**FLUMPH**

**Small Aberration**

**Hit Dice:** 2d8 (9 hp)

**Initiative:** +3 (Dex)

**Speed:** Fly 20 ft (average)

**AC:** 20 (+1 size, +3 Dex, +6 natural)

**Attacks:** Spikes +4 melee

**Damage:** Spikes 1d4 plus 1d4 acid

**Face/Reach:** 5 ft by 5 ft/0 ft

**Special Attacks:** Acid

**Special Qualities:** Nauseating spray, darkvision 60 ft

**Saves:** Fort +0, Ref +3, Will +5

**Abilities:** Str 10, Dex 16, Con 11, Int 10, Wis 14, Cha 10

**Skills:** Hide +7, Listen +7, Move Silently +7, Search +4, Spot +7

**Feats:** Weapon Finesse (spikes)

**Climate/Terrain:** Any underground

**Organization:** Pair or colony (4-16)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always lawful good

**Advancement:** 3-6 HD (Small)

A flumph appears as a jellyfish-like creature about three feet in diameter. Its body is round and almost flat. The body is flanked by two eyestalks, each about six inches long. Several short tentacles hang from the creature’s underside, concealing a mass of small spikes. A flumph is pure white in color with slightly darker tentacles.

**COMBAT**

The flumph hovers a few inches above the ground, or hangs motionless in reeds or similar concealment, hunting small creatures such as rats, frogs, and lizards. When it finds a small creature, it rises a foot or two, and drops onto its prey, piercing it with its spikes and injecting its acid into the wounds.

If threatened by a larger creature, the flumph attempts to drive it away by squirting a foul-smelling liquid from an orifice along its equator. If this fails, the flumph can rise to a height of 10 feet and drop onto an opponent, piercing it with its spikes and injecting its acid into the wounds.

**Acid (Ex):** When a flumph hits an opponent with its spikes, it injects a potent acid into the wounds. This acid deals 1d4 points of damage to the opponent for 2d4 rounds. The acid can be washed away by vigorously rinsing (two full rounds) or by total immersion in running water.

**Nauseating Spray (Ex):** Line of foul smelling liquid, 1 foot wide, 1 foot high, and 20 feet long, once every 1d4 rounds; nauseated (no action other than a single move or move-equivalent action) for 1d4 rounds; Fortitude save (DC 11) negates. The odor from this spray lingers in the area (and on any creature hit) for 1d4 hours and can be detected at a range of 100 feet.

**Bonus Feats:** The flumph gains the Weapon Finesse (spikes) feat as a bonus feat.
The Flumph first appeared in the 1e FF (1981).