

ELDER ABOLETH

Large aberration, unaligned

Armour Class 18 (natural armour)

Hit Points 304 (32d10+128)

Speed 10 ft., swim 40 ft.

Str	Dex	Con	Int	Wis	Cha
21 (+5)	11 (+0)	18 (+4)	22 (+6)	15 (+2)	20 (+5)

Saving Throws Constitution +9, Intelligence +12, Wisdom +8

Skills History +18, Perception +13

Senses darkvision 120 ft. passive Perception 20

Languages Deep Speech, Telepathy 120 ft.

Challenge 18 (20,000 XP)

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 that hits it with a melee attack while within 5 ft. of it must make a DC 17 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Psychic Retaliation (1/Turn). When a creature the aboleth can see deals damage to it with an attack, the creature takes 13 (2d12) psychic damage.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

Actions

Multiattack. The aboleth makes four tentacle attacks.

Tentacle. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by *heal* or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed

Tail. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Psychic Assault (recharge 5-6). The aboleth reaches into the minds of its enemies, chipping away at their sanity. Each creature of the aboleth's choice within 120 feet of the aboleth and that isn't an aberration must make a DC 19 Charisma saving throw, taking 39 (6d12) psychic damage on a failed save or half as much damage on a successful one. Creatures reduced to 0 hit points by this attack have their mind destroyed, and become permanently enslaved by the aboleth. Enslaved creatures can only be restored by a *wish* spell or similar magic.

Enslave (3/day). The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 17 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth

Legendary Actions

Aboleth 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. Aboleth regains spent legendary actions at the start of their turn.

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 27 (6d8) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

Psychic Assault (Costs 2 Actions). The aboleth uses psychic assault.