

Aboleth Lasher

CR 12

LE Large Aberration (Aquatic)

Initiative: +3; **Senses:** Darkvision 60 ft.

Defense

AC: 27, **Flat-Footed:** 24, **Touch:** 12

(+3 DEX, +15 natural, -1 size)

HP: 184 (16d8+112)

DR: 10/bludgeoning

Fort: +12, **Ref:** +8, **Will:** +14

SR: None

Resistances: None

Immunities: Mind-affecting effects

Defensive Abilities: None

Offense

Speed: 10 ft., Swim 60 ft.

Melee: 8 Tentacles +21 (2d8+10 plus slime 19-20/x2; 15 ft. reach)

Special Abilities: Combat Advantage, Slime

Statistics

STR 30 (+10)

DEX 16 (+3)

CON 24 (+7)

INT 17 (+3)

WIS 19 (+4)

CHA 19 (+4)

Base Attack +12; **Grapple** +26; **Space/Reach** 10 ft. / 10 ft.

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Ability Focus (Slime), Combat Expertise, Improved Critical (Tentacles), Improved Disarm, Improved Natural Attack (Tentacles), Power Attack

Skills: Concentration +26 (+19 ranks, +7 con), Intimidate +23 (+19 ranks, +4 cha), Knowledge (any one) +22 (+19 ranks, +3 int), Listen +23 (+19 ranks, +4 wis), Spot +23 (+19 ranks, +4 wis), Swim +18 (+8 racial, +10 str)

Languages: Aboleth, Aquan, Common, Undercommon

SQ: Mucus Cloud

Combat Gear: None

Other Gear: None

Flavor

Environment: Underground

Organization: Solitary, brood (1d4 aboleth lashers and 2d4 aboleth), or slaver brood (2d4 aboleth lashers, 3d6 aboleth, and 6d8 skum)

Treasure: Double Standard

The horror before you looks something like a mutated catfish mixed with an octopus. Eight wickedly barbed tentacles whip around before it and its many eyes stare at you with murderous intent.

While smaller than a standard aboleth, lashers are much more dangerous. While most members of the aboleth race shun combat, lashers revel in it. Their combat focus comes at a price however; lashers are unable to enslave creatures in the same way that normal aboleth can and they do not possess their races natural psionic powers, they have developed an immunity to mind affecting effects to compensate for this supposed weakness.

Aboleth lashers look like ordinary aboleth but with one exception; instead of only having four tentacles that are capable of causing harm, a lasher has eight; they are wickedly barbed so as to cause more damage to other living things and much longer than a typical aboleth's tentacles. Years of battle have granted aboleth lashers an exceptionally resilient hide that is somewhat difficult to pierce or cut. During battle an aboleth lasher rushes forward and attempts to attack as many opponents at once as possible in an attempt to affect them with its slime. If there are aboleth of any other breed nearby, however, an aboleth lasher will defer to them for orders.

Aboleth lashers speak their own language along with aquan, common, and undercommon.

Ability Information

Combat Advantage (Ex): Any time a foe draws an attack of opportunity from an aboleth lasher, the aboleth lasher may make two attacks against that foe instead of one (this still counts as only one attack of opportunity).

Mucus Cloud (Ex): An aboleth lasher underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 21 fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from

the water. Renewed contact with the mucus cloud and failing another fortitude save continues the effect for another 3 hours. The save DC is constitution based.

Slime (Ex): A blow from an aboleth lasher's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 23 fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d2 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction. The save DC is constitution based. The save DC of this ability is increased by 2 due to the aboleth lasher possessing the ability focus (slime) feat.

Skills: An aboleth lasher has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Lore

A successful knowledge (dungeoneering) check will reveal the following information about an aboleth lasher:

- DC 26 This is an aboleth lasher, a warrior-caste among the aboleth species. It is a capable opponent in melee combat. This reveals all aberration traits.
- DC 31 Aboleth lashers have incredibly resilient hides, but bludgeoning weapons are capable of causing harm to them without much trouble.
- DC 36 Aboleth lashers have surprising reach with their tentacles and are adept at taking advantage of opponents who leave themselves open to attacks.