

## Aboleth Slime Mage

CR 12

LE Large Aberration (Aquatic)

**Initiative:** +9; **Senses:** Darkvision 60 ft.

### Defense

**AC:** 26, **Flat-Footed:** 21, **Touch:** 16

(+2 deflection, +5 DEX, +10 natural, +0 shield, -1 size)

**HP:** 105 (14d8+42)

**DR:** None

**Fort:** +7, **Ref:** +9, **Will:** +12

**SR:** None

**Resistances:** None

**Immunities:** None

**Defensive Abilities:** None

### Offense

**Speed:** 10 ft., swim 60 ft.

**Melee:** 2 Tentacles +11 (1d6+2 plus slime)

**Ranged:** Slime Orb +14 touch (2d8 acid plus Slime; 60 ft. range inc.)

**Spells Known (Sorcerer; CL 7th)**

3rd (6/day) – Dispel Magic, Stinking Cloud

2nd (9/day) – Acid Arrow, Blindness/Deafness, Touch of Idiocy

1st (9/day) – Color Spray, Mage Armor, Magic Missile, Shield, Sleep

0 (6/day) – Detect Poison, Daze, Detect Magic, Ghost Sound, Light,

Mage Hand, Prestidigitation

**Special Abilities:** Enslave, Slime, Slime Burst, Spells

### Statistics

**STR** 14 (+2)

**DEX** 20 (+5)

**CON** 17 (+3)

**INT** 15 (+2)

**WIS** 17 (+3)

**CHA** 31 (+10)

**Base Attack** +10; **Grapple** +16; **Space/Reach** 10 ft. / 10 ft.

**Armor Check Penalty:** -0

**Feats:** Ability Focus (Slime), Combat Casting, Improved Initiative, Silent Spell, Still Spell

**Skills:** Concentration +24 (+17 ranks, +3 con, +4 feat), Knowledge (any two) +19 (+17 ranks, +2 int), Spellcraft +19 (+17 ranks, +2 int), Swim +10 (+8 race, +2 str)

**Languages:** Aboleth, Aquan, Undercommon

**SQ:** Mucus Cloud

**Combat Gear:** None

**Other Gear:** Tentacle ring of protection +2

### Flavor

**Environment:** Undergrounds

**Organization:** Solitary or brood guard (1 aboleth slime mage and 2d4 aboleth lashers)

**Treasure:** Double Standard

*The tentacled monstrosity before you looks something like a catfish mixed with some species of octopi, two tentacles lash out in your direction and eldritch energy seems to course along the thing's body.*

Sporting a smaller body, frailer overall form, and fewer tentacles than a standard aboleth, many would assume that the aboleth slime mage is a member of a weaker breed. All who have assumed that are now either dead or slaves. While it is true that the aboleth slime mage is all together smaller and weaker than a typical member of its species, it more than makes up for this with its ability to cast spells and hurl globs of acidic slime at its foes.

Aboleth slime mages possess the ability to cast a number of spells as if they were a sorcerer of a level equal to half their hit-dice. They typically lean towards debilitating spells such as *ray of exhaustion* and *stinking cloud* but they also usually have at least two offensive spells prepared should the need arise (generally *magic missile* and *acid arrow*).

Like all members of their species, aboleth slime mages speak their own language along with aquan and undercommon.

### Ability Information

**Enslave (Su):** Three times per day, an aboleth slime mage can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 26 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 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 slime mage 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 17 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 slime mage's tentacle or slime orb can cause a terrible affliction. A creature hit by a tentacle or slime orb must succeed on a DC 19 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). The save DC is constitution based. 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 of this ability is increased by 2 due to the aboleth slime mage possessing the ability focus (slime) feat.

**Slime Burst (Ex):** As a standard action an aboleth slime mage may expel a large amount of slime very quickly in a defensive maneuver. All creatures within 20 feet of the aboleth slime mage succeed on a DC 18 reflex save or be treated as if they were under the effect of a *slow* spell for 1 minute. This ability is usable once every 1d4+1 rounds.

**Skills:** An aboleth slime mage 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.

**Spells:** An aboleth slime mage casts spells as a sorcerer of a level equal to half its hit-dice.

### Lore

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

- DC 24 This is an aboleth slime mage, a powerful arcanist and a rarity among its kind. This reveals all aberration traits.
- DC 29 Aboleth slime mages are capable of causing bursts of slime to erupt from their forms; this is a unique ability among aboleth.
- DC 34 Aboleth slime mages are powerful spellcasters and their spellcasting methodology is similar to that of a sorcerer. Typically known spells are debilitating in nature.