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## Introduction

For the benefit of those who have not yet heard of me, my name is John Cooper, and I am an EN World staff reviewer. Each of the staff reviewers brings his own perspective when looking at RPG products; one of my particular strengths has been an eye for detail when it comes to the correct application of the 3.5 SRD rules to creature stat blocks. Over the years, I've made something of a name for myself as the "nit-picky stat block guy," and in fact I usually include an "unofficial errata" section to my reviews of those products that have stats included in them, including my suggestions on how to correct the stat blocks so as to conform to the 3.5 rules. I've always believed that one of the many strengths of the 3.5 rules set is the standardized way the stat block components all work together, and it has always irritated me to no end when the rules are overlooked and a stat block gets published riddled with errors.

Unfortunately, not all products with incorrect SRD creature stats are necessarily the fault of the publisher of that work, as the SRD itself is riddled with errors. Publishers use the SRD in good faith, never suspecting that in many cases they are just promulgating the same errors over and over again.

Well, let's try to put an end to that, shall we?

This product is the first in a series of four PDFs in which I go through each of the monsters in the SRD, finding and correcting any such errors. If you are a publisher of 3.5 material, I trust you will find these corrected monster stats a big help in your quest to put out the best possible product. If you are just a DM interested in making your game run that much more efficiently, then this product should likewise prove to be beneficial.

Throughout the work, I have added "Cooper's Comments" sidebars explaining exactly what it was that I changed in a particular stat block, so you can be aware of the original errors in the stats and the steps I took in correcting them. After all, in some cases — most arguably in skill point allocation — there is not really just one "right" way to fix a given error, and you may very well feel that the solution I have provided is not the one you would have chosen. By pinpointing the changes I've made, it makes it that much easier for you to make your own alterations to the monster stats in the areas where they need to be fixed. I also use these sidebars to point out some areas where the specific choices you make may end up changing a particular stat block. This is most often a situation where a creature has a "generic" skill — like "Knowledge (any)" or "Craft (any)" — that, when the specifics are chosen, might provide synergy bonuses to related skills.

Besides the corrections to the stat blocks in the SRD, I also took the liberty of cleaning up some of the verbiage, correcting the occasional punctuation mistake, and fixing typographical errors. When necessary, I reworded a few sections to make them more user-friendly. Finally, in a couple of instances here and there, I went ahead and built a separate stat block for a variant creature described in a monster's entry, so those of you interested in using these variants have the work all done for you. (Here I'm talking about such things as the Bactrian camel and Indian elephant; sahuagin mutants and malenti; the juvenile bronze dragon mounts serving hound archon heroes; noble djinn; all subraces of dwarves, elves, gnomes, and orcs; stone giant elders; pyrohydras and cryohydras; and the aquatic versions of the gargoyle, ghoul, ogre, and troll. I also took the liberty of splitting all of the monstrous spiders into hunting and web-spinning varieties, and giving separate stat blocks for each.)

I hope you enjoy this series of products. And be on the lookout for possible additional products along the same lines.

**John Cooper**  
February 2009

## ABOLETH

### Aboleth

	Huge Aberration (Aquatic)
<b>Hit Dice:</b>	8d8+40 (76 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	10 ft. (2 squares), swim 60 ft.
<b>Armor Class:</b>	16 (–2 size, +1 Dex, +7 natural), touch 9, flat-footed 15
<b>Base Attack/ Grapple:</b>	+6/+22
<b>Attack:</b>	Tentacle +12 melee (1d6+8 plus slime)
<b>Full Attack:</b>	4 tentacles +12 melee (1d6+8 plus slime)
<b>Space/Reach:</b>	15 ft./10 ft.
<b>Special Attacks:</b>	Enslave, psionics, slime
<b>Special Qualities:</b>	Aquatic subtype, darkvision 60 ft., mucus cloud
<b>Saves:</b>	Fort +7, Ref +3, Will +11
<b>Abilities:</b>	Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17
<b>Skills:</b>	Concentration +16, Knowledge (any one) +13, Listen +16, Spot +16, Swim +16
<b>Feats:</b>	Alertness, Combat Casting, Iron Will
<b>Environment:</b>	Underground
<b>Organization:</b>	Solitary, brood (2–4), or slaver brood (1d3+1 plus 7–12 skum)
<b>Challenge Rating:</b>	7
<b>Treasure:</b>	Double standard
<b>Alignment:</b>	Usually lawful evil
<b>Advancement:</b>	9–16 HD (Huge); 17–24 HD (Gargantuan)
<b>Level Adjustment:</b>	—

### Aboleth Mage, 10th-Level Wizard

	Huge Aberration (Aquatic)
<b>Hit Dice:</b>	8d8+56 plus 10d4+70 (187 hp)
<b>Initiative:</b>	+7
<b>Speed:</b>	10 ft. (2 squares), swim 60 ft.
<b>Armor Class:</b>	18 (–2 size, +3 Dex, +7 natural), touch 11, flat-footed 15
<b>Base Attack/ Grapple:</b>	+11/+28
<b>Attack:</b>	Tentacle +18 melee (1d6+9 plus slime)
<b>Full Attack:</b>	4 tentacles +18 melee (1d6+9 plus slime)
<b>Space/Reach:</b>	15 ft./10 ft.
<b>Special Attacks:</b>	Enslave, psionics, slime, spells
<b>Special Qualities:</b>	Aquatic subtype, darkvision 60 ft., mucus cloud, summon familiar
<b>Saves:</b>	Fort +14, Ref +10, Will +16
<b>Abilities:</b>	Str 28, Dex 16, Con 24, Int 20, Wis 16, Cha 14
<b>Skills:</b>	Bluff +13, Concentration +25, Decipher Script +15, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +4, Knowledge (arcana) +15, Knowledge (dungeoneering) +25, Knowledge (history) +15, Knowledge (the planes) +15, Listen +17, Search +11, Sense Motive +14, Spellcraft +20, Spot +17, Survival +3 (+5 following tracks, on other planes, and underground), Swim +17
<b>Feats:</b>	Combat Casting, Empower Spell <sup>B</sup> , Eschew Materials, Extend Spell <sup>B</sup> , Great Fortitude, Improved Initiative, Lightning Reflexes, Scribe Scroll <sup>B</sup> , Spell Focus (enchantment), Spell Focus (illusion)
<b>Environment:</b>	Underground
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	17
<b>Treasure:</b>	Double standard
<b>Alignment:</b>	Usually lawful evil
<b>Advancement:</b>	By character class
<b>Level Adjustment:</b>	—