

CITY OF ABOLETHS

FORGOTTEN REALMS

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The aboleth's three eyes blinked in unsyncopated rhythm. Two eyes swiveled to fix on Anusha, and one stared at Yeva.

The creature charged. Its tentacles lashed across the width of the corridor. The air around it churned with a fine mist of slime, and it gave voice to a terrible keening.

Anusha whispered, "Remember, it can't hurt us with a merely physical attack."

"The tentacles aren't our concern," said Yeva. "What worries me is whether we can kill it before its scream quickens too many eggs."

Then the monster was upon them. Anusha brought her dream sword down at an angle. The creature charged full into the intangible blade, forehead first, oblivious to the weapon's presence.

A burst of blue flame limned the creature. One of the creature's tentacles fell limp, and one of its eyes dulled and closed. But it kept moving, and screaming.

Anusha instinctively stepped out of its path to its left, Yeva to its right.

As it swept past, Yeva glared at the monster, her eyes achieving a lethal focus. A barrage of rainbow colors swept across the aboleth. It shuddered and twisted as tears and cuts spontaneously appeared on its skin in a dozen places. Dark blood oozed forth to mix with the aboleth's coat of slime.

The aboleth shuddered to a halt. It began to flail the space around it with its still functioning tentacles. Its keening continued unabated.

Anusha slashed and hewed at the slick bulk with abandon.

"Be quiet!" she yelled, and cut the beast again. Its maddening scream finally guttered out.

"Anusha!" came Yeva's yell.

She followed the direction of Yeva's pointing finger with her gaze, back down the corridor where the aboleth had emerged.

A jelly sac of eggs on the ceiling containing three or four particularly large white orbs was quivering and swinging like a pendulum.

One of the eggs in the mass deflated. A flaccid abolethic bulk slid forth and slumped to the tunnel floor. Then another. And another. Two were nearly as large as the aboleth she and Yeva had just dispatched, and one was only half that big. But the smaller eggs also gave up their progeny, producing toy-size aboleths that plopped directly onto their larger siblings, or slid down the walls on either side.

The creatures jerked and shuddered, slowly blinking their newborn eyes. They righted themselves within the corridor, flexing their slug bodies and grabbing with their questing tentacles. They looked like nothing so much as a writhing swarm of worms.

Then each and every one cried out, keening like the one they'd just slain. The sound nearly dashed Anusha from her dreamform. Up and down the corridor, all the eggs sacks that hadn't reacted to the first aboleth's scream twitched and shuddered.

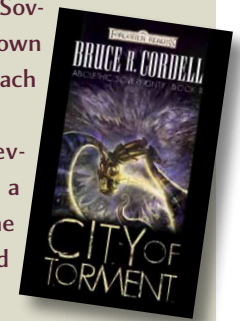
"Run!" she shrieked. She needn't have said it. Yeva was dashing away up the corridor.

CITY OF TORMENT

The novel *City of Torment* features a trip to a subterranean fortress of the somnambulant aboleths, where the main character is bent on killing the Eldest in its sleep. But he isn't the only one bound for the hidden city. A warlock, an arch fey, a pirate, and a high priestess of the Abolethic Sovereignty all have designs of their own on the Eldest—if they don't kill each other first.

City of Torment describes several unique locations ideal for a D&D® game encounter. One is the egg nursery of Xxiphu, as adapted here.

<http://www.cityoftorment.com>



FINDING THE PATH

Encounter Level 17 (1,600 XP)

SETUP

This skill challenge can work for you in one of two ways. You can use it to allow the PCs to reach their intended destination without incident, or you could set it up to allow the PCs to encounter the cyst (as an ending destination for a reason of your own). The default in this case is the former situation.

EGG NURSERIES OF XXIPHU

The aboleths of Xxiphu have slept away eons, and only now does the city stir toward wakefulness, and its beslimed denizens begin to rouse, at least those that have not completely petrified.

One of the quickest ways the city of aboleths can rejuvenate its population is to birth new citizens. Thousands of eggs line the winding tunnels of its egg nursery. These eggs, clumped in glistening sacs, have been laid over the centuries by lone, wakeful aboleths. The egg clusters clog the irregular, partly drowned tunnels of the nursery.

Lost in the Egg Tunnels Skill Challenge

Level 17
XP 1,600

The bleak tunnels split, and split again. Some are dry, others share their course with cold water, and some of the tunnels are completely drowned. After traveling for hours, you realize that you have no idea where you started.

The PCs must find their way through the network of confusing, partially drowned egg tunnels. The PCs can make one check using either Dungeoneering or Perception once per hour. The Endurance checks must be made once per hour.

Complexity

3 (requires 8 successes before 3 failures).

Primary Skills

Dungeoneering, Endurance, Perception

Victory

The heroes make their way through the egg tunnels without incident.

Defeat

On a defeat with zero successes, the heroes are ambushed by three aboleth behemoths and must begin the challenge anew. Any other defeat leads the characters to the Aboleth Egg Cyst encounter described below.

Dungeoneering

DC 25 (3 successes maximum, standard action)

The PC notices that certain particularly thick deposits of slime might lead to active aboleths, and he or she can point comrades down tunnels less likely to lead to active monsters.

Endurance

DC 25 (2 successes maximum, standard action) At least two characters in the party must make Endurance checks each hour to resist the debilitating effects of wandering through Xxiphu. A failed check indicates that all members of the party lose 1 healing surge, in addition to counting as a failure for the challenge.

The tunnels drain vitality, but a few preparations can offset the chill and damp.

Perception

DC 25 (3 successes maximum, standard action)

The PC notes tiny signs that a particular route might lead through to another route, instead of another dead end or a loop back.



ABOLETH EGG CYST

Encounter Level 18 (10,050 XP)

SETUP

15 aboleth hatchlings (H)

2 aboleth lashers (L)

1 aboleth slime mage (M)

Heroes arrive in the cyst in the southeastern section of the chamber after swimming a 10-foot-diameter flooded tunnel for a distance of at least 30 feet. When PCs move more 3 or more squares into this chamber, the eggs in the chamber hatch, and the following encounter occurs. If the PCs proceed into the stream separating the southeastern portion of the cyst from the larger, northwestern portion of the chamber, the Greater Aboleth Egg Cyst encounter begins (even if all the creatures in the following encounter have yet to be dispatched!).

ADAPTING THIS ENCOUNTER TO YOUR GAME

What if your characters are not venturing into Xxiphu? That might be the case for the vast majority of Dungeon Masters, so use the two-stage encounter described here as a subterranean lair, and make it accessible from a flooded side tunnel in your dungeon. Thus, the Aboleth Egg Cyst encounter represents an interesting side encounter. Or, you could place an item or kidnapped person of importance (perhaps converted to a servitor) in the chamber to make the cyst more central to your game.

When the characters see the chamber, read:

A humid, low-ceilinged cavern stretches away from where the drowned tunnel provides an entrance. Diffused green-tinted light permeates the twisted, irregular area. Attached here and there on naked rock quiver masses of white orbs protected by a translucent layer of slime. Gelatinous and pale like fish eggs, the orbs reek of brine.

Perception Check

DC 25 *A hollow in the western portion of the chamber is filled with gelatinous slime, but something far larger than a single egg lies unmoving beneath the goo. This form resembles a gargantuan slug with tentacles.*

When the encounter begins, read:

One egg dissolves, revealing a miniature aboleth. Then another. And another. In moments, a dozen toy-size creatures jerk shudder about the chamber, slowly blinking their newborn eyes.

A churning, bubbling sound to the west presages an aboleth surging from the slime-filled hollow, spraying goo everywhere. Another aboleth with similar coloration bursts from the water in the northwestern corner of the chamber.

15 Aboleth Hatchlings (H) Level 16 Minion Skirmisher
Small aberrant magical beast (aquatic) XP 350

Initiative +17 **Senses** Perception +8; darkvision
Disorienting Haze aura 1; any enemy within the aura takes a -2 penalty to saving throws against daze and dominate effects. This aura's penalty is cumulative with the penalties imposed by the aura of other aboleth hatchlings.

HP 1; a missed attack never damages a minion.

AC 30; **Fortitude** 28, **Reflex** 29, **Will** 26

Speed 8, swim 10

⊕ **Tentacle** (standard; at-will)
+21 vs. AC; 8 damage (12 damage against a dazed or dominated target).

Alignment Evil **Languages** Deep Speech, telepathy 10
Str 20 (+13) **Dex** 25 (+15) **Wis** 10 (+8)
Con 15 (+10) **Int** 15 (+10) **Cha** 11 (+8)

2 Aboleth Lashers (L) Level 17 Brute
Large aberrant magical beast (aquatic) XP 1,600

Initiative +11 **Senses** Perception +14; darkvision
Mucus Haze aura 5; any enemy treats the area within the aura as difficult terrain.

HP 200; **Bloodied** 100
AC 29; **Fortitude** 27, **Reflex** 25, **Will** 25
Speed 5, swim 10

⊕ **Tentacle** (standard; at-will)
Reach 2; +20 vs. AC; 2d8 + 8 damage (4d8 + 8 damage against a dazed target), and the target is dazed (save ends).

Combat Advantage
The aboleth lasher makes an extra *tentacle* attack against any enemy granting combat advantage to it.

Alignment Evil **Languages** Deep Speech, telepathy 20
Skills Arcana +19, Dungeoneering +19, Insight +19
Str 26 (+16) **Dex** 16 (+11) **Wis** 22 (+14)
Con 20 (+13) **Int** 23 (+14) **Cha** 17 (+11)

Aboleth Slime Mage (M) Level 17 Artillery (Leader)
Large aberrant magical beast (aquatic) XP 1,600

Initiative +11 **Senses** Perception +15; darkvision
Mucus Haze aura 5; any enemy treats the area within the aura as difficult terrain.

HP 128; **Bloodied** 64
AC 31; **Fortitude** 28, **Reflex** 28, **Will** 29
Speed 5, swim 10

⊕ **Tentacle** (standard; at-will)
Reach 2; +24 vs. AC; 1d8 + 6 damage (3d8 + 6 damage against a dazed target), and the target is dazed (save ends).

↗ **Slime Orb** (standard; at-will) ⬠ **Psychic**
Ranged 10; +22 vs. Reflex; 2d8 + 7 psychic damage, and the target is slowed (save ends).

↗ **Dominate** (standard; at-will) ⬠ **Charm**
Ranged 10; targets a dazed humanoid; +22 vs. Will; the target is dominated (save ends). An aboleth slime mage can dominate only one creature at a time.

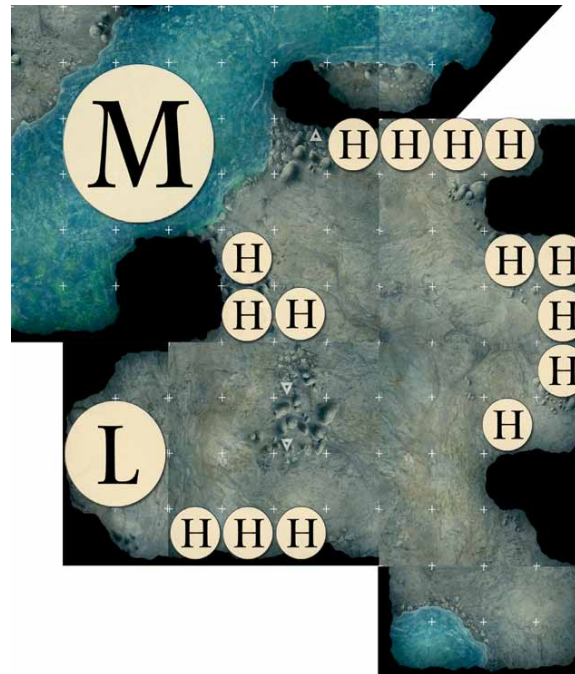
✦ **Slime Burst** (standard; encounter) ⬠ **Psychic**
Area burst 4 within 10; targets enemies; +20 vs. Reflex; 2d8 + 7 psychic damage, and the target is immobilized (save ends). *Aftereffect:* The target is slowed (save ends).

Alignment Evil **Languages** Deep Speech, telepathy 20
Skills Arcana +19, Dungeoneering +20, Insight +20
Str 23 (+14) **Dex** 16 (+11) **Wis** 25 (+15)
Con 20 (+13) **Int** 23 (+14) **Cha** 20 (+13)

TACTICS

The aboleth hatchlings seek to surround intruders and catch them in their *disorienting haze* aura, which makes the aboleth lashers' daze conditions delivered by its tentacle attacks all the more effective. The same auras allow the aboleth slime mage, which rises from the water in the northwestern portion of the chamber, to achieve better results with its *dominate* ability, as well as its tentacle attacks if PCs close on it.

The aboleths in this area of the cavern do not retreat; they fight to the death. However, if any PC ventures into the larger cavern and triggers the next encounter, the aboleths here are added to that encounter as well.



Egg Sacs: Clusters of aboleth egg sacs (AC 10, other defenses 10; hp 25) coat the wall. A subset of the egg sacs hatch when the PCs first enter, but most of the eggs are too small. However, given 1d4 days, a new brood of aboleth hatches. The industrious application of weapon and spell can destroy egg sacs.

Water: The drowned sections of the map are exceptionally deep—in fact, these sections are the top portion of other drowned tunnels that lead into the complex. Characters who fight in the water abide by underwater rules (*Dungeon Master's Guide*®, page 45).

DREAMS OF THE ELDEST

The Eldest lies in deathlike sleep and its memories coat various portions of Xxiphu's interior like frozen dew. Over the centuries, the dreams of mortals were sometimes snared as well, so that the icy encrustations within Xxiphu are pocked with the frozen images of dead dreamers. But any creature that ventures too physically close to such an encrustation is in danger of having its mind sucked into the icy crystal. As its body slumps, dead, a frozen image of the victim appears in the ice.

◆ **Mindcatching Ice Terrain:** Any creature that begins its turn adjacent to an encrustation of mindcatching ice takes ongoing 15 psychic damage and is immobilized (save ends).

FEATURES OF THE AREA

Illumination: Dim. The air glows with a green, translucent radiance (which tiny floating particles of bioluminescent mucus produce).

Boulder Patches: Boulder patches are difficult terrain.

GREATER ABOLETH EGG CYST

Encounter Level 18 (11,800 XP)

SETUP

- 1 aboleth behemoth (B)
- 1 aboleth overseer (O)
- 2 aboleth suffocators (S)

Player characters who find their way into the southeastern portion of the egg cyst discover that the only way out is through it. To continue on their way to their destination, they must traverse the larger portion of the chamber and either defeat or bypass the aboleths dozing there, then safely descend the chasm on the western side.

From the southeastern portion of the cyst, the aboleths on the tactical map are not visible initially. Several are submerged in the water, but the overseer hovers just below the lip of the chasm.

If the PCs have fought the aboleths described in the first encounter above, the aboleths here are well aware of their presence, so stealth checks by PCs fail.

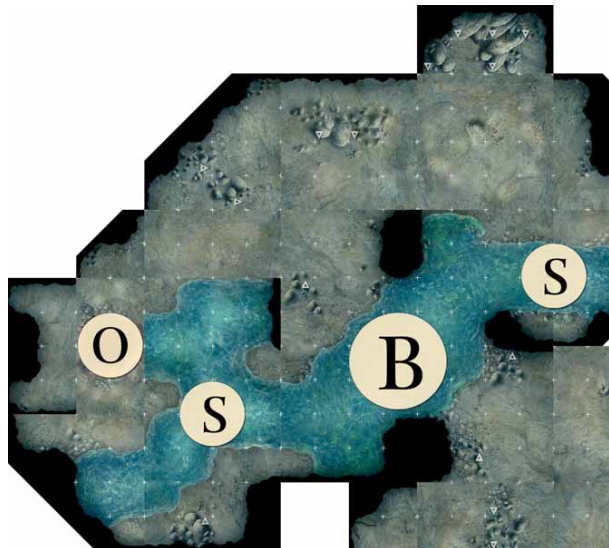
In fact, if the PCs dally longer than 2 hours in the smaller section of the egg cyst, the aboleths here grow impatient and launch the attack on their own.

Otherwise they wait until at least one PC has advanced at least 3 squares into the room, then they attack. A Perception check might provide characters with an action in the surprise round as the PCs enter the chamber.

When PCs gaze into the greater cyst, read:
Green-tinted light permeates this twisted, irregular cavern. Dark water slowly runs through half this cavern before plunging into a chasm to the west. Here and there, rock protrudes from the floor, looking almost like the petrified remains of a long-dead prehistoric fish or bony slug.

Perception Check

DC 27: *A huge shape hovers just below the water's surface. At first it appeared to be just a large boulder, but the eyes and slowly waving tentacles give the creature away as an aboleth at least 15 feet wide.*



Aboleth Behemoth (B) Level 19 Elite Soldier		
Huge aberrant magical beast (aquatic)		XP 4,800
Initiative +15	Senses Perception +13; darkvision	
Mucus Haze aura 5; any enemy treats the area within the aura as difficult terrain. While the aboleth is bloodied, enemies within the aura take a -2 penalty to saving throws against dazed and dominated effects.		
HP 362; Bloodied 181		
AC 35; Fortitude 35, Reflex 30, Will 30		
Saving Throws +2		
Speed 5, fly 7, swim 8		
Action Points 1		
⬇ Tentacle (standard; at-will)		
Reach 3; +24 vs. AC; 2d10 + 6 damage, and the target is grabbed and dazed (save ends).		
⬇ Double Attack (standard; at-will)		
The aboleth behemoth makes two <i>tentacle</i> attacks, each against different targets.		
⬇ Triple Attack (standard; recharge ☞ ☞)		
The aboleth behemoth makes three <i>tentacle</i> attacks, each against different targets.		
⬅ Whipping Tentacles (standard; recharge when first bloodied)		
Close burst 3; targets enemies in burst; +22 vs. Reflex; 2d8 + 8 damage, and the aboleth behemoth slides the target 3 squares.		
Mind Bore (free action, when the aboleth damages a dazed or dominated target with a tentacle attack; at-will) ⬆ Psychic		
The triggering attack deals ongoing 10 psychic damage to the target (save ends).		
Persistent Grab		
An aboleth behemoth can sustain a grab on all creatures it is currently grabbing with a single minor action.		
Threatening Reach		
An aboleth behemoth can make opportunity attacks against any enemy within 3 squares of it.		
Alignment Evil	Languages Deep Speech, telepathy 20	
Skills Arcana +11, Dungeoneering +18, Insight +18		
Str 28 (+18)	Dex 18 (+13)	Wis 18 (+13)
Con 21 (+14)	Int 5 (+6)	Cha 8 (+8)

Aboleth Overseer (O) Level 18 Elite Controller (Leader)

Large aberrant magical beast (aquatic) XP 4,000

Initiative +12 **Senses** Perception +16; darkvision
Mucus Haze aura 5; any enemy treats the area within the aura as difficult terrain.**HP** 348; **Bloodied** 174**AC** 35; **Fortitude** 33, **Reflex** 31, **Will** 26**Saving Throws** +2**Speed** 5, swim 10**Action Points** 1⊕ **Tentacle** (standard; at-will)

Reach 2; +22 vs. AC; 1d8 + 8 damage (3d8 + 8 damage against a dazed target), and the target is dazed (save ends).

⚡ **Psychic Slime** (standard; recharges when first bloodied) ♦ **Psychic**

Close burst 10; targets enemies; +20 vs. Will; 2d8 + 8 psychic damage, and the target is dazed (save ends).

☞ **Dominate** (standard; at-will) ♦ **Charm**

Ranged 10; targets a dazed humanoid; +20 vs. Will; the target is dominated (save ends). An aboleth overseer can dominate only one creature at a time.

☞ **Enslave** (standard; at-will) ♦ **Charm, Psychic**

Ranged 5; targets a dominated creature; +20 vs. Will; 6d8 + 8 psychic damage. A target reduced to 0 hit points or fewer by this attack doesn't die but becomes enslaved in preparation for the Aboleth Servitor ritual. Enslaved targets are dominated, and only the death of the overseer can end this domination. Once a creature is enslaved, an aboleth overseer is free to dominate other creatures.

Invisibility (minor; encounter) ♦ **Illusion**

The aboleth overseer and one ally within 10 squares of it turn invisible until the end of the aboleth overseer's next turn.

Alignment Evil **Languages** Deep Speech, telepathy 20**Skills** Arcana +20, Dungeoneering +21, Insight +21**Str** 26 (+17) **Dex** 16 (+12) **Wis** 25 (+16)**Con** 22 (+15) **Int** 23 (+15) **Cha** 22 (+15)**2 Aboleth Suffocators (S) Level 16 Lurker**

Large aberrant magical beast (aquatic) XP 1,400

Initiative +19 **Senses** Perception +12; darkvision
Suffocating Haze aura 2; any enemy within the aura takes a -2 penalty to defenses and saving throws.**HP** 124; **Bloodied** 62**AC** 30; **Fortitude** 28, **Reflex** 29, **Will** 26**Speed** 5, fly 8, swim 10⊕ **Tentacle** (standard; at-will)

Reach 2; +21 vs. AC; 1d10 + 5 damage, and the target is dazed (save ends).

⚡ **Brain Lash** (standard; recharge ☞ ☞ ☞) ♦ **Psychic**

Close blast 5; +19 vs. Will; 2d8 + 7 psychic damage, and ongoing 5 psychic damage (save ends).

Mind Bore (free action, when the aboleth damages a dazed or dominated target with a tentacle attack; at-will) ♦ **Psychic**

The triggering attack deals 2d10 extra psychic damage to the target.

Pillar of Slime (immediate reaction, when an attack damages the aboleth suffocator; at-will) ♦ **Polymorph**The aboleth suffocator changes into a mass of amorphous slime. While in this form, the aboleth is insubstantial, cannot make attacks, and can use its *slime shift* power. The aboleth can resume its normal form as a minor action, ending this effect.**Slime Shift** (move action, usable only when affected by *pillar of slime*; at-will)

The aboleth shifts its speed.

Alignment Evil **Languages** Deep Speech, telepathy 20**Skills** Arcana +17, Dungeoneering +17, Insight +17**Str** 21 (+13) **Dex** 25 (+15) **Wis** 18 (+12)**Con** 22 (+14) **Int** 18 (+12) **Cha** 11 (+8)**TACTICS**

The aboleths attempt to daze and dominate as many PCs as possible, so that the aboleth overseer can use its *enslave* ability on those deemed vulnerable. The overseer attempts to *enslave* as many PCs as it can. If the overseer sees that its group is losing the battle, it flees and sends whatever slaves it might have into combat to help cover its escape.

FEATURES OF THE AREA

Illumination: Dim. The air glows with a green, translucent radiance (which tiny floating particles of bioluminescent mucus produce).

Boulder Patches: Boulder patches are difficult terrain.

Water: The drowned sections of the map are exceptionally deep—in fact, these sections are the top portion of other drowned tunnels that lead into the complex. Characters who fight in the water abide by underwater rules (*Dungeon Master's Guide*, page 45).

Chasm: This chasm drops 100 feet (10d10 falling damage) to a landing, which represents the path the PCs need to take to continue their journey through Xxiphu (or a subterranean location appropriate to your game).

Treasure: Hidden away in one of the boulder patches are a level 17 treasure parcel and a level 19 treasure parcel.

Egg Sacs: Clusters of aboleth egg sacs (AC 10, other defenses 10; hp 25) coat the wall. A subset of the egg sacs hatches when the PCs first enter, but most of the eggs are too small. However, given 1d4 days, a new brood of aboleth hatches. The industrious application of weapon and spell can destroy egg sacs.

ABOLETH

Horrors first spawned in a realm far from the world and its echoes, aboleths are malevolent and vile, and they seek to bend the minds of other living creatures to their purposes.

A fine haze of mucus suffuses the air around an aboleth's soft, gelatinous skin. Muscular tentacles sprout from this primeval slug's enormous, slime-sheathed body. A variable number of eyes, but always more than two, are scattered across its bulk. Every so often, a tooth-studded tongue emerges from its lipless tri-slit mouth.

Unlike aboleths of lesser lineages, those of Xxiphu can take to the air like fish swim in the sea.

Aboleth Hatchling		Level 16 Minion Skirmisher	
Small aberrant magical beast (aquatic)		XP 350	
Initiative +17	Senses Perception +8; darkvision		
Disorienting Haze aura 1; any enemy within the aura takes a -2 penalty to saving throws against daze and dominate effects. This aura's penalty is cumulative with the penalties imposed by the aura of other aboleth hatchlings.			
HP 1; a missed attack never damages a minion.			
AC 30; Fortitude 28, Reflex 29, Will 26			
Speed 8, swim 10			
⊕ Tentacle (standard; at-will)			
+21 vs. AC; 8 damage (12 damage against a dazed or dominated target).			
Alignment Evil	Languages Deep Speech, telepathy 10		
Str 20 (+13)	Dex 25 (+15)	Wis 10 (+8)	
Con 15 (+10)	Int 15 (+10)	Cha 11 (+8)	

ABOLETH HATCHLING TACTICS

Aboleth hatchlings surround their foes, attempting to disorient them by sheer number (*disorienting haze*).

Aboleth Suffocator		Level 16 Lurker	
Large aberrant magical beast (aquatic)		XP 1,400	
Initiative +19	Senses Perception +12; darkvision		
Suffocating Haze aura 2; any enemy within the aura takes a -2 penalty to defenses and saving throws.			
HP 124; Bloodied 62			
AC 30; Fortitude 28, Reflex 29, Will 26			
Speed 5, fly 8, swim 10			
⊕ Tentacle (standard; at-will)			
Reach 2; +21 vs. AC; 1d10 + 5 damage, and the target is dazed (save ends).			
⚡ Brain Lash (standard; recharge ☞ ☞ ☞) ⚡ Psychic			
Close blast 5; +19 vs. Will; 2d8 + 7 psychic damage, and ongoing 5 psychic damage (save ends).			
Mind Bore (free action, when the aboleth damages a dazed or dominated target with a tentacle attack; at-will) ⚡ Psychic			
The triggering attack deals 2d10 extra psychic damage to the target.			
Pillar of Slime (immediate reaction, when an attack damages the aboleth suffocator; at-will) ⚡ Polymorph			
The aboleth suffocator changes into a mass of amorphous slime. While in this form, the aboleth is insubstantial, cannot make attacks, and can use its <i>slime shift</i> power. The aboleth can resume its normal form as a minor action, ending this effect.			
Slime Shift (move action, usable only when affected by <i>pillar of slime</i> ; at-will)			
The aboleth shifts its speed.			
Alignment Evil	Languages Deep Speech, telepathy 20		
Skills Arcana +17, Dungeoneering +17, Insight +17			
Str 21 (+13)	Dex 25 (+15)	Wis 18 (+12)	
Con 22 (+14)	Int 18 (+12)	Cha 11 (+8)	

ABOLETH SUFFOCATOR TACTICS

The aboleth suffocator can put the fear of drowning in its foes with its *suffocating haze* aura. The suffocator relies on its *pillar of slime* ability to extract itself from dangerous situations or to move closer to allies. It uses *tentacle* and then *mind bore* on foes that it or its allies have already dazed or dominated so that it can deal a small burst of extra damage.

Aboleth Perceptor		Level 17 Soldier	
Large aberrant magical beast (aquatic)		XP 1,600	
Initiative +15	Senses Perception +15; truesight 10		
Mucus of Detection aura 5; the aboleth ignores concealment, total concealment, and cover when attacking any creature within its aura.			
HP 168; Bloodied 84			
AC 33; Fortitude 30, Reflex 30, Will 26			
Speed 5, fly 8, swim 10			
⊕ Tentacle (standard; at-will)			
Reach 3; +23 vs. AC; 2d8 + 7 damage, and the target is pulled 3 squares and marked by the perceptor until the end of the perceptor's next turn.			
➤ Eye of Madness (standard; recharge ☞ ☞) ⚡ Psychic			
Ranged 5; +21 vs. Will; 2d8 + 7 psychic damage, and the target is dazed and marked (save ends both). Any enemy adjacent to the target takes half damage and is marked (save ends).			
➤ Punishing Madness (immediate interrupt, when an enemy marked by the perceptor makes an attack that does not include the perceptor; at-will) ⚡ Psychic			
Ranged 10; +21 vs. Will; 2d8 + 7 psychic damage, and the target gains vulnerable 10 psychic (save ends).			
Slime Path (move; recharge ☞ ☞)			
The perceptor shifts 5 squares to a space adjacent to a creature it has marked. The target grants combat advantage to the perceptor until the end of the perceptor's turn.			
Mind Bore (free action, when the aboleth damages a dazed or dominated target with a tentacle attack; at-will) ⚡ Psychic			
The triggering attack deals 2d8 extra psychic damage to the target.			
Alignment Evil	Languages Deep Speech, telepathy 20		
Skills Arcana +16, Dungeoneering +15, Insight +15			
Str 19 (+12)	Dex 20 (+13)	Wis 15 (+10)	
Con 24 (+15)	Int 17 (+11)	Cha 17 (+11)	

ABOLETH PERCEPTOR TACTICS

The aboleth perceptor plays an important role in any group of aboleths it accompanies; its *mucus of detection* aura allows its allies to target hidden, concealed, or even invisible foes. Because this aura requires the perceptor to be close to those it reveals, it is relatively adept in melee. It can also quickly move to foes it first detects with its truesight with *slime path*.

Aboleth Behemoth (B) **Level 19 Elite Soldier**
Huge aberrant magical beast (aquatic) **XP 4,800**

Initiative +15 **Senses** Perception +13; darkvision
Mucus Haze aura 5; any enemy treats the area within the aura as difficult terrain. While the aboleth is bloodied, enemies within the aura take a -2 penalty to saving throws against dazed and dominated effects.

HP 362; **Bloodied** 181
AC 35; **Fortitude** 35, **Reflex** 30, **Will** 30

Saving Throws +2
Speed 5, fly 7, swim 8
Action Points 1

⊕ **Tentacle** (standard; at-will)
 Reach 3; +24 vs. AC; 2d10 + 6 damage, and the target is grabbed and dazed (save ends).

↓ **Double Attack** (standard; at-will)
 The aboleth behemoth makes two *tentacle* attacks, each against different targets.

↓ **Triple Attack** (standard; recharge ☼☼☼)
 The aboleth behemoth makes three *tentacle* attacks, each against different targets.

↶ **Whipping Tentacles** (standard; recharge when first bloodied)
 Close burst 3; targets enemies in burst; +22 vs. Reflex; 2d8 + 8 damage, and the aboleth behemoth slides the target 3 squares.

Mind Bore (free action, when the aboleth damages a dazed or dominated target with a tentacle attack; at-will) ◆ **Psychic**
 The triggering attack deals ongoing 10 psychic damage to the target (save ends).

Persistent Grab
 An aboleth behemoth can sustain a grab on all creatures it is currently grabbing with a single minor action.

Threatening Reach
 An aboleth behemoth can make opportunity attacks against any enemy within 3 squares of it.

Alignment Evil **Languages** Deep Speech, telepathy 20
Skills Arcana +11, Dungeoneering +18, Insight +18
Str 28 (+18) **Dex** 18 (+13) **Wis** 18 (+13)
Con 21 (+14) **Int** 5 (+6) **Cha** 8 (+8)

ABOLETH BEHEMOTH TACTICS

The aboleth behemoth takes up space with its huge bulk, and it uses *threatening reach* to full advantage. With its nest of tentacles, it makes *triple attacks* as soon as the ability recharges, and *double attacks* otherwise.

When bloodied, it's *mucus haze* aura's secondary effect kicks in so that all creatures within the aura have greater trouble shaking off daze and dominate effects.

Aboleth Master **Level 22 Elite Controller**
Large aberrant magical beast (aquatic) **XP 8,300**

Initiative +12 **Senses** Perception +23; darkvision
Mindbending Mucus aura 5; any enemy within the aura takes a -2 penalty to Will against charm attacks and psychic attacks.

HP 418; **Bloodied** 209
AC 38; **Fortitude** 39, **Reflex** 33, **Will** 36

Saving Throws +2
Speed 5, fly 8, swim 10
Action Points 1

⊕ **Tentacle** (standard; at-will)
 Reach 2; +26 vs. AC; 2d8 + 10 damage, and the target is dazed (save ends).

↷ **Body Puppet** (minor; at-will) ◆ **Psychic**
 Ranged 10; +24 vs. Fortitude; 1d10 + 4 psychic damage, and the aboleth slides the target 5 squares.

↷ **Dominate** (standard; at-will) ◆ **Charm**
 Ranged 10; targets a dazed creature; +24 vs. Will; the target is dominated (save ends). An aboleth master can dominate only 1 creature at a time.

↷ **Enslave** (standard; at-will) ◆ **Charm, Psychic**
 Ranged 10; targets a dominated creature; +22 vs. Will; 5d8 + 7 psychic damage. A target reduced to 0 hit points or fewer by this attack doesn't die but becomes enslaved in preparation for the Aboleth Servitor ritual. Enslaved targets are dominated, and only the death of the master can end this domination. Once a creature is enslaved, an aboleth master is free to dominate other creatures.

↷ **Mind Snap** (minor; at-will) ◆ **Psychic**
 Ranged 10; +24 vs. Will; 1d10 + 4 psychic damage, and the target is dazed (save ends).

Command Thrall (minor; encounter) ◆ **Charm**
 The aboleth master commands a dominated target to use any power it knows on its turn, not just at-will powers.

Mind Bore (free action, when the aboleth damages a dazed or dominated target with a tentacle attack; at-will) ◆ **Psychic**
 The triggering attack deals ongoing 10 psychic damage to the target (save ends).

Alignment Evil **Languages** Deep Speech, telepathy 20
Skills Arcana +22, Dungeoneering +23, Insight +23
Str 30 (+21) **Dex** 13 (+12) **Wis** 25 (+18)
Con 25 (+18) **Int** 22 (+17) **Cha** 26 (+19)

ABOLETH MASTER TACTICS

The aboleth master uses *mindbending mucus* to improve the chance that charm and psychic attacks hit its enemies. It can use *body puppet* and *mind snap*, both minor powers, in the same round and then follow up with *dominate*. Once it has dominated a target, it uses *enslave* hoping to free up its attention to dominate others.

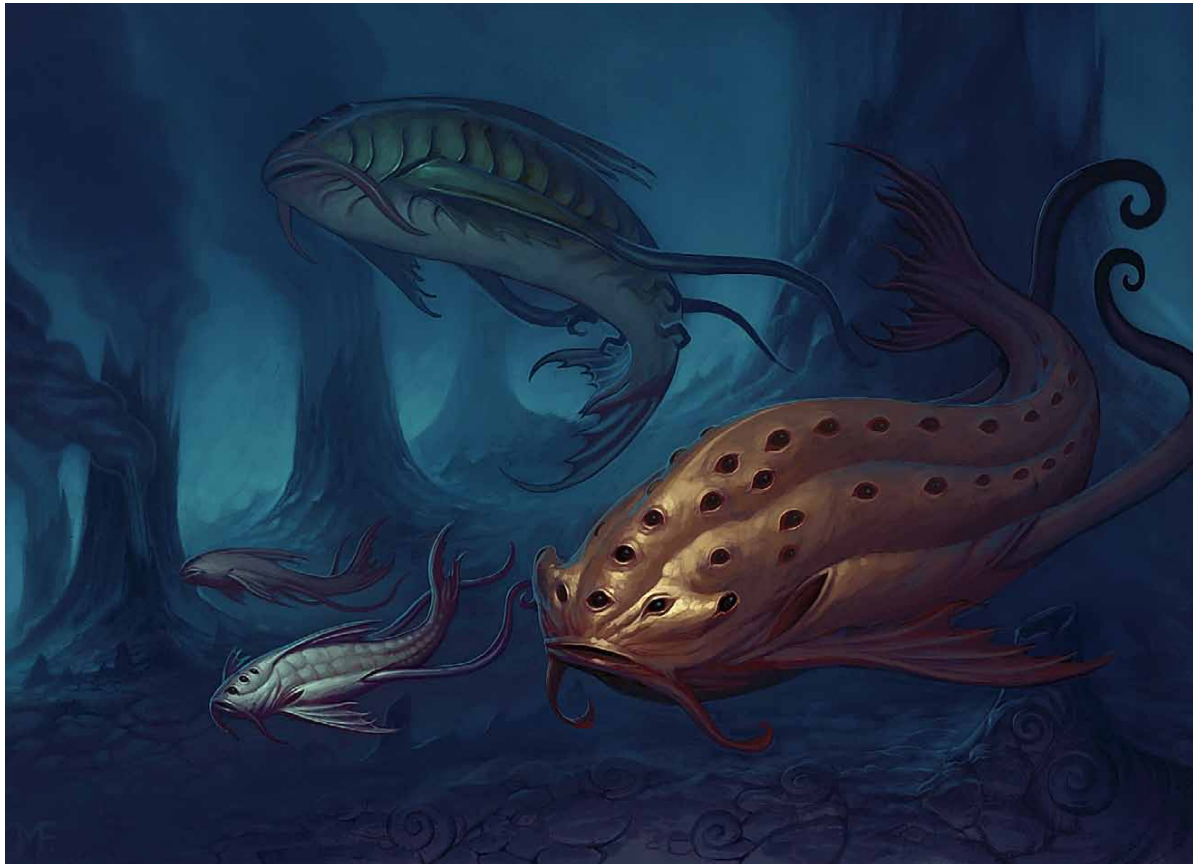
ABOLETH LORE

A character knows the following information with a successful Dungeoneering check.

DC 32: Aboleths are effectively immortal and, barring death through accident or violence, continue to grow over their endless life spans. However after one reaches Huge size, its rate of growth slows so that changes can be noted only over geologic time. Some say that each aboleth contains the entire racial memory of every aboleth in its particular blood lineage.

DC 33: For all their intelligence, aboleths do not recognize themselves as individuals; all their activities and works are devoid of true cognizance. They toil through the centuries without knowledge of their own existence. They do not have a sense of "self" and thus aren't motivated by the same things that motivate other creatures. Yet they enact schemes of surpassing evil, fight enemies with potent abilities and tactics, and build unfathomable abodes deep below the earth, all without cognizant self awareness of the terror and atrocity they wreak.

DC 34: Aboleths have endured the rise and fall of worlds and apocalypse upon apocalypse. They are old past understanding, and their origins predate the current cosmos in which mortals (and their gods) erroneously believe they are so central. The oldest aboleth colony of all is the city of Xxiphu, and the oldest aboleth, called the Eldest, rules it.



DC 36: Aboleths native to Xxiphu enjoy a mystical connection with an orrerylike device housed in the city's foundations. This device grants the aboleths of Xxiphu (and certain allied creatures, such as individual krakens and morkoths) the ability to fly almost as swiftly as regular aboleths can swim through water.

DC 38: The Eldest sits a deathlike vigil that vitrified its body, rendering its flesh indistinguishable from stone, while its mind flashes over the eons, experiencing only a single thought every 10,000 years. Despite its torpor, lesser aboleths serve it and look

for the day they can wake the Eldest, and in so doing, bring about the final age of the world.

ENCOUNTER GROUPS

Encounters within Xxiphu might appear to be easy because many aboleths travel alone. However, that ease is an illusion, because Xxiphu is a city, and more aboleths bide in the honeycombed hollows of the massive edifice, and they respond quickly to the sound of invaders.

Level 17 Encounter (XP 8,750)

- ◆ 5 aboleth hatchlings (level 16 minion)
- ◆ 1 aboleth overseer (level 18 elite controller)
- ◆ 1 aboleth slime mage (level 17 artillery)
- ◆ 1 aboleth suffocator (level 16 lurker)

Level 21 Encounter (XP 18,050)

- ◆ 1 aboleth behemoth (level 19 elite soldier)
- ◆ 1 aboleth lasher (level 17 brute)
- ◆ 1 aboleth master (level 22 elite controller)
- ◆ 1 aboleth perceptor (level 17 soldier)
- ◆ 5 aboleth servitors (level 16 minion)

ABOUT THE AUTHOR

Bruce R. Cordell is an Origins and ENnie award-winning game designer whose long list of professional credits include the new *FORGOTTEN REALMS Campaign Guide™*, *Keep on the Shadowfell™*, *Draconomicon I: Chromatic Dragons™* and *Open Grave: Secrets of the Undead™*. Bruce is also an author of *FORGOTTEN REALMS* novels, including *City of Torment*, the second book in the Abolethic Sovereignty series.