

The Flumphonomicon

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The Flumphonomicon is a thing of legend and myth; a dark book of all sorts of hideous flumphness that no flumph was meant to know. Penned in the gnomish tongue, the author of this tome would appear to have been an insane gnome, slave to a dark and twisted flumph lord of awesome power. With every telling of the story, the description of the book itself becomes more absurd and the sanity of the gnomish scribe more tenuous.

The Flumphonomicon has entire chapters about flumph anatomy, flumph magic and even tales of flumph society, heroes, villains and vile demonic floating pancake-like entities...

The myths surrounding this dark tome and its contents are many, and today we will only look at a few, the tales of the Avatars of the Flumph (who are said to possess at least one copy of this tome), the dark Lords of the Flumph (who seek the secrets stored therein), the primitive and dangerous Dire Flumph and the fallen paladin of flumphs, the Dark Flumph.

Prestige Classes

Avatars of the Flumph

There are those who laugh at the strange pancake-esque creature that is a flumph, but there are others who see in it something noble and powerful, a lawful hunter of the underdark, almost a floating jellyfish paladin, if such an entity could be imagined. Some even become avatars of the flumph.

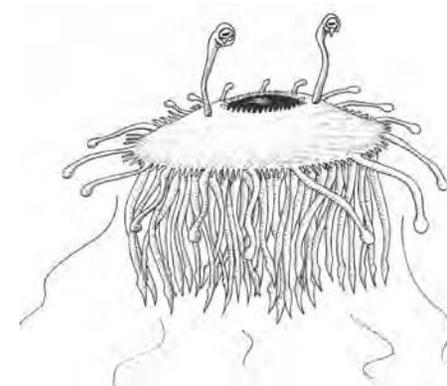
The avatars of the flumph are those who seek to emulate the flumph in all fashions. They consume an ichor of flumph acids and study the actions and ways of the flumph to become more in tune with their "inner flumph" and to finally draw out many of the powers of the flumph from within themselves. The most powerful of the avatars of the flumph begin to effect changes of their own anatomy, not only becoming able to magically float about, but even growing strange eyestalks.

Some misinformed individuals call these idealists of the flumph "flumph cultists" which is the generic name for members of this class. In fact, minor churches of the flumph have sprung up here and there across the lands, providing flumph with rodents and other easy

Table 1-1: Avatar of the Flumph Level Advancement

Character Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Float
2	+1	+3	+0	+3	Eyestalks
3	+2	+3	+1	+3	Acid Spike
4	+3	+4	+1	+4	Improved Aerial Manoeuverability
5	+3	+4	+1	+4	Improved Acid

food. These "churches" are always quite dark, and are usually built in the basement of a home or common building.



One day, a halfling commoner found that a Kobold had climbed into one of his trees. The halfling sent word to the local Kobold removal service he had heard about in town. A gnome showed up with a flumph, a ten-foot pole, and a crossbow that afternoon.

"I'm going to climb the tree and poke at the kobold till he falls out," he said to the halfling. "Then the flumph will naw on his sensitive parts."

"What's the Crossbow for?" asked the simple halfling.

The gnome replied, "If I fall out of the tree first, shoot the Flumph."

- The Flumphonomicon

SON OF A PORTABLE HOLE

Unfortunately, not all avatars of the flumph emulate the lawful good underground hunters, there are a small number who have taken this path in order to emulate the dark flumph itself. These are always the followers of the dark flumph itself, and no few of them are on their path to becoming a blackguard.

Hit Die: d8

Requirements:

To qualify to become an avatar of the flumph (Aof), a character must fulfill all the following criteria.

Race: Any humanoid or monstrous humanoid

Alignment: lawful neutral, lawful good or neutral good (avatars of the flumph) or chaotic neutral, chaotic evil or neutral evil (avatars of the dark flumph)

Alchemy: 4 ranks

Hide: 4 ranks

Special: Must have suffered damage from a flumph attack, or witnessed someone being slain by a hunting flumph.

Special: Must worship the flumph god, or be a follower of the dark flumph.

Class Skills

The avatar of the flumph's class skills (and the key ability for each skill) are Animal Empathy (Cha - exclusive skill), Balance (Dex), Climb (Str), Handle Animal (Cha), Hide (Int), Knowledge (nature) (Int), Use Rope (Dex) and Wilderness Lore (Wis).



Skill Points per level: 4 + Int modifier

Class Features

All of the following are class features of the avatar of the flumph prestige class.

Weapon and Armor Proficiency: The avatar of the flumph gains no

additional weapon or armour proficiencies.

Float (Sp): At level 1, the avatar of the flumph gains the ability to cast levitate on himself only as a spell-like ability, as if cast by a sorcerer of three times his class level. This ability may be used once per day per class level.

Eyestalks (Ex): At level 2, the avatar of the flumph grows a pair of small eyestalks from the top of his head. As long as these eyestalks are visible, the character gains a +2 circumstance bonus to spot checks and cannot be flanked because he can see in all directions at once.

Acid Spike (Ex): At level 3, the avatar of the flumph sprouts spikes from his wrists that he can attack with as natural weapons. These spikes deal 1d4 damage and inject an acid that deals an additional 1d4 damage for 1d3 rounds after injection. Immersion in running water or cleansing the wound for two full rounds stops the acid damage.

Improved Aerial Manoeuvrability (Ex): When a level 4 avatar of the flumph is levitating, he gains the ability to move laterally up to 15 feet per round.

Improved Acid (Ex): The acid injected by the acid spikes of the level 5 avatar of the flumph increases in potency. It now deals 1d6 damage upon injection, and continues to deal damage for 2d4 rounds after injection.



Lord of the Flumph

This world isn't about who is good and who is evil. It is about who is Flumph and who isn't Flumph!

- Clay More

Although there are those who worship the flumph and attempt to emulate it, there are others who see themselves as obviously superior to the flumph. Some seek to become the masters of all flumphdom, to master the flumph, summon flumphs and rival even the Dark Flumph in power and influence.

Lords of the Flumph are always spellcasters of some kind, able to summon flumph and bend them to their will. Through this path of magic, they become greater than all flumph, able to use these noble creatures for their own ignoble ends.

Quiet tales are told of an avatar of the flumph who became mad with power after coming so close to perfection on the path of the flumph. It is said that this same avatar became a lord of the flumph, and walks the prime to this day, almost half-flumph himself, commanding an army of flumph that have been bound to his will.

Hit Die: d6

Requirements:

To qualify to become a lord of the flumph (Lof), a character must fulfill all the following criteria.

Knowledge (arcana): 7 ranks

Diplomacy or Intimidate: 4 ranks

Language: Flumph

Spellcasting: Ability to cast *summon monster II*.

Table 1-2: Lord of the Flumph Level Advancement

Character Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+2	+2	Minor flumph summons	+1 spellcaster level
2	+1	+0	+3	+3	Control Flumph	
3	+1	+1	+3	+3	Greater flumph summons	+1 spellcaster level
4	+2	+1	+4	+4	Mass control flumph	
5	+2	+1	+4	+4	Leader among flumph	+1 spellcaster level

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Special: Must not be a worshipper of the flumph god.

Class Skills

The lord of the flumph's class skills (and the key ability for each skill) are Animal Empathy (Cha - exclusive skill), Concentration (Con), Knowledge (all skills-taken individually) (Int), Spellcraft (Int), and Tumble (Dex).

Skill Points per level: 2 + Int modifier

Class Features

All of the following are class features of the lord of the flumph prestige class.

Weapon and Armor Proficiency: The lord of the flumph gains no additional weapon or armour proficiencies.

Spellcasting: At the indicated levels, the lord of the flumph gains new spells per day as if he had also gained a level in the spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those she receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a lord of the flumph, he must decide to which class he adds the new level for purposes of determining spells per day.

Minor Flumph Summons (Sp): This spell-like ability summons d3 flumph to aid the lord of the flumph. The flumph appear where the lord of the flumph designates and act immediately, on the lord of the flumph's turn. They attack the lord of the flumph's opponents to the best of their ability. The character can direct the flumph not to attack, to attack particular enemies, or to perform other actions. Summoned flumphs act normally on the last round of the ability and disappear at the end of their turn. This spell-like

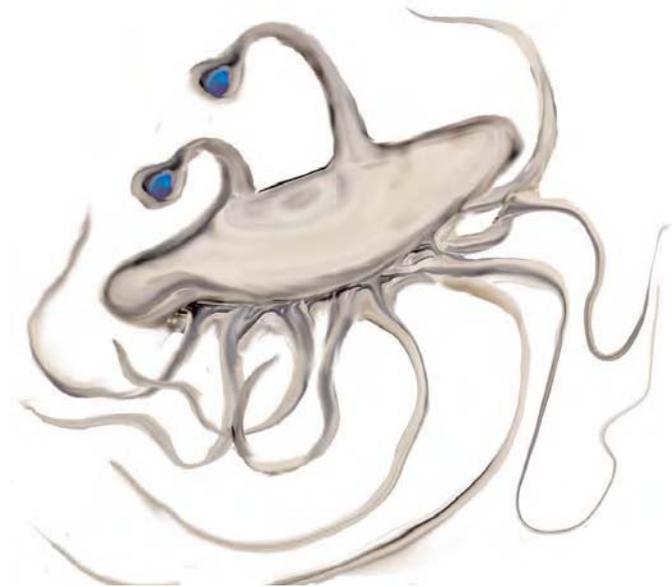
ability may be used once per day per class level, and the flumphs remain for 4 rounds per class level.

Control Flumph (Su): With but a word and a glance, a lord of the flumph can force flumph to do his bidding. Once per round, as a free action, the lord of the flumph may give a single one-word command to any one flumph within 120 feet. The flumph must make a Will save or it obeys the single word command to the best of his or her ability for one round per class level of the lord of the flumph. A very reasonable command causes the flumph to suffer a penalty on the saving throw (from -1 to -4, at the GM's discretion). A command of "Die" causes the flumph to fake death. The save DC for this ability is 12 plus the lord of the flumph's charisma bonus.

Greater Flumph Summons (Sp): This spell-like ability is identical to minor flumph summons (above) except it summons forth either 1d6+1 flumph or 1d3 celestial or infernal flumph. This ability can be used twice per day at level 3, and an additional time per day at level 5.

Mass Control Flumph (Su): This ability is identical to the control flumph ability (above), except that it affects all flumph within 60 feet of the caster and can only be used twice per day.

Leader Among Flumph (Ex): At level 5, the lord of the flumph gains an ability similar to the leadership feat, but which only applies to flumph. Calculate the lord of the flumph's leadership score as normal (including the +1 bonus for "special power" - after all, he IS a level 5 lord of the flumph!) to determine the level of the character's flumph cohort. Ignore the column for 1st level followers, but all other followers are replaced with flumph (level 2 followers are typical flumph, level 3 followers are flumph with a single class level, etc).



The Dark Flumph

As flumphs are naturally orderly and good creatures, it was only a matter of time until even as unlikely a creature as the flumph would be tapped to become a messenger and avenger of the gods. Thus, centuries ago, deep in the underdark, did a flumph take upon the mantle of the paladin.

This flumph paladin hovered about the underdark in a divine quest for vengeance, stabbing and laying low through divine acid all those who worked evil against the word of his god. But then, something changed it. Something dark and sinister took hold of his heart and began to gnaw at its convictions and morals. Perhaps it was the encounter with other paladins of the faith where the flumph saw them blessed with the mightiest of holy longswords and great swords, or the sight of so knights in shining full plate... whatever it was, it was not long thereafter that the great flumph paladin fell, and fell hard.

It is said the flumph made it's own way into hell, where it fought past legions of mighty devils to seek out a powerful arch-devil. Once at the gates of this outsider's fortress, the flumph put down his weapons



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and sought audience with the lord of darkness.

A year later, the Dark Flumph arrived upon the prime. A sinister and twisted flumph this creature was, and it hunted down those paladins who had fought in the great battles of the underdark. Soon it amassed a small rag-tag army of followers who either were entranced by the Dark Flumph's evil, or its very flumphness.

Now the Dark Flumph seeks out young paladins to destroy or twist, and always grows more powerful and malignant.

The Dark Flumph, male flumph Paladin 4, BlackGuard 10, Assassin 6: CR 22; Small aberration (flumph); HD 2d8+14d10+6d6+66; hp 204; Init +9; Spd 20 fly (average); AC 34 (+1 size, +5 Dex, +6 natural, +10 armor, +2 force shield); BAB +18; Grap +19; Atk: acid spikes (magic fang) +26 melee (1d6+8 + acid) or Shredder +29 / +24 / +19 / +14 melee (1d6+11+1d6 fire / x3 + acid + unholy); AL CE; SV Fort +23, Ref +21, Will +16; Str 14(20), Dex 20, Con 15 (17), Int 13, Wis 16, Cha 18(20).

Skills: Concentration +8 (4), Diplomacy +16 (10), Disguise +10 (4), Hide +27 (20), Knowledge (religion) +6 (4), Listen +10 (6), Move Silently +15 (12), Search +6 (4), Spot +10 (6), Tumble +11 (8); **Feats:** Cleave, Dodge, Expertise, Mobility, Power Attack, Spring Attack, Sunder, Weapon Finesse (spikes).

SA - death attack, poison use, smite good 2/day (+5 attack, +10 damage), sneak attack +6d6

SQ - aura of despair (-2 on all saves within 10 feet), command undead, detect good, lay on hands (40 pts / day), +3 saves vs poison, uncanny dodge (Dex bonus to AC, cannot be flanked),

Assassin Spells Prepared (2/1/1; save DC = 11 + spell level; 20% spell failure): 1 - *obscuring mist* (2); 2 - *undetectable alignment*; 3 - *invisibility*.

Blackguard Spells Prepared (3/3/3/1; save DC = 13 + spell level): 1 - *cure light wounds* (2), *inflict light wounds*; 2 - *bull's strength*, *cure moderate wounds*, *death knell*; 3 - *contagion*, *cure serious wounds*, *inflict*

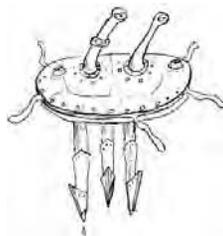
serious wounds; 4 - *freedom of movement*.

Spells and Effects: Permanent *magic fang*, permanent *resistance*

Assassin Spellbook: 1 - *change self*, *detect poison*, *ghost sound*, *obscuring mist*; 2 - *alter self*, *darkness*, *pass without trace*, *undetectable alignment*; 3 - *deeper darkness*, *invisibility*, *misdirection*, *nondetection*.

Possessions: "Shredder" (+4 unholy flaming flumphspike), "Bolt" (+4 fire resistant, lightning resistant mithril flumphshell plate), ring of protection +4, ring of force shield, pink rhomboid ioun stone (+2 Constitution), pink and green sphere ioun stone (+2 Charisma), pale green prism ioun stone (+1 saves, checks & attacks), puissant amulet of strength (+6 Strength)

Flumphshell Plate



Flumphshell plate can be best described as two woks mounted together, in order to protect the flumph inside. There are two holes on the top of the armour for the flumph's eyestalks as well as several holes in the underside for the flumph's spikes. Most also include fastening points on the underside for mounting Flumphspikes.

Heavy armour, +6 AC, +3 max Dex bonus, -5 armour check penalty, 30% arcane spell failure, 20 pounds

Flumphspikes

These weapons were designed to enhance the natural weaponry of the flumph. A set of flumphspikes mounts onto the acid spikes on a flumph's underside and must be secured to the flumph either by straps, or by being bolted to flumphshell plate. A flumph can wield flumphspikes as a martial weapon, and the hollow design of the spikes allows the flumph's acid to work as if having attacked with his natural spikes. Unfortunately, the flumph does not gain the benefit of

the racial Weapon Finesse (spikes) feat with this weapon, and must gain the feat specifically for use with flumphspikes.

Small martial weapon, 1d6 damage, x3 critical, 4 pounds

Clerical Domain

The Flumph Domain

Deities: The God of Flumph

Granted Power: Clerics of Flumph gain the ability to make 5-foot step maneuvers when levitating, even when there is nothing to push against.

Flumph Domain Spells

1. Levitate (self only)
2. Ten's Floating Disc
3. Mel's Acid Arrow
4. Fly
5. Confusion
6. Repulsion
7. Insanity
8. Ott's Irresistible Dance
9. Dominate Monster



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Flumph

Small Aberration

Hit Dice: 2d8 (9 hp)

Initiative: +3 (Dex)

Speed: Fly 20 ft (average)

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

Attack: Spikes +4 melee

Damage: Spikes 1d6 and 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: 1

Treasure: None

Alignment: Lawful Good

Advancement: 3-6 HD (Small)

Flumphs are small, very strange creatures that spend their days floating along looking for food and water. They are non-offensive and only attack when actively hunting for food. Flumphs prefer the darkness of the underground and are rarely, if ever, encountered above ground. The flumph appears as a saucer-shaped jellyfish with many small spike-like tentacles dangling from its underbelly. Its body is about 2 feet in diameter and milky white in color. Two short eyestalks protrude from the top of its body. The flumph's eyestalks protrude from the top of its body. The flumph's eyestalks are gray, its eyes are black and its tentacles are dark gray.

Combat

The flumph spends most of its time hunting small animals and vermin, which it kills and devours by dropping on them and piercing them with its acidic spikes.

Dire Flumph

Medium-size Aberration

Hit Dice: 4d8+8 (26 hp)

Initiative: +3 (Dex)

Speed: Fly 20 ft (average)

AC: 21 (+3 Dex, +8 natural)

Attack: Spikes +8 melee

Damage: Spikes 1d8 and 1d6 acid

Face / Reach: 5 ft by 5 ft / 5 ft

Special Attacks: Acid

Special Qualities: Nauseating spray, darkvision 60 ft.

Saves: Fort +3, Ref +4, Will +6

Abilities: Str 18, Dex 16, Con 15,
Int 10, Wis 14, Cha 10

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

Feats: Weapon Focus (spikes)

Climate / Terrain: Deep underground

Organization: Solitary, pair or colony (2-12)

Challenge Rating: 3

Treasure: None

Alignment: Lawful Neutral

Advancement: 5-8 HD (Medium), 9-12 HD (Large)

If threatened by a creature larger than itself, it fires its nauseating spray in an attempt to repel its attackers. If this attack fails, the flumph rises above its foes and drops at them, attacking with its spikes.

A flumph is helpless if turned over (requires a successful grapple check).

Acid (Ex): A flumph that hits an opponent with its spikes injects acid into the wound, dealing 1d4 points of damage. The acid damage continues for the next 2d4 rounds. Immersion in running water or cleansing the wound for two full rounds stops the acid damage.

Nauseating Spray (Ex): Line, 1 foot wide, 1 foot high, and 20 feet long, once every 1d4 rounds; nauseated for 1d4 rounds, Fortitude save (DC 11) negates. Once the save is made, that creature is immune to the effects of that flumph's spray for one day. The odor from this spray lingers in the area (and on any crea-

Advanced Dire Flumph

Large Aberration

Hit Dice: 12d8+48 (102 hp)

Initiative: +2 (Dex)

Speed: Fly 20 ft (average)

AC: 19 (-1 size, +2 Dex, +10 natural)

Attack: Spikes +17 melee

Damage: Spikes 2d6 and 1d8 acid

Face / Reach: 5 ft by 5 ft / 10 ft

Special Attacks: Acid

Special Qualities: Nauseating spray, darkvision 60 ft.

Saves: Fort +8, Ref +6, Will +10

Abilities: Str 26, Dex 14, Con 19,
Int 10, Wis 14, Cha 10

Skills: Hide +7, Listen +10, Move Silently +7, Search +10, Spot +10

Feats: Cleave, Power Attack, Weapon Focus (spikes)

Climate / Terrain: Deep underground

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Lawful Neutral

Advancement: None

ture hit) for 1d5 hours and can be detected at a range of 100 feet. Creatures that come within 100 feet of an affected area or creature during this time must succeed at a Fortitude save (DC 11) or become nauseated for 1d4 rounds.

Feats: The flumph gains the Weapon Finesse (spikes) feat as a bonus feat and the dire flumph gains the Weapon Focus (spikes) feat as a bonus feat.



SON OF A PORTABLE HOLE

The Flumph Monster Class

This class is highly recommended for all-flumph campaigns, although flumphs can be a very useful addition to any adventuring group. By using this class, a flumph can be added to even a level 1 party without the usual problems caused by introducing a monster character to a game.

The flumph monster class is a three-level class. While the flumph has a significant number of natural abilities, this is offset by the flumph's inability to wield weapons and most types of equipment.

The Starting Flumph Racial Traits

Starting Ability Score Adjustments: +2 Wisdom, +2 Dexterity - even the youngest flumphs are agile flyers and are level-headed and observant, aware of the evils about them.

Small Size: Flumphs are small creatures and thus gain a +1 size bonus to AC and attack rolls and a +4 size bonus to hide checks.

Speed: Flumphs fly at a speed of 20 ft.

Darkvision: Flumphs can see in the dark up to 60 feet.

Natural Weaponry: A flumph's spikes deal 1d6 damage and deliver the flumph's acid (acid damage depends on the level of the flumph)

Class Skills

The flumph's class skills (and the key ability for each skill) are Hide (Dex), Listen (Wis), Move Silently (Dex), Search (Int) and Spot (Wis).

Class Features

All the following are class features of the flumph monster class.

Weapon and Armor Proficiency: Flumphs are not proficient with any weapons except their natural spike attack, nor with armor or shields.

Feats: A flumph receives one feat at 1st level. After level 3, it gains feats normally according to its character level.

Acid Spikes (Ex): The flumph's spikes deliver a strong organic acid into a struck target. At level 1, this acid deals 1d2 damage per round and deals damage on the round applied and then for 1d6 additional rounds. At level 2 the damage increases to 1d3 damage per round and lasts for 2d4 rounds. At level 3 the acid comes to full potency of 1d4 damage per round.

Nauseating Spray (Ex): The flumph can produce a blast of nauseating liquid in a line, 1 foot wide, 1 foot high, and 20 feet long. Targets struck by this spray must make a Fortitude save (DC 10 + 1/2 of character level + Con bonus) or be nauseated for 1d4 rounds. A creature that makes the save against a flumph spray is immune to the effects of that flumph's spray for one day. The odor from this spray lingers in the area (and on any creature hit) for 1d5 hours and can be detected at a range of 100 feet. Creatures that come within 100 feet of an affected area or creature during this time must succeed at a Fortitude save (DC 10 + 1/2 of character level + Con bonus) or become nauseated for 1d4 rounds. At level 1, a flumph can use this spray once per day. At level 2 this increases to once per hour and at level 3 to once every 1d4 rounds. Flumphs are not affected by the nauseating spray nor from the residual odors thereof.

Grilled Flumphernutter Sandwiches

1. *Invert Flumph. Slice laterally, remove viscera and tentacles.*

2. *Brush with oil. Grill both filets o flumph until lightly opaque.*

3. *Grind nuts to paste in mortar and pestle. Spread nut paste on slice of toasted bread. Cover with grilled filet o' flumph. Spread more nut paste on top, cover with other filet. Cover with another slice of toasted bread.*

4. *Serve and Enjoy!*

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Table 1-3: The Flumph Racial Class

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1	1d8	+0	+0	+0	+2	(2+Int mod) x4	1	+2 Natural armor, 1d2 acid (1d6 rounds), Nauseating spray 1/day, Feat
2	1d8	+0	+0	+0	+2	-	1	+4 Natural armor, +2 Dex, 1d3 acid (2d4 rounds), Nauseating spray 1/hour
3	2d8	+1	+0	+0	+3	2 + Int mod	2	+6 Natural armor, +2 Dex, +2 Wis, 1d4 acid (2d4 rounds), , Nauseating spray (1d4 rounds)