



GIGA-FLUMPH

Gargantuan aberration, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 296 (16d20 + 128)

Speed 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	15 (+2)	12 (+1)	12 (+1)

Saving Throws Int +7, Wis +6, Cha +6

Damage Vulnerabilities psychic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 120 ft.

Languages understands Undercommon but can't speak

Challenge 18 (20,000 XP)

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

Magic Resistance. The giga-flumph has advantage on saving throws against spells and other magical effects.

Prone Deficiency. If the giga-flumph is knocked prone, roll a die. On an odd result, the giga-flumph lands upside-down. While upside down, the giga-flumph can't move, is incapacitated, and does not benefit from its Reflective Cap trait or its damage immunities. At the end of each of its turns, the giga-flumph can make a DC 10 Dexterity saving throw, righting itself if it succeeds.

Reflective Cap. Any time the giga-flumph is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll any die. On an even result, the giga-flumph is unaffected. On an odd result, the giga-flumph is unaffected, and the effect is reflected back at the caster as though it originated from the giga-flumph, turning the caster into the target.

ACTIONS

Multiattack. The giga-flumph can use its frightful presence or its toxic cloud and then make four tentril attacks.

Tendrils. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one creature. *Hit:* 12 (1d12 + 6), piercing damage plus 18 (4d8) acid damage.

Foul Cloud (Recharge 5-6). Each creature within a 50-foot radius sphere centered on the giga-flumph must make a DC 18 Constitution saving throw or be coated in a foul-smelling mucus for 1d4 hours. While coated, the creature is poisoned and exude a stench so horrible that other creatures within 5 feet of it are poisoned while they remain in that area. An affected creature can use its action to attempt to remove the foul-smelling mucus, ending the poisoned condition and removing the stench on a success. A creature automatically succeeds on this saving throw if he has a bath with soap.

Frightful Presence. Each creature of the giga-flumph's choice within 120 feet of it and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the giga-flumph is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the giga-flumph's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The giga-flumph can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The giga-flumph regains spent legendary actions at the start of its turn.

Attack. The giga-flumph makes one attack with its tendrils.

Move. The giga-flumph moves up to half its speed

Paralyze (Costs 2 Actions). The giga-flumph makes a tentril attack against a creature, which must make a DC 18 Constitution saving throw or be paralyzed for 1 minute.