

# ANCIENT ABOLETH

*Gargantuan aberration, lawful evil*

**Armor Class** 24 (natural armor)

**Hit Points** 620 (44d20 + 220)

**Speed** 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	20 (+5)	28 (+9)	18 (+4)	18 (+4)

**Saving Throws** Con +14, Int +18, Wis +13

**Skills** History +27, Perception +22, Stealth +9

**Damage Immunities** Psychic

**Condition Immunities** charmed, frightened, paralyzed, poisoned

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 23

**Languages** Deep Speech, telepathy 240 ft.

**Challenge** 30 (155,000 XP)

**Innate Spellcasting.** The ancient aboleth's innate spell casting ability is Intelligence (spell save DC 26, +18 to hit with spell attacks). The ancient aboleth can cast the following spells, requiring no material components:

1/day: *black tentacles*, *modify memory*, *telekinesis*, *control weather*, *feeblemind*, *weird*

**Legendary Resistance (3/Day).** If the ancient aboleth fails a saving throw, it can choose to succeed instead.

**Amphibious.** The ancient aboleth can breathe air and water.

**Murky Cloud.** While underwater, the ancient aboleth is surrounded by a cloud of darkness. A creature that comes within 15 feet of the aboleth must make a DC 20 Constitution saving throw. On a failure, they gain a level of exhaustion or experience the effects of a level of exhaustion until the end of the ancient aboleth's next turn.

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

## Actions

**Multiattack.** The ancient aboleth makes three tentacle attacks and one bite attack.

**Bite.** Melee Weapon Attack: +16 to hit, reach 20 ft., one target. Hit: 26 (3d12 + 7) piercing damage. The creature being bitten must be in front of the ancient aboleth for it to make a bite attack. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the ancient aboleth can't bite another target.

**Tail.** Melee Weapon Attack: +16 to hit, reach 20 ft. one target. Hit: 42 (10d6 + 7) bludgeoning damage.

**Tentacle.** Melee Weapon Attack: +16 to hit, reach 20 ft., one target. Hit: 43 (8d8 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 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 12 (2d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

**Enslave (3/Day).** The ancient aboleth Targets one creature it can see within 30 ft. of it. The target must succeed on a DC 19 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.

**Frightful Presence.** Each creature of the ancient aboleth's choice that is within 120 feet and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ancient aboleth's Frightful Presence for the next 24 hours.

**Void Shift.** The ancient aboleth can transition between the far realm and the material plane at will, but the ancient aboleth must have a source of corruption in which to travel. The corruption, must be large enough for the ancient aboleth to fit its body through when it becomes a portal. This otherwise functions as the *Plane Shift* spell.

## Legendary Actions

The ancient aboleth can take 3 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start its turn.

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

**Tail Swipe.** The ancient aboleth makes one tail Attack.

**Psychic Drain (Costs 2 Actions).** One creature Charmed by the ancient aboleth takes 10 (3d6) psychic damage, and the ancient aboleth regains hit points equal to the damage the creature takes.