



DUNGEONS & LAIRS: ABOLETH CAVE

Aboleth Cave is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 11, 14, 17, or 20**. This document offers details for each level and makes adjustments accordingly. The adventures must go toe-to-toe with a diabolical aboleth, an ancient, aquatic creature of formidable alien intelligence. Not only will the creature challenge their fighting skills, but their sanity, too.

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a small dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Aboleth Cave Hooks table on the next page offers details for introducing this adventure to your players.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic rule set from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and nonmagical equipment mentioned in the adventure are described in the core manual for players.

Magic items are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

LEVEL SELECTION

Before play, be sure to know the level for which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 11th, 14th, 17th, or 20th, the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. It's not recommended that you offer this adventure to parties whose average party level is less than 10 as it will be far too difficult for the players.

SCALING THE ADVENTURE

Average Party Level	Recommended Adventure Version	Relative Difficulty
10	11th-level	Hard
11	11th-level	Medium
12	11th-level	Easy
13	14th-level	Hard
14	14th-level	Medium
15	14th-level	Easy
16	17th-level	Hard
17	17th-level	Medium
18	17th-level	Easy
19	20th-level	Hard
20	20th-level	Medium

ABOLETH CAVE HOOKS

Side Quest d8 Type	Details
1 Fetch Quest	The characters must find an ancient tome rumored to be in the aboleth's possession. The tome is hidden in area 8b among the aboleth's other treasures.
2 Recover Stolen Item	To earn the trust of another evil being (perhaps a devil), they must recover a stolen <i>headband of intellect</i> rumored to be in the aboleth's possession. The headband is among the aboleth's other treasures in area 8b.
3 Receive Information	Ageless and imbued with memories of its ancestors, the characters must seek an audience with the aboleth to learn a long, lost bit of esoterica. Of course, the aboleth will want to test the characters first.
4 Rescue Mission	The characters are sent into the caves to find a missing party of explorers—the explorers are the ones in area 3, glued to the walls.
5 Missing Person	Years ago, a promising young mage went into the caverns and never returned. Members of the mage's guild want the characters to enter the caves and bring back proof that they were there. This mage is the glass wizard from area 18.
6 Monster Hunt	Aboleths are unnatural creatures and must be destroyed!
7 Supernatural Investigation	Strange, fish-like creatures keep crawling out of the caves. Locals want the characters to investigate these creatures and their motivations.
8 Secure Aid	The characters are telepathically visited by a future version of the aboleth; it wants the characters to enter its old tunnels and slay its younger self so that its younger self can return to the elemental plane of water. If the characters agree, the future aboleth shares the location of its younger self's treasure hoard (see area 8b); it's theirs if they accomplish the task. The future aboleth won't explain why it wants to shunt its younger self back to the elemental plane of water and gets annoyed when asked.

ABOLETH CAVE

Because the location possesses its own micro-climate zone, the eponymous aboleth cave can be inserted into nearly any environment or campaign setting. However, it should not be a spot that's easy to access. The entrance to the cavern should be somewhere deep within the earth, in a remote, hard-to-reach location, or its exterior set within a harsh, unwelcoming environment such as an arid desert, frozen wasteland, or even somewhere extraterrestrial.

GENERAL FEATURES

Unless stated otherwise, the aboleth cave has the following features.

Natural Caverns. The entirety of the aboleth's caves are just that—caves, naturally formed by erosion. The type of rock from which these caves are composed depend on its geographic location, but overall, have no strange properties unless you wish for them to. Thus, characters can use spells and features that allow them to travel through solid rock without much issue.

Illumination. The caverns are completely dark.

Three Entrances. There are three different ways into the aboleth's caves: areas 1, 11, and 18. Before you start play, choose which entrance you wish the characters to enter. You might even allow the characters to find all three entrances. If you decide not to use one or more of these entrances, you can seal them off from the characters or you can have them connect to other underground locations.

Slimy Surfaces. The aboleth's unnatural presence warps and befouls the caverns and the area around it. All of the surfaces in the cavern are slimy and wet and are considered difficult terrain.

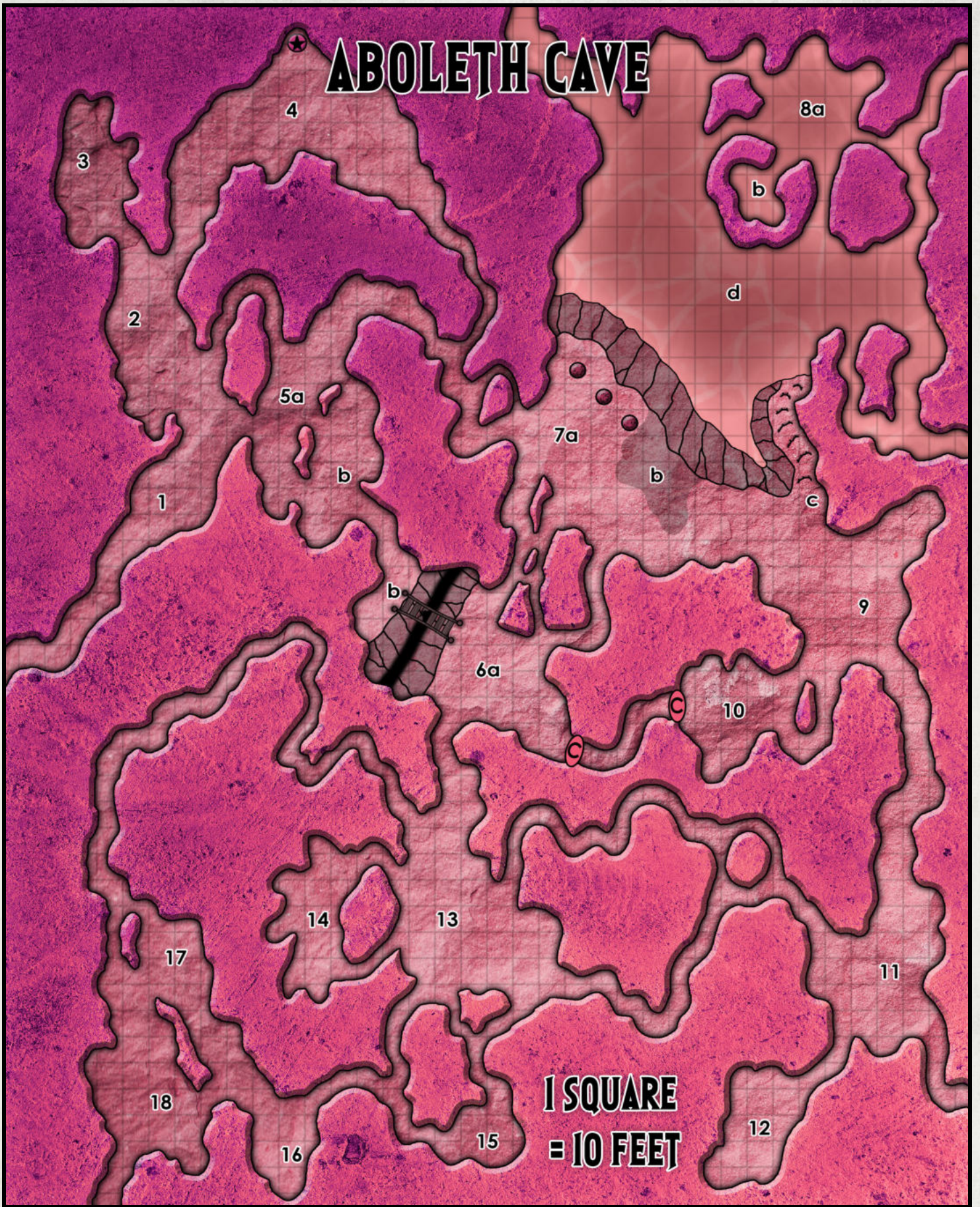
Toxic Water. Any creature other than the aboleth's minions that drinks or swallows any of the water in the cavern must make a DC 14 Constitution saving throw or become poisoned for 1 minute. A target can repeat its saving throw, ending the effect on itself on a success. A target that succeeds on its saving throw is immune to this effect for 1 minute. Regardless, the water in the caverns cannot be drunk to sate dehydration.

Always Watching. As an action, the aboleth can create an illusory image of itself anywhere within the lair. Once created, the image lasts for as long as the aboleth maintains concentration, as if concentrating on a spell. Although the image is intangible, it looks, sounds, and can move like the aboleth. The aboleth can sense, speak, and use telepathy from the image's position as if present at that position. If the image takes any damage, it disappears.

Deal Maker. If a creature allows the aboleth to communicate with it telepathically, the aboleth learns the creature's greatest desires. The aboleth will then offer to give the creature the thing it desires in exchange for assistance. It will do this to deter the characters from fighting it, leaning on their desires. It especially enjoys establishing contact with lawful evil creatures.



ABOLETH CAVE



**1 SQUARE
= 10 FEET**

SANITY CHECKS

The aboleth's lair is filled with madness-inducing esoteric lore not suited for the minds of mortals. At regular points throughout this adventure, there are calls for Sanity checks against fear or horror. These optional rules are described in the Fifth Edition handbook for gamemasters. If you aren't using the optional Sanity rules, then the character may make a Wisdom saving throw instead.

Fear. A saving throw against fear is called whenever the character learns a dark secret, witnesses a terrifying event, or experiences a situation they have no hope of overcoming. A character who fails a saving throw against fear becomes frightened for 1 minute. The character can repeat the saving throw at the end of each of their turns, ending the effect on a success.

Horror. Horror takes fear to the next level. It occurs whenever a character experiences true revulsion or anguish, when they experience something completely contrary to their core beliefs. A failed save against horror inflicts a character with a form of short-term or long-term madness, as detailed in the Fifth Edition handbook for gamemasters.

KEYED LOCATIONS

The following locations are keyed to the map of the aboleth cave on page 3.

1 - CRYSTAL

This area serves as one of the three possible entrances to the aboleth caves (see general features). The ceilings are only 7 feet high until the characters reach the edge of areas 2 and 5.

Trap: Crystal Pit. A 10-foot-square section of slime conceals the presence of a 20-foot-deep pit filled with greenish crystals. A creature weighing 50 pounds or more that sets foot in the area falls into it, taking 7 (2d6) damage from the fall plus an additional 16 (3d10) slashing damage from the crystals. The damage dealt by the crystal is considered magical for the purposes of overcoming resistances and immunities.

The aboleth charged the crystals in this pit with its own psychic energy. A creature that enters the pit or starts its turn in the pit must make a DC 15 Intelligence saving throw. On a failed saving throw, the target takes 11 (1d10) (11th and 14th-level adventures) or 22 (2d10) (17th and 20th-level adventures) psychic damage and is stunned until the start of its next turn.

Discovering the breakaway floor requires a successful DC 20 Wisdom (Perception) check. There is no way to stop the floor from breaking open. The characters will need to go over it in order to avoid it.

2 - OSTENTATIOUS

The walls and ceilings of this 20-foot-high-ceilinged cavern are carved to resemble strange, otherworldly creatures, many of which likely never seen by the eyes of mortals. Ooze and puss coat their surfaces, giving them the illusion that they are writhing, especially if viewed via torch or lantern light.

Observing the Walls. A character may observe the walls and make an Intelligence (History) check while doing so. After the check is made, confer with the table below to determine the outcome of the check.

WALL CARVINGS

Check Result	Outcome
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1-15	Nothing happens
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16-19	The character theorizes that the carvings have something to do with the aboleth's history.
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20+	The character's mind becomes absorbed with the strange, non-linear history of the aboleth and its kin as detailed by the wall. The character must make a DC 15 Sanity saving throw. On a failed saving throw, the character is incapacitated for 1 minute. While incapacitated, the target is not aware of the passage of time around them and can only think about the art on the walls. A <i>greater restoration</i> spell or similar magic ends the effect early.
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3 - SOUP

Seven oblong, slime-coated bulges decorate the walls and floors at regular intervals throughout. The ceilings slope downward toward the northernmost end of the room—it's 15 feet high at its highest point and 4 feet high at its lowest.

Super Slimy. The slime covering the floors here is thicker than it is in other areas. It takes 3 feet of movement per every 1 foot moved to walk through this chamber.

Slimed Explorers. A character that investigates the bulges realizes that they aren't just odd shapes—they're dead bodies. The character who discovers this must make a DC 10 Sanity saving throw against fear.

The explorers still wear their equipment and hold their weapons. Each one carries a backpack that carries the contents of an explorer's pack, although the food and water is completely ruined, and a coin purse with 100 gp (700 gp in all). The explorer's leader—the body against the far, northern wall—wields a +2 *wand of the war mage* (+3 in the 14th- and 17th-level versions of this adventure).

4 - GINGERBREAD

If there are voidlings present in this room (see below), the room is bathed in magical darkness until the creatures are destroyed.

The first time a creature enters this room, it must make a DC 15 Wisdom saving throw. On a failed saving throw, the target has trouble focusing as the room shifts in and out of reality—the target has disadvantage on all Wisdom ability checks and saving throws while in this area. The target can spend 1 minute trying to refocus itself, at the end of which it may repeat the saving throw, ending the effect on a success. A creature who succeeds on its initial saving throw or the effect ends for it is immune to this effect for 24 hours.

The ceilings of this chamber soar 30 feet overhead.

A tall statue depicting a strange, insectoid creature with leathery bat wings and thick, elephantine feet stands within a small alcove cut into the northern wall.

Encounter: Horrors of the Void. The nature of the encounter here depends on the level of the adventure, as shown on the Area 4 Encounters table below. All of these creatures are featured in the Appendix.

AREA 4 ENCOUNTERS

Adventure Level	Encounter
11th	4 voidpools
14th	1 shoggoth
17th	3 voidlings
20th	1 shoggoth plus 2 voidpools

5 - AMBROSIA SACRIFICE

This room reeks of refuse and rot. The first time a creature enters this area, it must make a DC 15 Constitution saving throw. On a failed save, the target is poisoned until the start of its next turn. A creature that succeeds on its saving throw is immune to the stench here for 24 hours.

The slime here is even more foul than it is in other parts of the caverns, taking on a pinkish swirl in a few places.

The ceilings in both parts of this cavern are 20 feet high.

Hazard: Oozing Ceiling. The ceiling above the northern end of this room (area 5a) constantly oozes puss pulled from the demiplane of ooze. On initiative count 5, each creature in the area must make a DC 10 Dexterity or Strength saving throw (target's choice) to avoid being knocked prone by the cascading ooze. If the target is already prone when it fails its saving throw, it becomes restrained by the ooze as it continues to pile onto it. While restrained in this way, the target is suffocating and comes under the effects of befouled water as described in the General Features section on page 2. Because the ooze here is so thick, a prone creature must make a DC 12 Strength check to stand up from the prone position, using all their movement when they do, instead of half. Another creature can use its action to pull a prone creature up from the prone position on a successful DC 12 Strength check. If the helper fails its Strength check by 5 or more, it too falls prone and becomes subject to the same effects of the room.

The servants of the aboleth (see below) know better than to enter this part of the room. They prefer to block the passages between the room's two halves so that their opponents are regularly subjected to the oozing ceilings during combat.

No matter how much ooze pours from the ceiling, it never seems to pool on the floor beyond a few inches.

Encounter: Servants of the Aboleth. Some of the aboleth's servants toil in the northwestern most part of this area (5b). The nature of this encounter depends on the level of the adventure, as shown on the Area 5b Encounters table below. Creatures marked with an asterisk are detailed in the Appendix.

AREA 5B ENCOUNTERS

Adventure Level	Encounter
11th	2 chuuls
14th	3 chuuls
17th	4 chuuls
20th	1 nharyth* and 3 chuuls

6 - THE WHISTLE AND THE SILENCE

A deep chasm cuts this room into two halves. The ceilings in this area are relatively high, climbing 80 feet above the ooze-coated floors here.

Trap: The Whistle. Any creature that starts its turn on the southeastern side of this chamber hears a strange, warbling whistle sound creeping out of the chasm. A creature that starts its turn within 30 feet of the chasm that can hear it must make a DC 15 Wisdom saving throw. On a failed save, the target is charmed by the whistle for 1 minute. While charmed by the whistle, a target is incapacitated and deafened. If the charmed target is more than 5 feet away from the chasm, the target must move on its turn toward the chasm by the most direct route, as they try to leap into the chasm itself. The target doesn't avoid opportunity attacks, but before moving into damaging terrain, such as spikes created by the spike growth spell, and whenever it takes damage from a source other than the chasm, the target can repeat the saving throw. A target that succeeds on its saving throw or the effect ends for it is immune to the effects of the whistle for 24 hours.

What happens to a creature when it falls into the chasm depends on the level of the adventure, as shown on the Chasm Effect table below.

CHASM EFFECT

Adventure Level	Chasm Effect
11th	The target falls 100 feet before hitting the bone strewn floor below, taking 35 (10d6) bludgeoning damage from the fall.
14th	The target falls 150 feet before hitting the bone strewn floor below, taking 52 (15d6) bludgeoning damage from the fall.
17th or 20th	The target falls 50 feet before they are teleported to a random location on another plane of existence. Roll on the Random Plane of Existence table below to determine where the target goes.

Silence. The far side of the chasm (6a) is covered in a permanent area of magical silence (as per the spell) that extends to the edge of the canyon. In addition to the normal sound-suppressing effects of the silence here, the whistle cannot reach this side.

Concealed Tunnel. Thick slime conceals the presence of a tunnel in the eastern wall that connects this area to area 11. Discovering the tunnel requires a successful DC 21 Wisdom (Perception) check. The tunnel beyond also has relatively low ceilings, 2 feet at its lowest point.



RANDOM PLANE OF EXISTENCE

d20 Destination

1	Somewhere on the material plane
2	Realm of shadow and darkness
3-4	Elemental plane of air
5-6	Elemental plane of earth
7-8	Elemental plane of fire
9-11	Elemental plane of water
12-13	Lawful evil plane
14	Neutral evil plane
15	Chaotic neutral plane
16	Chaotic evil plane
17	Astral plane
18	Ethereal plane
19-20	Exotic realm (realm of dreams, center of the universe, realm of aberrations, etc.)

7 - THE ABOLETH'S LAIR

A pool of foul-smelling slime dominates the majority of this chamber. The ceilings in this area soar 50 feet overhead.

Three 8-foot-tall, evenly-spaced mushrooms (area 7a) with stems thick as trees stand next to the pool. The mushrooms periodically rotate their caps in different directions, as if affected by some unseen wind. Further adding to this oddity, the mushrooms emit a strange, low hum.

In addition to the slime that coats the entire area, a thick carpet of mushrooms and black mold covers every surface. Every few seconds, the entire fungal carpet ripples like water. While this ripple has no effect, it sure is weird to watch.

Near the edge of the slime pool, a rusty chain rests. One end is tethered to a rusting spike driven into the mushroom-covered stone. The other end slips over the edge of the pool and vanishes into the slime below.

Trap: Fungal Ledge (Area 7b). The chain has no purpose other than to catch the eye. The ground surrounding the chain has a soft consistency like that of a sponge. When a Small or Medium creature weighing 50 pounds or more steps within the area surrounding the chain (see the markings on the map, area 7b), the floor below their feet collapses. The target must make a DC 10 Dexterity saving throw. On a successful saving throw, the target steps away to an unoccupied space outside of the faulty ledge's area. If the target can't or won't move to an unoccupied space or it fails its saving throw, it tumbles 30 feet down into the slime pool below. Noticing the ledge requires a successful DC 20 Wisdom (Perception) check.

Trap: Flaky Steps (Area 7c). A wide staircase winds down to the sludge pool. The stairs are brittle. A target weighing 100 pounds or more that steps onto the steps causes the entire thing to collapse, falling into the slime pool as a result. A character who observes the steps and succeeds on a DC 18 Wisdom (Perception) check recognizes that the steps are faulty.

Hazard: Slime Pool (Area 7d). The slime in this pool is so thick, it has more in common with quicksand than it does water. When a creature other than the aboleth enters the pool, it hits the surface with a "plop" and slowly sinks 1d4 + 1 feet into it and becomes restrained. At the start of each of the creature's turns, it sinks another 1d4 feet. As long as the creature isn't completely submerged by the muck, it can escape by using its action to succeed on a Strength check. The DC is 10 plus the number of feet the creature has sunk into the slime pool. A creature that is completely submerged in slime can't breathe and is blinded and deafened. A creature can pull another creature within its reach out of the slime pit by using its action and succeeding on a Strength check. The DC is 10 plus the number of feet the target creature has sunk into the slime.

The aboleth and its minions can move and see through the slime as if it was water.

Encounter: Aboleth and its Minions. The aboleth lairs here, hiding amid the muck of its pool (7b). However, it doesn't immediately engage in combat. Instead, it prefers to let its minions on the "dry" part of the cavern do its dirty work first. The aboleth only enters combat when it feels that its minions are winning or a creature becomes stuck in its pool (see "Slime Pool" above).

The nature of the aboleth's minions are determined by the level of this adventure, as shown on the Aboleth Minions table below. Chuuls and dimensional shamblers fight on the surface, in area 7a, while rotsam swarms fight alongside the aboleth in the sludge. Creatures marked with an asterisk are detailed in the Appendix.

ABOLETH MINIONS

Adventure Level	Encounter
11th	3 chuuls
14th	4 chuuls
17th	4 chuuls plus 1 dimensional shambler*
20th	3 dimensional shamblers* plus 3 rotsam swarms*

Aboleth Tactics. Although the aboleth won't directly involve itself in combat until its minions succeed in wearing down the party or a creature enters its pool, it still utilizes its lair actions when and where it can.

The aboleth has no fear of being destroyed outside of the elemental plane of water. However, its destruction is an annoyance it would rather not be bothered with. If the tide turns against the elder being and its minions, it flees to its cubby (area 8) and uses its *helm of teleportation* to escape. Failing that, it tries to sneak out of one of the tunnels branching off from its lair—where these tunnels go is up to you.

8 - LUCUBRATION

This hidden section of the pool is almost impossible to see from area 7, but acts as the aboleth's meditation chamber and personal treasure depository. The ceilings above the surface of the slime are relatively low, only 2 feet or so. It's impossible for creatures to fly or walk over the slime without taking a dip into it.

Treasure. The aboleth hides its treasure in the southern part of this section inside a portable hole that's been folded up and placed into a tiny niche in the slime itself. Finding the niche requires a character to succeed on a DC 20 Intelligence (Investigation) check. This check is made at disadvantage if the target can't see through the slime.

The treasure consists of a *headband of intellect*, a *ring of spell storing*, *elven chain*, a *potion of clairvoyance*, a *helm of teleportation*, and a *robe of eyes*.

Additionally, 17th- and 20th-level versions of the adventure also include an *ioun stone of insight* and a *tome of clear thought*.

9 - INSURMOUNTABLE

This chamber has 10-foot-high ceilings. Other than slime and fungus, the only thing of note in this chamber is a stone archway placed randomly at the center of the room. There is a wooden door free of goo set into the archway.

Trick: Bizarre Door. A character that casts *detect magic* on the door detects an aura of conjuration magic. If a creature opens the door, a wave of eldritch energy sweeps over each creature within 10 feet of it. Each target must make a DC 15 Wisdom saving throw, or become confused for 1 minute. An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

CONFUSION BEHAVIOR

d10 Behavior

- 1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
- 2-6 The creature doesn't move or take actions this turn.
- 7-8 The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
- 9-10 The creature can act and move normally.

Encounter: Shoggoth (17th- or 20th-Level Only) In addition to the confusion wave, the door summons a **shoggoth** (see the Appendix) that appears in an unoccupied space near the door. The shoggoth first attacks creatures that seem to be confused.

10 - SOCK

The ceilings here are 15 feet high.

Encounter: Cavefish Zombies. Twelve **cavefish zombies** linger in this slimy chamber (see the Appendix). They attack anything that enters the area. Their altered nature allows them to ignore the difficult terrain created by the slime.

Encounter: Astral Devourers. In the 17th-level and 20th-level versions of this adventure, there are 1d4 strange aberrations lurking within the guts of the zombies—astral devourers. Each time a zombie is killed, the astral devourers flee. When 10 or more astral devourers appear, they can form a single **swarm of astral devourers** (see the Appendix).

Otherwise, a lone astral devourer is a noncombatant aberration that has the same statistics as the astral devourer swarm except it has only 4 hp, it loses its damage resistances and all of its condition immunities except for its immunity to the prone condition, and it loses all of its traits, actions, and reactions.

Concealed Tunnel Thick slime conceals the presence of a tunnel that connects this area to area 6. Discovering the tunnel requires a successful DC 21 Wisdom (Perception) check.

11 - PLUNGE

The ceilings here are fairly low. They're 4 feet high where this area connects to area 9, and only 3 feet high where it connects to areas 12 and the egress. Small creatures can move through this area without any issue. Medium creatures must crawl through the area. Large and larger creatures can't move through this area at all.

Encounter: Cavefish Zombies. Sixteen **cavefish zombies** crawl through this area. Their altered nature allows them to ignore the difficult terrain created by the slime.

Encounter: Astral Devourers. In the 17th-level and 20th-level versions of this adventure, there are 1d4 strange aberrations lurking within the guts of the zombies—astral devourers. Each time a zombie is killed, the astral devourers flee. When 10 or more astral devourers appear, they can form a single **swarm of astral devourers** (see the Appendix). Otherwise, a lone astral devourer is a noncombatant aberration that has the same statistics as the astral devourer swarm except it has only 4 hp, it loses its damage resistances and all of its condition immunities except for its immunity to the prone condition, and it loses all of its traits, actions, and reactions.

ZOMBIE MOBS

Areas 10 and 11 contain a high number of zombies. Running such combats against high-level characters could lead to some slow-paced combat encounters. Instead of running the zombies individually, try incorporating the rules for mob attacks as detailed in the Fifth Edition handbook for gamemasters. For simplicity's sake, we've included a table below based on the zombies' attack rolls.

ZOMBIE MOB ATTACKS

Target AC	Number of Zombies Needed to Hit
9 or less	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24 or higher	20

12 - GERRYMANDERING

The tunnel leading from area 11 expands the ceilings of this area to 15 feet.

There is a human glued to the ceiling by this chamber's slime. The human calls for help the moment it notices the characters.

Trick: Don't Touch the Person. The human is an illusion created by the aboleth. The aboleth can speak through the illusion, trying to get the characters to rescue it. If the aboleth previously made telepathic contact with one of the characters, it makes the illusion appear as someone close to the character.

If a creature touches the illusory, it becomes subject to the same disease a touch from the aboleth's tentacles causes, no save allowed. If that isn't bad enough, the human immediately dissolves into a pool of slime, emitting an unearthly shriek as it does. Each creature that witnesses this must make a DC 15 Sanity saving throw against fear.

13 - TIME

The ceilings here are 12 feet high. Other than the foul slime that covers everything throughout this complex, this cavern is empty.

14 - DOLLS

Oddly, this area is relatively devoid of slime and filth. A large pile of children's dolls rests against the western wall.

The ceilings here are 8 feet high.

Trick: Youth. The dolls emit an aura of transmutation magic. Any humanoid who touches the dolls must make a DC 15 Constitution saving throw or age backwards 1d4 x 10 years. If this reduces the character's age below the age of maturity for their race but not beyond their race's equivalent of a toddler (for example, a 7-13 year-old human), they become a child. A character who becomes a child has disadvantage on Strength ability checks and saving throws as well as attacks that use their Strength modifier. Medium creatures who become children become Small and their movement speed is reduced by 5 feet (minimum of 5 feet). Creatures reduced in size who are wearing nonmagical armor must have their armor resized or suffer the same penalties they would for wearing armor in which they aren't proficient.

If a character de-ages between the age of a toddler for their race and the age of a child, they suffer disadvantage to all of their Intelligence and Wisdom saving throws and ability checks as well.

Characters who age below the age of a toddler effectively become infants. A character who becomes an infant is a Tiny humanoid with a movement speed of 5 ft. The infant has AC 6, 1 hp, a Strength score of 2, Dexterity, Intelligence, Wisdom, and Charisma scores of 4, and a Constitution score of 8. The character loses all of their class features, saving throw and skill proficiencies, as well as their ability to speak and understand languages. The character can't take actions, bonus actions, or reactions.

Any character who ages below 0 years is erased from existence and only a *wish* spell returns the character. Otherwise, the aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

15 - GILDED

Streaks of gold stripe the walls of this cavern, visible through the slime. Unfortunately, the gold is just an optical illusion.

Hazard: Slippery. The floors of this room slope gradually downward from the northern egress to the southwestern one. A creature who moves through this area must make a DC 10 Dexterity (Acrobatics) check before they move, or fall prone in their space. A creature can move at half its normal speed (in addition to the effects caused by the difficult terrain) to avoid making this check.

16 - MONOLITH

A tall obelisk leans against the southern wall of this chamber. The ceilings here are 13 feet high.

The monolith is a mere distraction; nothing can be learned from it.

17 - GIBBER

The walls, ceilings, and floors of this chamber are decorated with hundreds of monstrous yellow eyes, fanged mouths, and flailing tentacles. The ceilings of this fleshly monstrosity are only 6 feet high.

Hazard: Gibbering Room. The entire room functions similar to a gibbering moulder. The ground throughout this entire lair is even more difficult to move through than normal, requiring 3 feet of movement per 1 foot moved. Each creature that starts its turn in this area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

The mouths on the walls babble incoherently while it can see any creature in the area and isn't incapacitated. Each creature that starts its turn in the area and can hear the mouths must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Any time a creature moves within 5 feet of the walls or ceilings or starts their turn there, or they fall prone or start their turn prone, the mouths try to bite the creature. The walls make an attack roll against the target with a +2 to hit, dealing 17 (5d6) piercing damage on a hit. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or become grappled by the area's tentacles (escape DC 10). Until this grapple ends, the target is restrained. If the target is killed by this damage, it is absorbed into the room's walls.

The room constantly regenerates itself. It cannot take damage or be destroyed.

18 - INNOCENCE

There is a glass sculpture carved to look like a wizard pushing up through the ooze-covered floor like an infected sore. The sculpture holds a non-glass closed book in its translucent hands.

Glass Wizard. The wizard was a real wizard who turned themselves to glass by accident while trying to understand the nature of the reality-altering properties of this cavern. As a glass statue, the wizard is subjected to the petrified condition, except they have vulnerability to bludgeoning damage and spells and effects that deal thunder damage always deal the maximum amount of damage. A *greater restoration* spell returns the wizard to their normal form (they are a **mage**).

Trapped Spellbook. The spellbook is trapped with a *glyph of warding* triggered when the book is touched. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 22 (5d8) thunder damage on a failed saving throw, or half as much damage on a successful one. The explosion shatters the glass sculpture of the mage, killing the mage instantly.

The spellbook contains all the spells a **mage** knows. In the 17th- and 20th-level versions of this adventure, it also contains all the spells an **archmage** knows. Ω

CREDITS

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APPENDIX: NEW CREATURES

Dungeons & Lairs: *Aboleth Caves* includes eight creatures not found in the core rulebooks. Their stat blocks are printed below, and they can also be found in the *Tome of Beasts* and *Tome of Beasts 2* by [Kobold Press](#) who allow the use of their monsters through their OGL.

ASTRAL DEVOURER

A swarm of strange, faceless gray snakes flies through the air—wingless, as if through water. Their mouths are rasping irises of gnashing fangs, and the sides of each snake are lined with milky, unblinking eyes.

When enough serpents on the Astral Plane gather, they form a collective creature called an astral devourer. The astral devourer has a hive mind made up of all the minds of its component creatures and possesses a great cunning that makes it more adept at hunting.

All for the Whole. The individual astral serpents that make up the astral devourer have no thoughts or wills of their own, and the collective freely uses the individuals as weapons. The astral devourer often flings serpents at hard-to-reach prey to consume it. The flung serpents return to the astral devourer, bringing the consumed life force back to the collective. When food is particularly scarce or the devourer is in danger, it can split into subgroups of the main collective, feeding the individuals while keeping the whole safely dispersed.

Planar Hunters. Hunger constantly drives astral devourers. They love the taste of sentient planar travelers, and they roam the multiverse, favoring desolate landscapes. Reports indicate they're adept at finding portals between worlds and relentlessly hunt prey through these portals.



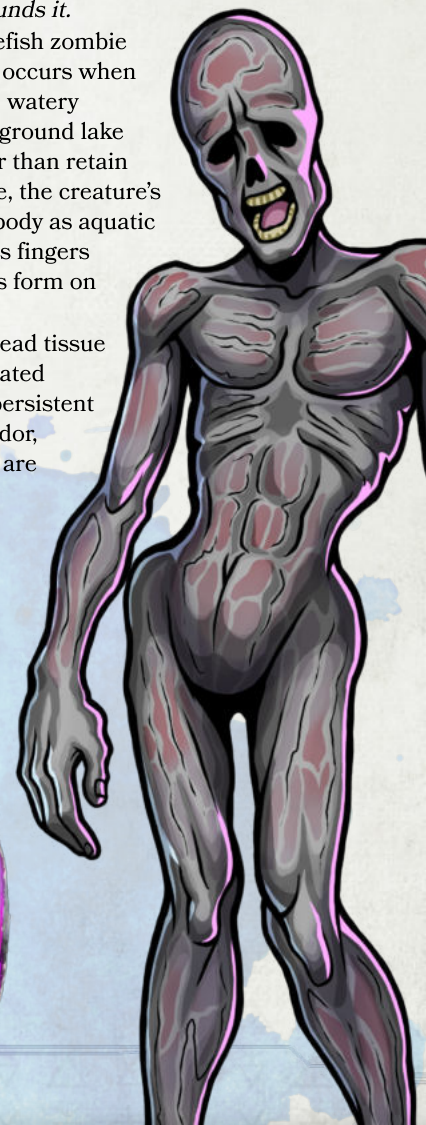
CAVEFISH ZOMBIE

This creature looks like a bloated, wet corpse. Its fingers and toes are webbed, and slick, fleshy fins run down its spine and legs, poking through stretches of dead flesh. An overpowering stench of rot surrounds it.

Aquatic Adaptations. The cavefish zombie is an unusual type of undead that occurs when dark magic permeates a lightless, watery environment, such as in an underground lake or the depths of the ocean. Rather than retain the bodily form it possessed in life, the creature's skin sloughs off from parts of its body as aquatic features burst through its flesh. Its fingers and toes become webbed, and fins form on its back and down its legs.

Decay. The cavefish zombie's dead tissue holds water, causing it to look bloated and loose and afflicting it with a persistent rot. This rot results in a horrific odor, which follows them whether they are in water or on land.

Undead Nature. A cavefish zombie doesn't require air, food, drink, or sleep.



ASTRAL DEVOURER

Medium swarm of Tiny aberrations, chaotic evil

Armor Class 16 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft., fly 30 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	17 (+3)	14 (+2)	16 (+3)	12 (+1)

Saving Throws Dex +6, Int +5

Skills Perception +6, Stealth +6

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison, psychic

Condition Immunities grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 16

Languages Deep Speech, Void Speech

Challenge 8 (3,900 XP)

Collective Mind. The astral devourer's individual serpents are connected via a hive mind. It can telepathically communicate with any of its individual serpents within 1 mile of it, and it can't be surprised.

Magic Resistance. The astral devourer has advantage on saving throws against spells and other magical effects.

Swarm. The astral devourer can occupy another creature's space and vice versa, and the devourer can move through any opening large enough for a Tiny serpent. Except via Serpent Spray and Recombine, the astral devourer can't regain hp or gain temporary hp.

Actions

Multiattack. The astral devourer makes two melee attacks.

Hungering Serpents. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 9 (2d8) piercing damage, or 4 (1d8) piercing damage if the swarm has half of its hit points or fewer, plus 14 (4d6) poison damage.

Serpent Spray (Recharge 6). The astral devourer flings biting astral serpents outward. Each creature within 20 feet of the astral devourer must make a DC 16 Dexterity saving throw, taking 14 (4d6) piercing damage and 14 (4d6) poison damage on a failed save, or half as much damage on a successful one. The astral devourer regains hp equal to the single highest amount of piercing damage dealt by this spray.

Reactions

Divide. When an astral devourer that is Small or larger takes bludgeoning, piercing, or slashing damage, it can split into two new astral devourers if it has at least 10 hp. Each new devourer has hp equal to half the original creature, rounded down. New astral devourers are one size smaller than the original. While within 1 mile of each other, the new astral devourers share one collective mind.

Recombine. When one or more astral devourers that are Small or smaller and share a collective mind are within 5 feet of each other, they can combine into a new astral devourer. The new astral devourer is one size larger than the largest original creature, and it has hp equal to the combined total of the original creatures. The new astral devourer's hp can't exceed the normal hp maximum of a Medium astral devourer.

CAVEFISH ZOMBIE

Medium undead, neutral evil

Armor Class 10

Hit Points 37 (5d8 + 15)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	3 (-4)	6 (-2)	3 (-4)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/2 (100 XP)

Stench. Any creature that starts its turn within 5 feet of the cavefish zombie must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the zombie's Stench for 24 hours.

Undead Fortitude. If damage reduces the cavefish zombie to 0 hp, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hp instead.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

DIMENSIONAL SHAMBLER

The large creature lumbers forward, its ape-like and insectoid features blending incomprehensibly. It blinks in and out of existence, closing in on prey in a manner that betrays both the eye and time itself.

Solitary and efficient hunters, dimensional shamblers often materialize in closed structures to surprise prey that believes it is safely hidden. Capable of seeing into and entering the Lower Planes, they regularly stalk targets in the Material Plane by hopping in and out of other planes to remain undetectable.

Disturbing Form. The dimensional shambler has a rudimentary face with dead eyes, thick hide, and symmetrical hands. Its claw-tipped fingers bend in either direction. Moving through many dimensions, the creature's disturbing gait suggests a lack of any conventional skeletal structure.

Unknown Origins. The number and lifecycle of these creatures is unknown. No records of more than one shambler appearing in the Material Plane at one time exist, and it is not clear whether they were created by some dark or inscrutable power or evolved naturally.



DIMENSIONAL SHAMBLER

Large aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

22 (+6) 21 (+5) 17 (+3) 21 (+5) 16 (+3) 13 (+1)

Saving Throws Dex +9, Con +7, Int +9, Wis +7

Skills Arcana +9, Athletics +10, Perception +7, Stealth +9

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Infernal, Void Speech

Challenge 9 (5,000 XP)

Look Between. As a bonus action, the dimensional shambler can see 60 feet into any of the Lower Planes when it is on the Material Plane, and vice versa. This sight lasts until the beginning of its next turn. During this time, the dimensional shambler is deaf and blind with regard to its own senses in its current plane.

Maddening Form. When a creature that can see the dimensional shambler starts its turn within 30 feet of the dimensional shambler, the dimensional shambler can force it to make a DC 16 Constitution saving throw if the dimensional shambler is not incapacitated. On a failed save, the creature is frightened until the start of its next turn. If the creature is concentrating on a spell, that creature must succeed on a DC 16 Constitution saving throw or lose concentration on the spell.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the dimensional shambler until the start of its next turn, when it can avert its eyes again. If the creature looks at the dimensional shambler in the meantime, it must immediately make the saving throw.

Step Between. As a bonus action, the dimensional shambler can magically shift from the Material Plane to any Lower Plane, or vice versa. It can't bring other creatures with it when it shifts in this way.

Actions

Multiattack. The dimensional shambler makes two claw attacks. If both attacks hit the same creature, the target is grappled (escape DC 16).

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Drag Through. The dimensional shambler shifts through multiple dimensions with a target it is grappling, ending in the same dimension it began. The creature must make a DC 16 Wisdom saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.



NHARYTH

A hideous mass of coiling intestines undulates, ejecting thin, transparent spears of some resinous material from its many orifices. The creature makes a wet slithering sound as it moves unsettlingly through the air.

Foulness in Motion. The nharyth defies gravity with its every movement, as it pulls itself through the air with its

mass of intestine-like appendages. The creature does not seem to possess any natural means of propulsion and can even fly through areas where there is no magic.

Creations of Madness. Most scholars believe nharyth were created in some insane magical experiment. Others believe they are the spawn of some yet-unknown horror between the stars. Whatever the case, they are clearly not part of the natural ecosystem.

NHARYTH

Huge aberration, chaotic evil

Armor Class 17 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	5 (-3)	14 (+2)	7 (-2)

Skills Perception +6, Stealth +6

Damage Resistances bludgeoning, psychic

Condition Immunities blinded, deafened, paralyzed

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 16

Languages understands Deep Speech but can't speak
Challenge 9 (5,000 XP)

Spine Trap. With 10 minutes of work, the nharyth can create a web of nearly transparent spines in a 20-foot cube. The web must be anchored between two solid masses or layered across a floor, wall, or ceiling. A web of spines layered over a flat surface has a depth of 5 feet. The web is difficult terrain, and the spines forming it are nearly transparent, requiring a successful DC 20 Wisdom (Perception) check to notice them.

A creature that starts its turn in the web of spines or that enters the web during its turn must succeed on a DC 16 Dexterity saving throw or 1d4 spines stick to it. At the start of each of its turns, the creature takes 1d4 piercing damage for each spine stuck to it. A creature, including the target, can take its action to remove 1d4 spines. If a creature starts its turn with more than 4 spines stuck to it, the creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The nharyth can plant up to 24 spines in a web when creating it. Once it has used 24 spines in webs, it must finish a long rest before it can use this trait again.

Actions

Multiattack. The nharyth makes two spined slap attacks. Alternatively, it can use Spine Shot twice.

Spined Slap. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or be paralyzed until the end of its next turn.

Spine Shot. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 12 (3d6 + 2) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or its speed is halved until the end of its next turn. If the nharyth scores a critical hit, the target doesn't make a saving throw and is paralyzed until the end of its next turn instead.

ROTSAM SWARM

Large swarm of Tiny oozes, unaligned

Armor Class 9

Hit Points 142 (15d10 + 60)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	1 (-5)	9 (-1)	6 (-2)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities necrotic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 6 (2,300 XP)

Bog Rot. A creature that fails its saving throw against the rotsam swarm's diseased bite attack becomes infected with the bog rot disease. Until the disease is cured, the infected creature's skin breaks out in a rot-like rash that slowly spreads across its body, and its hp maximum decreases by 7 (2d6) for every 24 hours that elapse. After the first 24 hours, the creature's skin starts to smell like rot, and creatures have advantage on Wisdom (Perception) and Wisdom (Survival) checks to find the infected creature. The reduction and rot smell last until the disease is cured. The creature dies if the disease reduces its hp maximum to 0.

Spider Climb. The rotsam swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rotsam. The swarm can't regain hp or gain temporary hp.

Actions

Diseased Bites. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 10 (4d4) piercing damage plus 21 (6d6) necrotic damage, or 5 (2d4) piercing damage and 10 (3d6) necrotic damage if the swarm has half of its hp or fewer. The target must make a DC 15 Constitution saving throw or contract a disease (see the Bog Rot trait).

ROTSAM SWARM

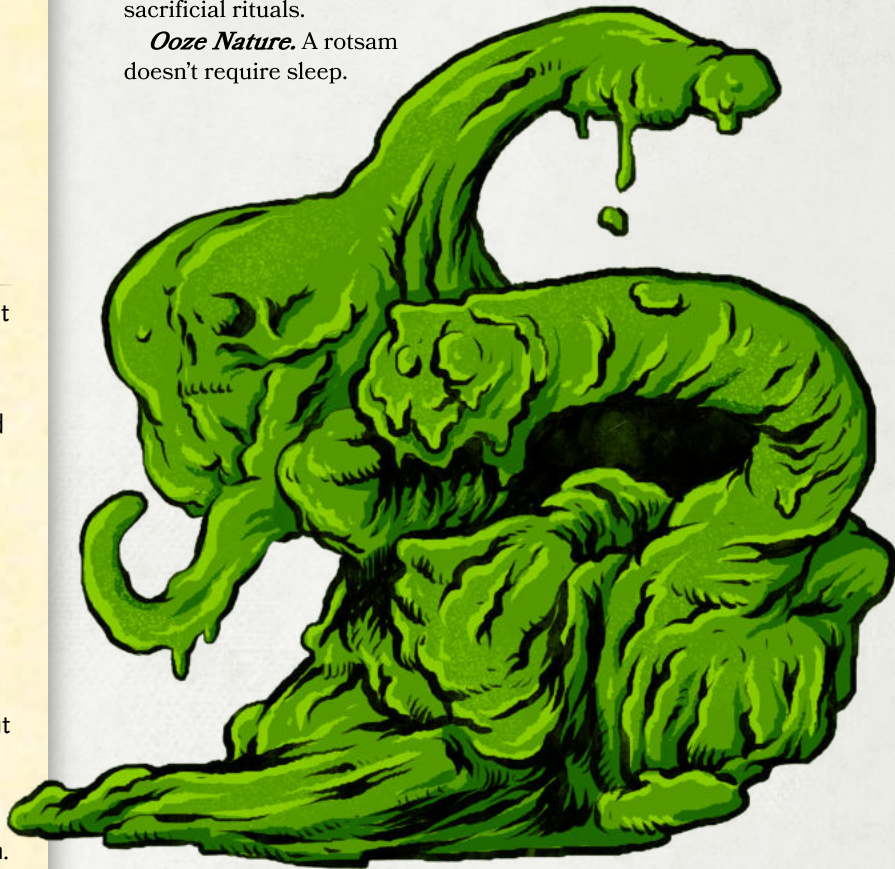
A quivering glob wraps around a corpse's arm. Though the corpse is already decaying, the glob seems to accelerate the rot.

Expediter of Decay. The rotsam feeds on rotting flesh, encouraging decay in already rotten corpses and initiating decay in previously preserved corpses. Unfortunately, the rotsam can affect living tissue just as well and makes no distinction between the two.

Leechlike Underwater Dwellers. Rotsams attach to their prey like leeches, but they are considerably more difficult to remove than ordinary leeches.

Favored of Rot Cults. Cultists devoted to deities of disease, death, and decay "raise" rotsams for use in their sacrificial rituals.

Ooze Nature. A rotsam doesn't require sleep.



SHOGGOTH

A shoggoth is an intelligent, gelatinous blob that can reshape itself at will. Created by an elder race as servants, the shoggoths rebelled long ago and slew their masters without pity. Since that time, they've lived in isolated or desolate regions, devouring whatever they encounter and absorbing its flesh into their own amorphous, shifting forms.

Constant Growth. When in a spherical form, a shoggoth's mass is enough to have a 10- to 15-foot diameter, though this is just an average size. Shoggoths continue growing throughout their lives, though the eldest among them grow very slowly indeed, and some shoggoths may shrink from starvation if they deplete a territory of resources.

Mutable Form. A shoggoth can form eyes, mouths, tentacles, and other appendages as needed, though it lacks the control to truly polymorph into another creature's shape and hold it.

SHOGGOTH

Huge aberration, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 387 (25d12 + 225)

Speed 50 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	28 (+9)	12 (+1)	16 (+3)	13 (+1)

Skills Perception +9

Damage Resistances bludgeoning, fire, piercing

Damage Immunities cold, slashing, thunder

Condition Immunities blinded, deafened, prone, stunned, unconscious

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 19

Languages Void Speech

Challenge 19 (22,000 XP)

Anaerobic. A shoggoth doesn't need oxygen to live. It can exist with equal comfort at the bottom of the ocean or in the vacuum of outer space.

Absorb Flesh. The body of a creature that dies while grappled by a shoggoth is completely absorbed into the shoggoth's mass. No portion of it remains to be used in raise dead, reincarnate, and comparable spells that require touching the dead person's body.

Amorphous. A shoggoth can move through a space as small as 1 foot wide. It must spend 1 extra foot of movement for every foot it moves through a space smaller than itself, but it isn't subject to any other penalties for squeezing.

Hideous Piping. The fluting noises made by a shoggoth are otherworldly and mind-shattering. A creature that can hear this cacophony at the start of its turn and is within 120 feet of a shoggoth must succeed on a DC 15 Wisdom saving throw or be confused (as the spell confusion) for 1d4 rounds. Creatures that roll a natural 20 on this saving throw become immune to the Hideous Piping for 24 hours. Otherwise, characters who meet the conditions must repeat the saving throw every round.

Keen Senses. A shoggoth has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Rolling Charge. If the shoggoth moves at least 20 feet straight toward a creature and hits it with a slam attack on the same turn, that creature must succeed on a DC 20 Dexterity saving throw or be knocked prone. If the creature is knocked prone, the shoggoth immediately moves into the creature's space as a bonus action and crushes the creature beneath its bulk. The crushed creature can't breathe, is restrained, and takes 11 (2d10) bludgeoning damage at the start of each of the shoggoth's turns. A crushed creature remains in its space and does not move with the shoggoth. A crushed creature can escape by using an action and making a successful DC 19 Strength check. On a success, the creature crawls into an empty space within 5 feet of the shoggoth.

Actions

Multiattack. The shoggoth makes 1d4 + 1 slam attacks. Reroll the number of attacks at the start of each of the shoggoth's turns.

Slam. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. **Hit:** 30 (4d10 + 8) bludgeoning damage, and the target is grappled (escape DC 18) and restrained. The shoggoth can grapple any number of creatures simultaneously, and this has no effect on its number of attacks.

VOIDLING

Writhing black tendrils stretch from this indistinct orb of pure shadow. The faintest flicker of something green, like an eye, appears for a moment in the center of the globe and then fades to black again.

Called from Darkness. Voidlings are creatures of the darkest void, the cold space between the stars, drawn to mortal realms by practitioners of foul and corrupting magic known to break the minds of those who wield it. They frequently are summoned servants to void dragons, and they have been seen as wardens of the temples on the Plateau of Leng.

Light Eaters. They are said to devour life and knowledge and light itself as sustenance; the places they inhabit are known for their dank chill and their obscurity. Voidlings are

summoned by those hungry for power at any cost, and—despite their dark reputation—they serve very well for years or even decades, until one day they turn on their summoners. If they succeed in slaying their summoner, they grow in strength and return to the void. Exactly what voidlings seek when they have not been summoned—and what triggers their betrayals—is a mystery.

Cold Tendrils. Creatures of utter darkness, they can barely be said to have a shape; they consist largely of lashing tendrils of solid shadow. The tendrils meet at a central point and form a rough sphere in which something like an eye appears intermittently.

Though their tentacles stretch 10 feet long, the core of a voidling is no more than 4 feet across, and it weighs nothing, darting through either air or void with impressive speed.

VOIDLING

Large aberration, chaotic evil

Armor Class 16

Hit Points 110 (20d10)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	10 (+0)	14 (+2)	16 (+3)	10 (+0)

Saving Throws Con +4, Int +6, Wis +7, Cha +4

Skills Stealth +10

Damage Immunities necrotic

Condition Immunities exhaustion, petrified, prone

Senses truesight 60 ft., passive Perception 13

Languages telepathy 60 ft.

Challenge 11 (7,200 XP)

Fed by Darkness. A voidling in magical darkness at the start of its turn heals 5 hit points.

Magic Resistance. The voidling has advantage on saving throws against spells and other magical effects except those that cause radiant damage.

Innate Spellcasting. The voidling's innate spellcasting ability is Wisdom (spell save DC 15, spell attack bonus +7). It can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *fear*

3/day each: *eldritch blast* (3 beams), *black tentacles*

1/day each: *phantasmal force*, *reverse gravity*

Natural Invisibility. A voidling in complete darkness is considered invisible to creatures that rely on normal vision or darkvision.

Actions

Multiattack. The voidling makes four tendril attacks.

Tendril. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage plus 11 (2d10) necrotic damage.

Necrotic Burst (Recharge 5-6). The voidling releases a burst of necrotic energy in a 20-foot radius sphere centered on itself. Those in the area take 35 (10d6) necrotic damage, or half damage with a successful DC 17 Constitution saving throw.

VOIDPOOL

An impossibly black pool of goo undulates forward seeming to pull everything around it into its endless depths.

Aspect of the Void. Some speculate that voidpools are intrusions of the Void itself into the Material Plane. These blots on the surface of the world mindlessly seek to draw everything into the Void through the portal they carry at their cores.

Willing Travelers. The most daring, and prepared, of adventurers actually seek out voidpools to facilitate passage to the Void. Not resisting the voidpool's influence allows these brave or foolhardy individuals to minimize the damage they incur enroute to the outer plane.

Ooze Nature. The voidpool doesn't require sleep.

VOIDPOOL

Large ooze, unaligned

Armor Class 8

Hit Points 112 (15d10 + 30)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Vulnerabilities radiant

Damage Immunities force, necrotic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 5 (1,800 XP)

Amorphous. The voidpool can move through a space as narrow as 1 inch wide without squeezing.

Grappler. The voidpool has advantage on attack rolls against any creature grappled by it.

Planar Portal. The voidpool has a portal to the Void at its core. A creature that starts its turn grappled by the voidpool must make a DC 13 Strength saving throw. On a success, the creature takes 7 (2d6) force damage but isn't pulled toward the portal. On a failure, the creature takes no damage but is pulled closer to the portal. A creature that fails three saving throws before escaping the grapple enters the portal and is transported to the Void. This transportation works like the banishing an unwilling creature aspect of the plane shift spell.

Spider Climb. The voidpool can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The voidpool makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 7 (2d6) necrotic damage. The target is grappled (escape DC 13) if it is a Medium or smaller creature and the voidpool doesn't have two other creatures grappled. Until this grapple ends, the target is restrained, and it risks being pulled into the Void (see the Planar Portal trait).

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