

Flumph

Small, Aberration, Lawful Good

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

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ARMOR CLASS

12

HIT POINTS

7 (2d6)

CHALLENGE

1/8 | 25 XP

PROFICIENCY

+2

Speed Fly 30 ft. (hover), Walk 5 ft.

Initiative +2

Saving Throws N/A

Skills Arcana +3, Insight +3, Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

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Languages Undercommon; telepathy 60 ft.

STR6
-2**DEX**14
+2**CON**10
+0**INT**13
+1**WIS**13
+1**CHA**11
+0

Traits

Emotional Reader. The flumph has Advantage on Wisdom (Insight) checks made to read hostile intent or emotional distress.

Awkward Buoyancy. If the flumph is knocked Prone while flying, its Fly Speed becomes 0 until the end of its next turn.

Actions

Tendril Touch. Melee Attack Roll: +4, reach 5 ft. Hit: 4 (1d4 + 2) Acid damage.

Noxious Vent (Recharge 6). Constitution Saving Throw: creatures in a 10-foot Cone. Failure: 5 (2d4) Poison damage and the target cannot take Reactions until the start of its next turn.

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