old One), Chaotic Evil*

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**ARMOR CLASS**

24

**HIT POINTS**

676 (33d20 + 330)

**CHALLENGE**

30 | 155,000 XP

**PROFICIENCY**

+9

<b>Speed</b>	Fly 100 ft., Swim 100 ft., Walk 50 ft.
<b>Initiative</b>	+3
<b>Saving Throws</b>	Cha +19, Con +19, Dex +12, Int +18, Str +19, Wis +17
<b>Skills</b>	Arcana +18, Insight +17, Perception +17, Intimidation +19
<b>Damage Resistances</b>	Acid, Cold, Fire, Lightning, Necrotic, Psychic; Bludgeoning, Piercing, Slashing from nonmagical attacks
<b>Damage Immunities</b>	Poison
<b>Condition Immunities</b>	Charmed, Frightened, Poisoned, Prone
<b>Senses</b>	Truesight 120 ft., Blindsight 120 ft.; Passive Perception 27
<b>Passive Perception</b>	27
<b>Languages</b>	Deep Speech, telepathy 240 ft.

**STR**30  
+10**DEX**16  
+3**CON**30  
+10**INT**28  
+9**WIS**26  
+8**CHA**30  
+10

## Traits

**Great Old One.** Cthulhu has Advantage on saving throws against spells and magical effects. It does not need to breathe, and it can breathe air and water.

**Impossible Geometry.** Creatures of Cthulhu's choice within 30 feet treat the area as difficult terrain as angles, distance, and gravity bend around it.

**Maddening Presence.** A hostile creature that starts its turn within 60 feet of Cthulhu and can see or hear it must succeed on a Wisdom saving throw or have Disadvantage on attack rolls and ability checks until the start of its next turn.

**Titanic Siege.** Cthulhu deals double damage to objects and structures.

## Actions

**Multiattack.** Cthulhu makes three attacks: one Tentacle Maw attack and two Eldritch Claw attacks.

**Tentacle Maw.** Melee Attack Roll: +19, reach 30 ft. Hit: 49 (6d12 + 10) Bludgeoning damage plus 45 (10d8) Psychic damage. If the target is Huge or smaller, it is Grappled.

**Eldritch Claw.** Melee Attack Roll: +19, reach 20 ft. Hit: 37 (6d8 + 10) Slashing damage plus 27 (6d8) Necrotic damage.

**Drowned Star Pulse.** Ranged Spell Attack: +19, range 240 ft. Hit: 54 (8d10 + 10) Psychic or Force damage, Cthulhu's choice.

**Call of R'Iyeh (Recharge 5-6).** Wisdom Saving Throw: creatures of Cthulhu's choice within 120 feet. Failure: 180 (40d8) Psychic damage, and the target is Stunned until the end of its next turn. Success: Half damage and no Stunned condition.

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## Bonus Actions

**Non-Euclidean Step.** Cthulhu teleports up to 90 feet to an unoccupied space it can see in water, mist, darkness, ruins, or alien geometry.

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## Reactions

**Mind-Shattering Retort.** When a creature within 120 feet succeeds on a saving throw against Cthulhu, that creature takes 27 (6d8) Psychic damage.

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## Legendary Actions

**Tentacle Sweep.** Cthulhu makes one Eldritch Claw attack or one Tentacle Maw attack.

**Warp the Angles.** Cthulhu moves up to half its Speed or teleports up to 30 feet without provoking Opportunity Attacks.

**Star-Drowned Thought.** One creature Cthulhu can see within 120 feet must succeed on an Intelligence saving throw or take 27 (6d8) Psychic damage and be unable to take Reactions until the end of its next turn.

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