

Aboleth

Armour Class: 4

Hit Dice: 8***

Move: 180 (30) Swimming
60 (10) On Land

Attacks: 4

Damage: 1D6 (x4)

No. Appearing: 1-4

Save As: Ftr 8

Morale: 10

Intelligence: 16

Treasure Type: F

Alignment: Chaotic

XP Value: 2,300

Monster Type: Monster (Rare)

The aboleth is a revolting fishlike amphibian found primarily in subterranean lakes and rivers. An aboleth has a pink belly. Four pulsating blue-black orifices line the bottom of its body and secrete grey slime that smells like rancid grease. It uses its tail for propulsion in the water and drags itself along with its tentacles on land. An aboleth weighs about 6,500 pounds.

Aboleths speak their own language, as well as Common. But they prefer to communicate by telepathy (120' range)

In water, an aboleth will secrete a cloud of mucus to a distance of 1 foot all around its body. Any creature drawn into the mucus must save vs. poison or it will inhale the stuff and be unable to breathe air, suffocating in 2-12 rounds if it tries to breathe. However, the aboleth uses its mucus to give its slaves the power to breathe water. Thus, its slaves will have the ability to breathe water, as a *potion of water breathing*, for 1-3 hours. The mucus may be dissolved by soap or wine. There are reports of huge underwater cities built by the aboleths and those they enslaved. But these reports, along with the stories of their vast stores of knowledge, have never been proven.

Combat

An aboleth attacks by flailing with its long, slimy tentacles, though it prefers to fight from a distance using its illusion powers. Any creature struck by its tentacles must save vs. spells or the creature's skin will change into a clear, slimy membrane in 2-5 rounds. This change can be stopped if a *cure disease* spell is cast on the victim. Once the change is complete, the membrane must be kept damp with cool water or the victim will take 1-12 points of damage each turn because of intense pain. A *cure serious wounds* spell will change the membrane back to normal skin.

Enslave)

Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The victim must save vs. spells or be filled with desire to serve the aboleth. Enslaved creatures will not fight for the aboleth but will attempt to follow any other telepathic commands. If an enslaved character is separated from the aboleth by more than a mile, a new saving throw may be made each day. This charm can be broken by remove *curse* or dispel magic spells or the death of the enslaving aboleth.

Psionics

At will—Phantasmal Force, Hallucinatory Terrain

Terrain: Cavern, River/Lake