

Aboleth

Large, Aberration, Lawful Evil

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ARMOR CLASS

17

HIT POINTS

135 (18d10 + 36)

CHALLENGE

10 | 5,900 XP

PROFICIENCY

+4

Speed Swim 40 ft., Walk 10 ft.

Initiative +1

Saving Throws Cha +8, Con +6, Int +8, Wis +6

Skills History +12, Perception +10

Senses Darkvision 120 ft.; Passive Perception 20

Passive Perception 20

Languages Deep Speech; telepathy 120 ft.

STR21
+5**DEX**9
-1**CON**15
+2**INT**18
+4**WIS**15
+2**CHA**18
+4

Traits

Amphibious. The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or hits it with a melee attack while within 5 feet of it must succeed on a Constitution saving throw or become unable to breathe air for a time.

Actions

Multiattack. The aboleth makes three Tentacle attacks.

Tentacle. Melee Attack Roll: +9, reach 10 ft. Hit: 12 (2d6 + 5) Bludgeoning damage plus 7 (2d6) Psychic damage.

Tail. Melee Attack Roll: +9, reach 10 ft. Hit: 15 (3d6 + 5) Bludgeoning damage.

Enslave. Wisdom Saving Throw: DC 14, one creature the aboleth can see within 30 feet. Failure: The target has the Charmed condition and obeys the aboleth's telepathic commands. The target repeats the save whenever it takes damage, ending the effect on itself on a success.

Legendary Actions

Detect. The aboleth makes a Wisdom (Perception) check.

Tail Swipe. The aboleth makes one Tail attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes psychic damage, and the aboleth regains hit points.

Lair Actions

Phantasmal Intrusion. The aboleth casts a powerful illusionary effect on creatures it can see within its lair, forcing them to confront false dangers and psychic manipulation.

Grasping Tide. Water within the lair surges outward. Creatures near affected pools must resist being pulled into the water and knocked prone.

Psychic Water. Water in the lair becomes a conduit for the aboleth's rage, damaging creatures the aboleth can see in that water with psychic force.

Regional Effects

Slimy Stone. Underground surfaces near the lair become slick, wet, and difficult to traverse.

Fouled Water. Water sources near the lair become supernaturally tainted and hostile to the aboleth's enemies.

Projected Image. The aboleth can create an illusory image of itself within the region, using it to observe, communicate, and extend its influence.

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