

ABOLETH SAVANT (Prestige Class)

The aboleth savants are the spellcasters of the aboleth race. Physically they resemble normal aboleth. The savants pay homage to either Juiblex the Slime Lord or the great Aboleth goddess known only as the Blood Queen.

Hit Die: d4

REQUIREMENTS

To qualify to become an aboleth savant, a creature must meet the following criteria.

Race: Aboleth

Knowledge (arcana): 10 ranks

Knowledge (religion): 10 ranks

Special: Must be chosen by Blood Queen or Juiblex to follow the path of the savant (This usually requires the aboleth have Charisma and Wisdom scores of 17+.)

CLASS SKILLS

The aboleth savant's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Decipher Script (Int), Knowledge (arcana), Knowledge (religion), Spellcraft (Int), and Use Magical Device (Cha).

SPELLCASTING

An aboleth savant casts arcane spells as a sorcerer and divine spells as a cleric equal to its caster level below. Using the Multitasking feat allows it to attack with one or two tentacles and cast a spell with the other two tentacles in the same round.

SPELL COMPONENTS

An aboleth savant does not require material components to cast spells.

THE ABOLETH SAVANT

Class	Base	Fort	Ref	Will			
Level	Attack		Save	Save	Save	Special	Caster Level
1st	+0	+0	+0	+2	Multitasking		4th
2nd	+1	+0	+0	+3			5th
3rd	+2	+1	+1	+3	See Invisible		6th
4th	+3	+1	+1	+4			7th
5th	+3	+1	+1	+4	Rage 1/day		8th
6th	+4	+2	+2	+5			9th
7th	+5	+2	+2	+5	Create Glyph		10th
8th	+6	+2	+2	+6			11th
9th	+6	+3	+3	+6	Create Master Glyph		12th
10th	+7	+3	+3	+7			13th

Spells: An aboleth savant knows and casts spells from the sorcerer class list and from the cleric spell list. It has access to the domains of Evil, Law, Protection and Water. They never learn nor cast any fire-related spells. Aboleth savant bonus spells are based on Charisma (or Wisdom), and saving throws against these spells have a DC of 10 + spell level + the character's Charisma (or Wisdom) modifier.

CLASS FEATURES

All of the following are class features of the aboleth savant prestige class.

Multitasking: The aboleth savant gains the Multitasking feat for free (a description can be found in *Sword & Fist*—and on the Creature Catalog website).

This allows the aboleth savant to perform a distinct partial action using each pair of tentacles. Thus, it can attack with one or two tentacles while casting a spell with the other two.

See Invisible (Su): This ability is as the spell of the same name. It can be suppressed or resumed as a free action.

Rage: Once per day; this ability functions as the barbarian's ability of the same name. While raging, the aboleth savant cannot cast spells, use psionics, or create glyphs.

Create Glyph (Sp): An aboleth savant of 7th level or higher can create one magical glyph per day per point of Wisdom modifier (if positive). A glyph functions as the *glyph of warding* spell.

Rather than cast multiple glyphs, a savant may opt to combine multiple effects into one glyph. The number of effects combined may not be more than the number of glyphs the savant could normally use in one day, however.

Create Master Glyph (Sp): An aboleth savant of 9th level or higher can create one master glyph per day per point of Wisdom modifier (if positive). Each master glyph lasts until triggered or for 1 hour per level of the aboleth savant.

Glyph of Law: Acts as a *bane* spell to all except the Aboleth within a 30-foot radius. This glyph lasts 1 hour per aboleth savant level.

Glyph of Enfeeblement: Acts as a *ray of enfeeblement*. This glyph lasts until triggered.

Glyph of Extension: An aboleth savant within 20 feet of this glyph has the range of its *enslave* power doubled. This glyph lasts for 1 hour per aboleth savant level.

Glyph of the Slime Curse: Creatures within 30 feet of this glyph receive a –4 profane penalty on their save against an aboleth's *transformation* ability. This glyph lasts for 1 hour per aboleth savant level.