

## Aboleth Overseer

CR 16

LE Large Aberration (Aquatic)

**Initiative:** +8; **Senses:** Darkvision 60 ft.

### Defense

**AC:** 36, **Flat-Footed:** 32, **Touch:** 13

(+4 DEX, +23 natural, -1 size)

**HP:** 350 (28d8+224)

**DR:** None

**Fort:** +17, **Ref:** +13, **Will:** +16

**SR:** None

**Resistances:** None

**Immunities:** None

**Defensive Abilities:** Mucus Haze

### Offense

**Speed:** 30 ft.

**Melee:** 2 +3 Tentacle Lances +36 (2d8+15 19-20/x3) and 2 Tentacles +32 (1d6+12 plus Slime)

**Special Abilities:** Enslave, Psionics, Psychic Slime, Slime

### Statistics

**STR** 34 (+12)

**DEX** 18 (+4)

**CON** 27 (+8)

**INT** 21 (+5)

**WIS** 15 (+2)

**CHA** 19 (+4)

**Base Attack** +21; **Grapple** +37; **Space/Reach** 5 ft. / 5 ft.

**Armor Check Penalty:** -0

**Feats:** Ability Focus (Psychic Slime), 9, 12, 15, 18, 21, 24, Exotic Weapon Proficiency (Tentacle Lance)<sup>B</sup>, Improved Initiative, Power Attack, Weapon Focus (Tentacle Lance)

**Skills:** Bluff +35 (+31 ranks, +4 cha), Diplomacy +35 (+31 ranks, +4 cha), Intimidate +35 (+31 ranks, +4 cha), Knowledge (any two) +36 (+31 ranks, +5 int), Sense Motive 33 (+31 ranks, +2 wis), Use Magic Device +35 (+31 ranks, +4 cha)

**Languages:** Aboleth, Auran, Common, Undercommon, and two others

**SQ:** Mucus Cloud, Telepathic

**Combat Gear:** 2 +3 Tentacle Lances

**Other Gear:** None

### Flavor

**Environment:** Undergrounds

**Organization:** Solitary or slave troupe (1 aboleth overseer, 2d4 aboleth lashers, and 10d6 skum)

**Treasure:** Double Standard

*The creature you face is like nothing of this world. Its body is shaped like a mix between a fish and some tentacled beast; tipping two of its four tentacles are wicked lances.*

Aboleth overseers are the rulers of aboleth society. While there are certainly more powerful breeds of aboleth, the overseer is the only member of the species capable of reining them in and placing them under its control.

Unlike most aboleth, the aboleth overseer doesn't mind wading into battle; they have actually developed a special weapon known as the tentacle lance so that they may better face their foes. Like most members of their species, the aboleth overseer exudes various forms of slime and mucus that hinder its foes, the overseer also possess the psychic abilities common to most members of their race. They typically remain *invisible* at all times so that they may better watch their underlings without being noticed.

Aboleth overseers speak all languages common of their race as well as common and several other dialects that are unique from one overseer to the next. They are also gifted with the boon that is telepathy.

### Ability Information

**Enslave (Su):** Three times per day, an aboleth overseer can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 20 will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by *remove curse*, and can attempt a new will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The DC is charisma based.

**Mucus Cloud (Ex):** An aboleth overseer 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 22 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.

**Mucus Haze (Ex):** An aboleth overseer exudes a cloud of mucus that makes movement very difficult for non-aboleth, as such, all terrain within 30 feet of an aboleth overseer is treated as rough terrain. Aboleth of any kind are not effected by this ability. Unlike a mucus cloud, the mucus haze ability works normally above water.

**Psionics (Sp):** At will – *hypnotic pattern* (DC 16), *illusionary wall* (DC 18), *invisibility*, *mirage arcane* (DC 19), *persistent image* (DC 18), *programmed image* (DC 20), *project image* (DC 21), *veil* (DC 19). Effective caster level 16th. The save DCs are charisma based.

**Psychic Slime (Su):** As a standard action, an aboleth overseer may cause a burst of psionically empowered slime to erupt from the air to hinder his foes. All creatures within a 10 foot by 10 foot area must succeed on a DC 24 will save or take 2d8 points of damage and dazed for 1 round. The aboleth overseer may use this ability at any location that it can see. The save DC is charisma based. The save DC of this ability is increased by 2 due to the aboleth overseer possessing the ability focus (psychic slime) feat.

**Slime (Ex):** A blow from an aboleth overseer's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 22 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.

**Telepathic (Su):** Aboleth overseers are naturally telepathic; this allows them to effortlessly (and generally undetectably) read the minds of any living creatures within 300 feet of them. Due to this ability, aboleth overseers are nearly impossible to surprise. An aboleth overseer doesn't need to see the creature whose mind it is reading; just being within 300 feet of it allows the aboleth overseer to know exactly where (negating concealment of any kind) it is and what it is thinking.

### Lore

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

- DC 38 This is an aboleth overseer, a ruler among its kind. Aboleth overseers are dangerous opponents who possess a wide array of telepathic powers. This reveals all aberration traits.
- DC 43 Aboleth overseers are capable of exuding a thick haze that has similar properties to their mucus; they also possess the ability to hurl globs of their mucus at enemies.
- DC 48 Aboleth overseers are powerful psionics and are capable of reading the minds of all nearby creatures with no effort on their part.

### New Weapon: Tentacle Lance

A tentacle lance fits securely over a tentacle and allows creatures to make swift stabbing motions that deal piercing damage. Creatures without tentacles cannot make use of a tentacle lance; creatures with tentacles may wield a tentacle lance, doing so replaces a tentacle attack.

**Type:** Exotic one-tentacle

**Cost:** 250 gold pieces

**Damage (S/ML):** 1d8 / 1d10 / 2d8

**Critical Threat/Multiplier:** 19-20/x3

**Range:** Melee

**Damage Type:** Piercing