


Great Cthulhu

Fighting Cthulhu as a mythic encounter is equivalent to taking on two CR 28 creatures in one encounter. Award a party 240,000 XP for defeating Cthulhu after it uses Unspeakable Form.



“A monster of vaguely anthropoid outline, but with an octopuslike head whose face was a mass of feelers, a scaly, rubbery-looking body, prodigious claws on hind and fore feet, and long, narrow wings behind. This thing ... was of a somewhat bloated corpulence it lumbered slobberingly into sight and gropingly squeezed its gelatinous green immensity through the black doorway ... a mountain walked or stumbled.”

— H.P. Lovecraft,
“The Call of Cthulhu”

CTHULHU

Gargantuan aberration (great old one), chaotic evil

Armor Class AC 22 (natural armor)

Hit Points 385 (22d20 + 154)

Speed 60 ft., swim 60 ft., fly 120 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

30 (+10) 12 (+1) 25 (+7) 26 (+8) 23 (+6) 25 (+7)

Saving Throws Dex +9, Con +15, Wis +14

Skills Arcana +16, History +16, Perception +14

Damage Resistances fire, thunder

Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed

Senses truesight 300 ft., passive Perception 24

Languages Deep Speech, telepathy 300 ft.

Challenge 28 (120,000 XP)

Legendary Resistance (3/Day). If Cthulhu fails a saving throw, he can choose to succeed instead.

Limited Spell Immunity. Cthulhu can't be affected or detected by spells of 6th level or lower unless he wishes to be. He has advantage on saving throws against all other Spells and magical Effects.

Magic Weapons. Cthulhu's weapon attacks are magical.

Regeneration. Cthulhu regains 30 hit points at the start of his turn. If Cthulhu takes radiant damage, this trait doesn't function at the start of Cthulhu's next turn. Cthulhu dies only if he starts his turn with 0 hit points and doesn't regenerate or use his Unspeakable Form trait.

Siege Monster. Cthulhu deals double damage to objects and structures.

Unspeakable Form (Mythic Trait; Recharges after a Short or Long Rest). If Cthulhu is reduced to 0 hit points, he doesn't die or fall unconscious. Instead, he takes on a horrific non-Euclidean form that defies all explanation. Cthulhu regains 385 hit points, and all creatures that start their turn within 300 feet of him that can see him must make a DC 24 Intelligence saving throw. On a successful saving throw, a target is frightened until the start of its next turn. On a failed saving throw, a target takes 22 (5d8) psychic damage and is stunned for 1 minute. A creature can repeat its saving throw at the end of each of its turns, ending the stunned condition on a success. A creature that succeeds on its saving throw or the effect ends for it is immune to Cthulhu's Unspeakable Form for 1 hour.

Unusual Nature. Cthulhu does not require air.

Actions

Multiattack. Cthulhu can use his Frightful Presence or his Psychic Blast. He then makes three attacks: two with his claws and one with his tentacles.

Claw. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 23 (3d8 + 10) slashing damage.

Tentacles. *Melee Weapon Attack:* +18 to hit, reach 30 ft., one creature. *Hit:* 24 (4d6 + 10) and the creature is grappled (escape DC 20). While grappled in this way, the creature is restrained and it takes 27 (6d8) necrotic damage at the start of each of Cthulhu's turns. Cthulhu can only grapple one creature at a time with his tentacles.

Frightful Presence. Each creature of Cthulhu's choice that is within 300 feet of Cthulhu and aware of him must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, 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 Cthulhu's Frightful Presence for 1 hour.

Psychic Blast (Recharge 5-6). Cthulhu emits a blast of psychic energy in a 120-foot cone. Each creature in that area must make a DC 24 Intelligence saving throw. On a failed saving throw, a creature takes 45 (10d8) psychic damage and is stunned for 1 minute. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

Legendary Actions

Cthulhu 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. Cthulhu regains spent legendary actions at the start of his turn.

Claw. Cthulhu makes one claw attack.

Move. Cthulhu moves up to half his speed.

Dominate (Costs 3 Actions). Cthulhu casts *dominate monster*, requiring no components when he does. Charisma is Cthulhu's spell save DC for this spell (spell save DC 23).

Mythic Actions

If Cthulhu's mythic trait is active, he can use the options below as legendary actions for 1 hour after using Unspeakable Form.

Rampage. Cthulhu makes two claw attacks.

Psychic Static (Costs 2 Actions). Cthulhu discharges a wave of psychic energy. Each creature within 60 feet of Cthulhu takes 18 (4d8) psychic damage.