

Aboleth Spawn

Medium, Aberration, Lawful Evil

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ARMOR CLASS

14

HIT POINTS

95 (10d8 + 50)

CHALLENGE

5 | 1,800 XP

PROFICIENCY

+2

Speed Swim 40 ft., Walk 10 ft.

Initiative +2

Saving Throws Con +7, Int +5, Wis +4

Skills Stealth +4, Perception +4

Damage Resistances Psychic

Senses Darkvision 120 ft.; Passive Perception 14

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Languages Deep Speech, telepathy 60 ft.

STR18
+4**DEX**14
+2**CON**20
+5**INT**16
+3**WIS**14
+2**CHA**16
+3

Traits

Amphibious Horror. The spawn can breathe air and water.

Ancient Servitor. The spawn has Advantage on saving throws against being Charmed while within 120 feet of an aboleth or aberrant master.

Actions

Multiattack. The spawn makes two Tentacle attacks.

Tentacle. Melee Attack Roll: +6, reach 10 ft. Hit: 13 (2d8 + 4) Bludgeoning damage plus 7 (2d6) Psychic damage.

Enslaving Pulse (Recharge 5-6). Wisdom Saving Throw: one creature within 60 feet. Failure: 27 (6d8) Psychic damage and the target is Charmed until the end of its next turn. Success: Half damage.

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