

# HAMSTER HIGHLIGHT:

## "FOUR FLUMPHS IN A TRENCHCOAT!"



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Dedicated to the memory of John Hansen, for whom the Miracle never arrived.



Welcome to **Hamster Highlight**, a column where we take a common or classic trope and take it for a new spin. In keeping with our philosophy of Offbeat Encounters, we provide a few ideas on ways you could use these variant critters in your campaign. Take our ideas or leave 'em, but we're sure you'll enjoy 'em. Of course, you may see these items reappear in other MGSHP products . . .

## “FOUR FLUMPHS IN A TRENCHCOAT!”

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**Flumphs** have always been an oddity. From their genesis, and later appearance as the only Lawful Good creature in the original *Fiend Folio*, to their latter-day reinvention as a bizarre bulwark against incursions from the Far Realm, flumphs have occupied a strange place in fantasy roleplaying games for as long as they've existed. Often the butt of jokes, discarded as unnecessarily weird or just lacking in a niche or purpose, flumphs don't seem to get a whole lot of love.

The idea of giving a purpose to these creatures so they see more use has spawned a few different products over the years, most notably in the Pathfinder RPG supplement *Misfit Monsters Redeemed*. And while the idea of flumphs as interdimensional foils against Lovecraftian Elder Gods is compelling and interesting, it's also a little impersonal and serious. As a counterexample, we've reinvisioned these oddities as following their traditionally Lawful and Good predilections to bring healing and pain relief to those they encounter, while also leaning into the innate silliness of the creatures.

Meet **EMKH**, a collective of four flumphs who have psychically bonded themselves together to form one entity. EMKH travels the world and across dimensions, using its abilities to soothe minds and bodies alike. At once compassionate and incomprehensible, EMKH masquerades as an ogre-like creature wearing a long leather coat. EMKH's disguise is thin at best; it holds an obviously fabricated mask above the long coat, in roughly the place a humanoid-shaped creature's head would be, but makes no attempt to hide the tentacles and eyestalks constantly popping out from above, below, and within the coat. Despite the obvious nature of the charade, those who encounter EMKH never seem to recall anything other than a large, benevolent figure who took away their pain.

While EMKH is not too well known, rumors and discussions have swirled in its wake. Since even most creatures who actually hear the name EMKH (itself a portmanteau of its component creatures' unpronounceable names) seldom recall it, those who speak of the collective tend to refer to it as “the Wish” or “the Miracle.”



## USING FOUR FLUMPHS IN A TRENCHCOAT

EMKH is an empathetic creature that seeks to heal any injured creature it encounters. Its healing abilities are vast, and it uses those powers indiscriminately as long as the injured creature expresses no animosity or violence directed at EMKH itself. Despite this fact, EMKH is no more a fan of evil or malevolent creatures than any flumph and will approach such creatures with great caution.

Characters might encounter EMKH in the following ways:

- The characters hear conflicting reports while visiting a village. Several villagers describe the presence of a large, hulking humanoid creature, from which they fled in fear and revulsion. Others describe a similar creature, but claim it healed the body (or mind) of themselves or someone they know. In reality the creature is EMKH, going about its business and providing healing to whomever it encounters.
- In the middle of a pitched battle (possibly even a large-scale conflict), a mysterious figure appears. It provides a refreshing wave of healing to a major character (possibly one of the PCs), but does not speak. Systematically, it moves through the battlefield, providing the same measure of healing to each creature it encounters.



## EMKH

Medium aberration, lawful good

**Armor Class** 11

**Hit Points** 36 (8d8)

**Speed** 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	10 (+0)	14 (+2)	18 (+4)	16 (+3)

**Saving Throws** Wisdom +6 Charisma +5

**Skills** Arcana +4, History +4, Religion +4

**Damage Resistances** psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses** darkvision 60 ft., passive Perception 12

**Languages** understands Undercommon but can't speak, telepathy 120ft.

**Challenge** 1 (200 XP)

**Advanced Telepathy.** EMKH can perceive the content of any telepathic communication used within 60 feet of it, and it can't be surprised by creatures with any form of telepathy.

**Telepathic Shroud.** EMKH is immune to any effect that would sense its emotions or read its thoughts, as well as all divination spells.

### ACTIONS

**Tenrils.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 1) piercing damage plus 2 (1d4) acid damage. At the end of each of its turns, the target must make a DC 10 Constitution saving throw, taking 2 (1d4) acid damage on a failure or ending the recurring acid damage on a success. A *restoration* or *lesser restoration* spell cast on the target also ends the recurring acid damage.

**Stench Spray (1/Day).** Each creature in a 15-foot cone originating from EMKH must succeed on a DC 10 Dexterity saving throw or be coated in a foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while within 5 feet of the coated creature. A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar.

**Convalesce.** A surge of psychic energy washes through one creature EMKH can see within range that isn't undead or a construct, causing one of the following effects:

- The creature regains 70 hit points.
- One blindness effect, deafness effect, or disease affecting the target ends.
- One short-term, long-term, or indefinite madness effect on the target ends.
- The creature's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the spell instantaneously causes the limb to knit to the stump.

### Option: More Random Healing

If you'd like to emphasize EMKH's penchant for healing indiscriminately, consider replacing the Convalesce trait above with the following:

**Convalesce.** A wave of psychic healing energy flows from EMKH into injured creatures around it. EMKH restore up to 700 hit points, divided evenly amongst all creatures EMKH can see within 60 feet of it. Creatures healed by this ability are also cured of all diseases and any effect making them blinded or deafened, as well as any madness effect. This ability has no effect on undead, constructs, or EMKH itself (EMKH cannot heal itself using this ability).



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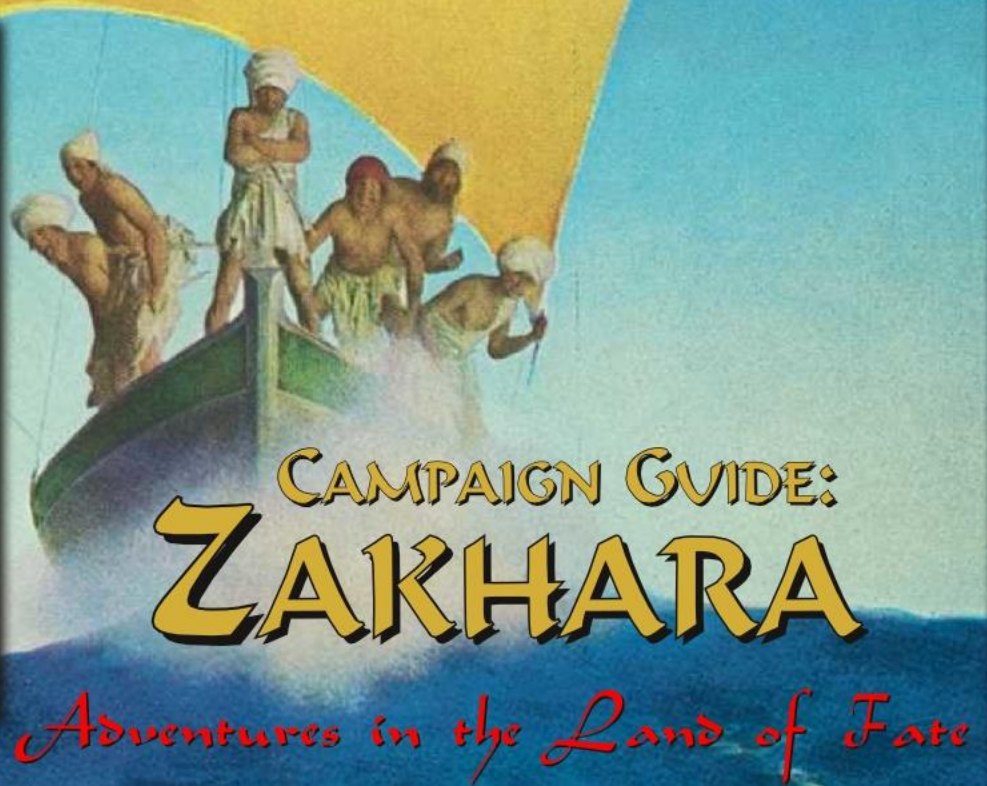
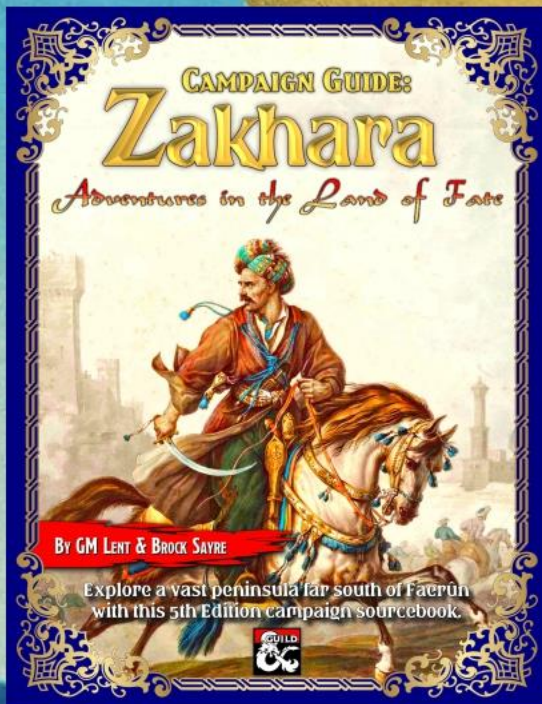
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Far south of Faerûn,  
Fortunes and Fates await the brave.

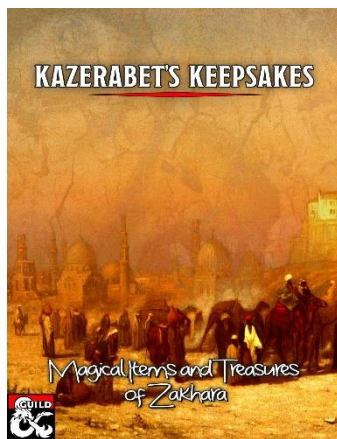
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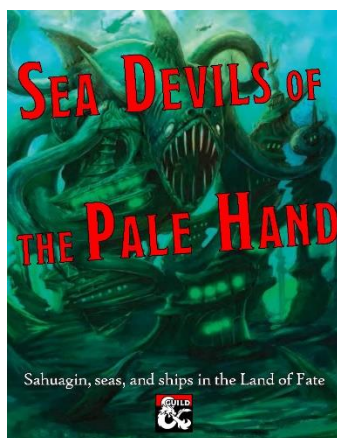




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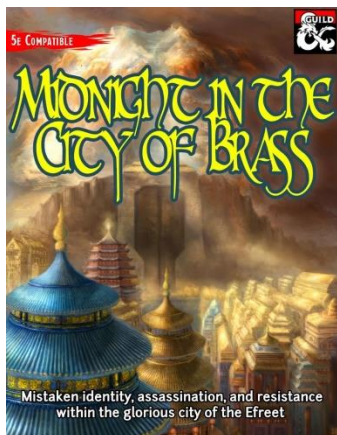
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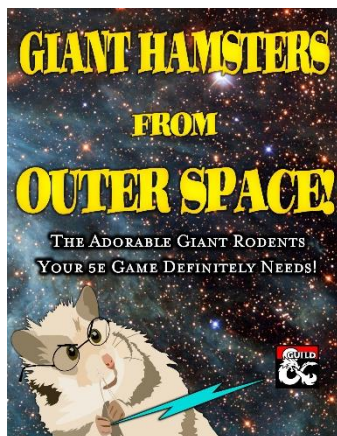
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