

Porphyra

HYBRID CLASS: ABOMINATION



AARON HOLLINGSWORTH





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Hybrid Class: Abomination was written by Aaron Hollingsworth with development by Perry Fehr and Mark Gedak.

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Editing by Perry Fehr

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ABOMINATION

“Whoever fights monsters should see to it that in the process he does not become a monster. And if you gaze long enough into an abyss, the abyss will gaze back into you.”

- Friedrich Nietzsche

Even the gods make mistakes. Abominations are created when extraplanar entities intermingle with mortal beings. While such pairings usually result in planetouched or half-outsider offspring, there are certain taboo or forbidden joinings which produce creatures that are terribly wrong, things that were never meant to be. These bastards of destiny are usually resentful of their own creation and subsequent spurning, and are prone to rampaging in worlds in which they find no belonging. As the ill-conceived spawn of gods or other outsiders, abominations often exhibit personalities and philosophies contrary to the powers they inherit.

Role: It is a popular belief that abominations merely exist to be slain by some heroic saviour. While this might be the general fate of many of these misbegotten creatures, abominations can find a career in adventure as hired muscle, mercenary work, or even iconoclastic war-craft.

Parent Classes: Unchained Barbarian and Unchained Summoner

Alignment: Any.

Hit Die: d12.

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The abomination's class skills are: Climb (Str), Craft (Int), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str), Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Table: Abomination

Level	Base Attack Bonus	Fort	Ref	Will	Special	Natural Armor Bonus	Evolution Points
1	+1	+2	+2	+0	Rampage, evolution pool, spell-like ability	+0	1
2	+2	+3	+3	+0	Uncanny Dodge	+1	2
3	+3	+3	+3	+1	Evasion	+1	3
4	+4	+4	+4	+1	Spell-like ability	+1	3
5	+5	+4	+4	+1	Improved uncanny dodge	+2	4
6	+6/+1	+5	+5	+2	Spell-like ability	+2	4
7	+7/+2	+5	+5	+2	Damage reduction 1/—	+3	4
8	+8/+3	+6	+6	+2	Monster feat	+3	4
9	+9/+4	+6	+6	+3	Spell-like ability	+3	5
10	+10/+5	+7	+7	+3	Damage reduction 2/—	+4	5
11	+11/+6/+1	+7	+7	+3	Greater rampage	+4	5
12	+12/+7/+2	+8	+8	+4	Spell-like ability	+5	5
13	+13/+8/+3	+8	+8	+4	Damage reduction 3/—	+5	5
14	+14/+9/+4	+9	+9	+4	Improved evasion	+5	6
15	+15/+10/+5	+9	+9	+5	Spell-like ability	+6	6
16	+16/+11/+6/+1	+10	+10	+5	Damage reduction 4/—	+6	6
17	+17/+12/+7/+2	+10	+10	+5	Remorseless rampage	+6	6
18	+18/+13/+8/+3	+11	+11	+6	Spell-like ability	+7	6
19	+19/+14/+9/+4	+11	+11	+6	Damage reduction 5/—	+7	7
20	+20/+15/+10/+5	+12	+12	+6	Mighty rampage, spell-like ability	+8	7

CLASS FEATURES

All of the following are class features of the abomination.

Weapon and Armor Proficiency An abomination is proficient with 2 simple weapons (player's choice) and with light armor.

Evolution Pool The value given in this column (see *Table: Abomination*) is the total number of points in the abomination's evolution pool, which is gained at 1st level. Points in this pool can be spent on a wide variety of modifications and upgrades that add new abilities, attacks, and powers to the abomination, treating his abomination level as his unchained summoner level. As the abomination gains levels, the number of points in this pool

increases and the abomination can spend these points to change his abilities. These choices are not set—an abomination can change them whenever he gains a level (and through the *transmogrify* spell).

A complete list of evolutions that an abomination can select is located in the back of this book.

Natural Armor Bonus The value given in this column (see *Table: Abomination*) is the abomination's natural armor bonus, which increases as he gains new levels. This number is modified by some options available through its evolution pool.

Spell-like Abilities (Sp) Starting at 1st level, an abomination gains a spell-like ability drawn from the unchained summoner spell list.

At 4th, 6th, 9th, 12th, 15th, 18th and 20th level an abomination gains a new spell-like ability. The abomination's class level must be at least twice the spell's level for it to be selected. 0-level spells can be used at will. 1st-6th spells can be used 3 times per day. A spell can only be selected once.

An abomination uses her class level to determine the caster level of these spell-like abilities. Saving throws for these spell-like abilities are Charisma-based. An abomination can use his spell-like abilities while rampaging.

Summoner Spells and Abominations The spells on the summoner list that are meant to affect eidolons affect abominations in special ways. The abomination is not an 'eidolon' per se, but has much in common with them. The following spells affect abominations in the listed ways:

Devolution: Works against abominations.

Evolution surge (greater, lesser): Works on abominations as eidolons.

Life Conduit (greater, lesser): The abomination calls on its non-human parent, with possibly mixed results. The abomination must make a Will saving throw or the listed healing to itself is instead negative energy damage. The spell cannot be dismissed or stopped once cast, though it can be dispelled normally.

Purified Calling: Works when cast by the abomination on itself, but has a casting time of 10 minutes.

Rejuvenate Eidolon (greater, lesser): Works on abominations as though they were eidolons, but only on themselves; other summoners or abominations cannot rejuvenate an abomination.

Restore Eidolon (lesser): Works on abominations as though they were eidolons, but only on themselves; other summoners or abominations cannot rejuvenate an abomination.

Shield Companion: The abomination gains +1 to AC and saving throws for the spell's duration, but it has no other effect.

Unfetter: An abomination who fails a Will saving throw against this spell cannot benefit from *life conduit* or *purified calling*.

Transmogrify: Works on abominations as eidolons.

No magic items that specifically target eidolons affect abominations, even those that cast spells that can affect abominations, unless the abomination is using them on itself.

Rampage (Ex) An abomination can call upon his inner turmoil and violent turpitude, granting him additional combat prowess. At 1st level, an abomination can rampage for a number of rounds per day equal to 4 + his Constitution modifier. For each level after 1st he possesses, the abomination can rampage for 2 additional rounds per day. Temporary increases to Constitution, such as that gained from *bear's endurance*, do not increase the total number of rounds that an abomination can rampage per day. An abomination can enter a rampage as a free action. The total number of rounds of rampage per day is renewed after resting for 8 hours, although these hours need not be consecutive.

While in a rampage, an abomination gains a +1 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws. In addition, he takes a -1 penalty to Armor Class. He also gains 1 temporary hit point per Hit Die. These temporary hit points are lost first when a character takes damage, disappear when the rampage ends, and are not replenished if the abomination enters a rampage again within 1 minute of his previous rampage. While in a rampage, an abomination cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration, such as spellcasting- though spell like abilities, like those gained naturally by the abomination, can be used normally.

An abomination can end his rampage as a free action, and is shaken for 1 minute after a rampage ends, as he is overcome with remorse and disgust for his actions (no matter how necessary or enjoyable they seemed at the time). An abomination can't enter a new rampage while shaken or frightened, but can otherwise enter a rampage multiple times per day. If an abomination falls unconscious, his rampage immediately ends.

This ability counts as rage for the purpose of gaining feats and using abilities reliant on raging, including gaining feats that grant additional rage powers.

Uncanny Dodge At 2nd level, an abomination gains the ability to react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if immobilized. An abomination with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If an abomination already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Evasion (Ex) At 2nd level and higher, an abomination can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the abomination is wearing light armor or no armor. A helpless abomination does not gain the benefit of evasion.

Improved Uncanny Dodge At 5th level, an abomination can no longer be flanked. This defense denies enemies the ability to sneak attack the abomination by flanking him, unless the attacker has at least 4 more levels in a class that provides sneak attack than the abomination has abomination levels.

If the abomination also has uncanny dodge from another class, levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank the abomination.

Damage Reduction At 7th level, an abomination gains damage reduction. Each time the abomination takes damage from a weapon or natural attack, subtract 1 from the damage taken. At 10th level and every 3 levels thereafter, this damage reduction rises by 1 point (up to 5 points at 19th level). Damage Reduction can reduce damage to 0, but not below 0.

Monster Feat At 8th level, the abomination gains a single monster feat (see the *Bestiaries*). He must meet the requirements to select this feat. Each time the abomination gains a new level, he can choose to lose this monster feat to gain a different monster feat that he qualifies for.

Greater Rampage At 11th level, an abomination's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saves while rampaging increases to +2. In addition, the amount of temporary hit points gained when entering a rampage increases to 2 per Hit Die.

Improved Evasion (Ex) At 14th level, an abomination gains improved evasion. This works like evasion, except that while the abomination still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless abomination does not gain the benefit of improved evasion.

Remorseless Rampage At 17th level, an abomination is no longer shaken at the end of his rampage. If he enters a rampage again within 1 minute of ending a rampage, he doesn't gain any temporary hit points from his rampage.

Mighty Rampage At 20th level, an abomination's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saves while rampaging increases to +3. In addition, the amount of temporary hit points gained when entering a rampage increases to 3 per Hit Die.

ABOMINATION EVOLUTIONS

Each abomination gains a number of evolution points that can be spent to give the abomination new abilities, powers, and other upgrades. These abilities, called evolutions, can be changed whenever the abomination gains a new level, but they are otherwise set. Some evolutions have prerequisites. A number of evolutions grant the abomination additional natural attacks. Natural attacks listed as primary are made using the abomination's full base attack bonus and add the abomination's Strength modifier on damage rolls. Natural attacks listed as secondary are made using the abomination's base attack bonus - 5 and add 1/2 the abomination's Strength modifier on damage rolls (if positive). If the abomination has only a single natural attack, the attack is made using its full base attack bonus, and it adds 1-1/2 times its Strength modifier on damage rolls made with that attack, regardless of the attack's type.

Evolution points are grouped by their cost in evolution points. Evolution points cannot be saved. All of the points must be spent whenever the abomination gains a level. Unless otherwise noted, each evolution can be selected only once.

1-POINT EVOLUTIONS

The following evolutions cost 1 point from the abomination's evolution pool.

Bite (Ex): The abomination's maw is full of razor-sharp teeth, giving it a bite attack. This attack is a primary attack. The bite deals 1d6 points of damage (1d8 if Large). If the abomination already has a bite attack, this evolution allows it to deal 1-1/2 times its Strength modifier on damage rolls made with its bite.

Claws (Ex): The abomination has a pair of vicious claws at the ends of its arms, giving it two claw attacks. These attacks are primary attacks. The claws deal 1d4 points of damage (1d6 if Large). This evolution can be selected more than once, up to the number of pair arms the abomination possesses (such as from the limbs evolution below). This evolution can be applied to any number of limbs (arms) evolutions, but no more than one limbs (legs) evolution.

Climb (Ex): The abomination becomes a skilled climber, gaining a climb speed equal to its base speed. This evolution can be selected more than once. Each additional time it is selected, increase the abomination's climb speed by 20 feet.

Fast Movement (Ex): An abomination's base speed becomes faster than the norm for her race by 10 feet. This benefit applies only when she is wearing no armor, light armor, and not carrying a heavy load. Apply this bonus before modifying the abomination's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the abomination's base speed.

Gills (Ex): The abomination has gills and can breathe underwater indefinitely.

Improved Damage (Ex): One of the abomination's natural attacks is particularly deadly. Select one natural attack form and increase the damage die by one step. This evolution can be selected more than once. Its effects do not stack. Each time the abomination selects this evolution, it applies to a different natural attack.

Improved Natural Armor (Ex): The abomination's hide grows thick fur, rigid scales, or bony plates, giving it a +2 bonus to its natural armor. This evolution can be taken once, plus one additional time for every 5 levels the abomina-

tion possesses. Each additional time it's taken, the bonus increases by 2.

Magic Attacks (Su): The abomination is infused with magic, allowing it to treat all of its natural attacks as if they were magic for the purpose of overcoming damage reduction. If the abomination is 10th level or higher, all of the abomination's natural attacks are treated as the alignment of the abomination for the purpose of overcoming damage reduction.

Pincers (Ex): An abomination grows large pincers at the ends of one pair of its limbs, giving it two pincer attacks. These attacks are secondary attacks. The pincers deal 1d6 points of damage (1d8 if Large). Abominations with the grab evolution linked to their pincers gain a +2 bonus on combat maneuver checks to grapple. This evolution can be selected more than once, up to the number of limbs (arms) evolutions the abomination possesses.

Pull (Ex): The abomination gains the ability to pull creatures closer with a successful attack. Select one type of natural attack. Whenever the abomination makes a successful attack of the selected type, it can attempt a free combat maneuver check. If the abomination succeeds at this check, it pulls the target of the attack 5 feet closer to it. This ability works only on creatures of a size category equal to or smaller than the abomination. Creatures pulled in this way do not provoke attacks of opportunity. This evolution can be selected more than once. Its effects do not stack. Each time an abomination selects this evolution, it applies to a different natural attack. **Requirements:** Reach of 10 feet or more.

Push (Ex): The abomination gains the ability to push creatures away with a successful attack. Select one type of natural attack. Whenever the abomination makes a successful attack of the selected type, it can attempt a free combat maneuver check. If the abomination succeeds at this check, it pushes the target of the attack 5 feet directly away from it. This ability works only on creatures of a size category equal to or smaller than the abomination. Creatures pushed in this way do not provoke attacks of opportunity. This evolution can be selected more than once. Its effects do not stack. Each time an abomination selects this evolution, it applies to a different natural attack.

Reach (Ex): One of the abomination's natural attacks is capable of striking foes at a distance. Select one natural attack. The abomination's reach with that natural attack increases by 5 feet. **Requirements:** Must have a form of natural attack.

Resistance (Ex): The abomination's form takes on a resiliency to one particular energy type, which is usually reflected in its physical body (ashen hide for fire, icy breath for cold, and so on). Select one energy type (acid, cold, electricity, fire, or sonic). The abomination gains resistance 5 against that energy type. This resistance increases by 5 for every 5 levels the abomination possesses, to a maximum of 15 at 10th level. This evolution can be selected more than once. Its effects do not stack. Each time the abomination selects this evolution, it applies to a different energy type.

Scent (Ex): The abomination's sense of smell becomes quite acute. The abomination gains the scent special quality, allowing it to detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if the opponent is downwind, the range drops to 15 feet. Strong scents can be detected at twice the normal range. Scent does not allow the abomination to precisely locate the creature, only to detect its presence. It can detect the direction as a move action. The abomination can pinpoint the creature's location if it is within 5 feet. The abomination can use scent to track creatures.

Skilled (Ex): The abomination becomes especially adept at a specific skill, gaining a +4 racial bonus on that skill. This evolution can be selected more than once. Its effects do not stack. Each time the abomination selects this evolution, it applies to a different skill.

Slam (Ex): The abomination can deliver a devastating slam attack. This attack is a primary attack. The slam deals 1d8 points of damage (1d6 if small, 2d6 if Large). Alternatively, the abomination can replace the claws from its base form with this slam attack (this still costs 1 evolution point). This evolution can be selected more than once, up to the number of the arm-like limbs the abomination possesses.

Sting (Ex): The abomination possesses a long, barbed stinger at the end of its tail, granting it a sting attack. This attack is a primary attack. The sting deals 1d4 points of damage (1d6 if Large). This evolution can be selected more than once, up to the number of tail evolutions the abomination possesses.

Requirements: tail evolution.

Swim (Ex): The abomination gains webbed hands, webbed feet, or powerful flippers, giving it a swim speed equal to its base speed. This evolution does not give the abomination the ability to breathe underwater. This evolution

can be selected more than once. Each additional time it is selected, increase the abomination's swim speed by 20 feet.

Tail (Ex): The abomination grows a long, powerful tail. This grants it a +2 racial bonus on Acrobatics checks to balance on a surface. This evolution can be selected more than once.

Tail Slap (Ex): The abomination can use its tail to bash nearby foes, granting it a tail slap attack. This attack is a secondary attack. The tail slap deals 1d6 points of damage (1d8 if Large). This evolution can be selected more than once, up to the number of tail evolutions the abomination possesses. **Requirements:** tail evolution.

Tentacle (Ex): The abomination possesses a long, sinuous tentacle, granting it a tentacle attack. This attack is a secondary attack. The tentacle attack deals 1d4 points of damage (1d6 if Large). This evolution can be selected more than once.

Wing Buffet (Ex): The abomination learns to use its wings to batter foes, granting it two wing buffet attacks. These attacks are secondary attacks. The wing buffets deal 1d4 points of damage (1d6 if Large). **Requirements:** Flight (wings) evolution.

2-POINT EVOLUTIONS

The following evolutions cost 2 points from the abomination's evolution pool.

Ability Increase (Ex): The abomination grows larger muscles, gains faster reflexes, achieves greater intelligence, or acquires another increase to one of its abilities. Increase the lowest of the abomination's ability scores by 2. This evolution can be selected more than once. It can be applied only to the lowest individual ability score.

Blood Frenzy (Ex): When the abomination is dealt damage, it enters a blood frenzy. It gains a +2 morale bonus on attack rolls and weapon damage rolls and attacks the nearest creature each round, friend or foe, although it ceases attacking its abomination after hitting once. The frenzy lasts for 5 rounds or until the abomination can perceive no creatures. At the end of that time, the abomination is fatigued for 1 minute. It cannot enter a blood frenzy while

fatigued. **Requirements:** Abomination level 7th.

Constrict (Ex): The abomination gains powerful muscles that allow it to crush those it grapples. Whenever the abomination successfully grapples a foe using the grab evolution, it deals additional damage equal to the amount of damage dealt by the attack the grab evolution is tied to. **Requirements:** Grab evolution.

Energy Attacks (Su): The abomination's attacks become charged with energy. Select one energy type: acid, cold, electricity, or fire. All of the abomination's natural attacks deal 1d6 points of energy damage of the chosen type on a successful hit. **Requirements:** Abomination level 5th.

Flight (Ex or Su): The abomination grows large wings, like those of a bat, bird, insect, or dragon, gaining the ability to fly. The abomination gains a fly speed equal to its base speed. The abomination's maneuverability depends on its size. Medium or smaller abominations have good maneuverability. Large abominations have average maneuverability. For 2 additional evolution points, the abomination flies by means of magic. It loses its wings, but its maneuverability increases to perfect. If the abomination flies by magic, this is a supernatural ability. The abomination can increase its fly speed by spending additional evolution points, gaining a 20-foot increase to its fly speed for each additional point spent. **Requirements:** Abomination level 5th.

Gore (Ex): The abomination grows a number of horns on its head, giving it a gore attack. This attack is a primary attack. The gore deals 1d6 points of damage (1d8 if Large).

Grab (Ex): The abomination becomes adept at grappling foes, gaining the grab ability. Select one of the following attacks: bite, claw, pincers, slam, tail slap, or tentacle. Whenever the abomination makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the abomination grapples the target. This ability works only on creatures at least one size category smaller than the abomination. Abominations with this evolution gain a +4 bonus on combat maneuver checks to grapple.

Immunity (Su): The abomination's body becomes extremely resilient to one energy type. Select one energy type: acid, cold, electricity, fire, or sonic. The abomination gains immunity to that energy type. This evolution can be selected more than once. Its effects do not stack. Each time it applies to a dif-

ferent energy type. **Requirements:** Abomination level 7th.

Limbs (Ex): The abomination grows an additional pair of limbs. These limbs can take one of two forms. They can be made into legs, complete with feet. Each pair of legs increases the abomination's base speed by 10 feet. Alternatively, they can be made into arms, complete with hands. The abomination does not gain any additional natural attacks for an additional pair of arms, but it can take other evolutions that add additional attacks (such as claws or slam). Arms that have hands can be used to wield weapons, if the abomination is proficient. This evolution can be selected more than once.

Poison (Ex): The abomination secretes toxic venom, gaining a poison attack. Select one bite or sting attack. Whenever the selected attack hits, the target is poisoned.

Abomination Poison: Injury; *save* Fort negates; *frequency* 1/round for 4 rounds; *effect* 1d4 Str damage; *cure* 1 save. The save DC is equal to 10 + 1/2 the abomination's Hit Dice + the abomination's Constitution modifier. For 2 additional evolution points, this poison deals Constitution damage instead. This poison can be used no more than once per round. **Requirements:** Abomination level 7th; bite or sting evolution.

Rake (Ex): The abomination grows dangerous claws on its feet, allowing it to make two rake attacks against foes it is grappling. These attacks are primary attacks. The abomination can make these additional attacks each time it succeeds at a grapple check against the target. These rake attacks deal 1d4 points of damage (1d6 if Large). This evolution counts as one natural attack toward the abomination's maximum. **Requirements:** Abomination level 4th.

Rend (Ex): The abomination learns to rip and tear the flesh of those it attacks with its claws, gaining the rend ability. Whenever the abomination makes two successful claw attacks against the same target in 1 round, its claws latch on to the flesh and deal extra damage. This damage is equal to the damage dealt by one claw attack plus 1-1/2 times the abomination's Strength modifier.

Requirements: Abomination level 6th, claws evolution.

Trample (Ex): The abomination gains the ability to crush its foes underfoot, gaining the trample ability. As a full-round action, the abomination can overrun any creature that is at least one size category smaller than itself. This works like the overrun combat maneuver, but the abomination does not need to attempt a check; it merely has to move over opponents in its path.

The creatures take 1d6 points of damage (1d8 if Large), plus 1-1/2 times the abomination's Strength modifier. Targets of the trample can make attacks of opportunity at a -4 penalty. If a target forgoes this attack of opportunity, it can attempt a Reflex save for half damage. The DC of this save is 10 + 1/2 the abomination's Hit Dice + the abomination's Strength modifier. A trampling abomination can deal trampling damage to a specific creature only once per round.

Tremorsense (Ex): The abomination becomes attuned to vibrations in the ground, gaining tremorsense with a range of 30 feet. This works like the blindsense evolution, but only if both the abomination and the creature to be pinpointed are in contact with the ground. **Requirements:** Abomination level 7th.

Trip (Ex): The abomination becomes adept at knocking foes to the ground with its bite, granting it a trip attack. Whenever the abomination makes a successful bite attack, it can attempt a free combat maneuver check. If the abomination succeeds at this check, the target is knocked prone. If the abomination fails, it is not tripped in return. This ability works only on creatures of a size category equal to or smaller than the abomination. **Requirements:** Bite evolution.

Weapon Training (Ex): The abomination gains proficiency with all martial weapons.

3-POINT EVOLUTIONS

The following evolutions cost 3 points from the abomination's evolution pool.

Alien Consciousness (Ex): The abomination's mind is dangerously incomprehensible to mortals who contact it. Non-aberrations that read the abomination's mind or make mental contact with it take 1d4 points of Wisdom damage (or 1d8 points of sanity damage, if you use the sanity rules from Horror Adventures). This contact also includes communication via telepathy—an abomination that has telepathic capability must initiate this particular contact as a swift action against a single target in order to force its alien consciousness on another creature. A successful Will saving throw (DC = 10 + 1/2 the abomination's HD + the abomination's Charisma modifier) halves the damage. Once a creature has been subjected to the abomination's

alien consciousness, it is immune to further damage from that abomination's alien consciousness for 24 hours. The abomination is immune to his own alien consciousness, but he can still be affected by other abominations' alien consciousness. This is a mind-affecting effect. **Requirements:** Abomination level 9th.

Blindsense (Ex): The abomination's senses become incredibly acute, giving it blindsense with a range of 30 feet. This ability allows the abomination to pinpoint the location of creatures that it can't see without having to attempt a Perception check, but such creatures still have total concealment from the abomination. Visibility still affects the abomination's movement, and it is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. **Requirements:** Abomination level 9th.

Burrow (Ex): The abomination grows thick and gnarled claws, allowing it to move through the earth. The abomination gains a burrow speed equal to 1/2 its base speed. It can use this speed to move through clay, dirt, earth, and sand. It does not leave a hole behind, nor is its passage marked on the surface. **Requirements:** Abomination level 9th.

Damage Reduction (Su): The abomination's body becomes more resistant to harm. Increase the damage reduction granted by the abomination's subtype by 5. **Requirements:** Abomination level 15th, damage reduction granted by the abomination's subtype.

Frightful Presence (Ex): The abomination becomes unsettling to its foes, gaining the frightful presence ability. The abomination can activate this ability as part of an offensive action, such as a charge or attack. Opponents within 30 feet of the abomination must succeed at a Will save or become shaken for 3d6 rounds. The DC of this save is equal to 10 + 1/2 the abomination's Hit Dice + the abomination's Charisma modifier. If the abomination has at least 4 more Hit Dice than an opponent that fails this save, that opponent becomes frightened instead. Foes with more Hit Dice than the abomination are immune to this effect. **Requirements:** Abomination level 11th.

Pounce (Ex): The abomination gains quick reflexes, allowing it to make a full attack after a charge. **Requirements:** Abomination level 7th, quadruped base form.

Swallow Whole (Ex): The abomination gains the swallow whole ability,

giving it the ability to consume its foes. If the abomination begins its turn with a creature grappled using its bite attack (see the grab evolution), it can attempt a combat maneuver check to swallow the creature. The creature must be at least one size category smaller than the abomination. Swallowed creatures take an amount of bludgeoning damage equal to the abomination's bite damage each round + 1d6 points of damage. A swallowed creature keeps the grappled condition, but can attempt to cut its way free with a light piercing or slashing weapon. The amount of damage needed to cut free is equal to 1/10 the abomination's total hit points. The abomination's AC against these attacks is equal to 10 + 1/2 its natural armor bonus. If a swallowed creature cuts its way out, the abomination loses this ability until it heals this damage. Alternatively, the swallowed creature can attempt to escape the grapple as normal. Success indicates that it has returned to the abomination's mouth, where it can attempt to escape or can be swallowed again. **Requirements:** Abomination level 9th, grab (bite) evolution.

Web (Ex): The abomination gains a pair of spinnerets, giving it the ability to spin webs. The abomination can use these webs to support itself plus one creature of up to the same size. It can throw webbing as a ranged touch attack up to eight times per day, entangling a creature up to one size larger than the abomination. The webbing has a range of 50 feet and a 10-foot range increment. Creatures entangled by the web can escape with a successful Escape Artist check, or with a Strength check at a -4 penalty. The DC of these checks is equal to 10 + 1/2 the abomination's Hit Dice + the abomination's Constitution modifier. The webs have a hardness of 0 and a number of hits equal to the abomination's total Hit Dice. The abomination can climb its own webs at its climb speed and can pinpoint the location of any creature touching its webs. **Requirements:** abomination level 7th; Climb evolution.

4-POINT EVOLUTIONS

The following evolutions cost 4 points from the abomination's evolution pool.

Amorphous (Ex): The abomination's biology lacks discernible weak points. It is not subject to critical hits and sneak attacks.

Blindsight (Ex): The abomination's senses sharpen even further, granting it blindsight with a range of 30 feet. The abomination can maneuver and attack as normal, ignoring darkness, invisibility, and most forms of concealment as

long as it has line of effect to the target. **Requirements:** Abomination level 11th, blindsense evolution.

Breath Weapon (Su): The abomination learns to exhale a cone or line of magical energy, gaining a breath weapon. Select acid, cold, electricity, or fire. The abomination can breathe a 30-foot cone (or 60-foot line) that deals 1d6 points of damage of the selected type per Hit Dice it possesses. Those caught in the breath weapon can attempt a Reflex save for half damage. The DC is equal to $10 + 1/2$ the abomination's Hit Dice + the abomination's Constitution modifier. The abomination can use this ability once per day. The abomination can gain additional uses of this ability per day by spending 1 evolution point per additional use (to a maximum of three total uses per day). **Requirements:** Abomination level 9th.

Disease (Ex): One of the abomination's natural weapons carries a disease chosen from the following list: bubonic plague, filth fever, leprosy, red ache, or shakes. Each hit forces a saving throw against the disease's normal effects. The disease has no onset, however. The save DC equals $10 + 1/2$ the abomination's Hit Dice + the abomination's Constitution modifier. The abomination can expose a creature to its disease no more than once per round. By spending 2 additional evolution points, you can instead choose the following additional diseases: demon fever (only if the abomination has the demon subtype), devil chills (only if the abomination has the devil subtype), or slimy doom. **Requirements:** Abomination level 7th.

Fast Healing (Su): The abomination's body gains the ability to heal wounds very quickly, giving it fast healing 1. The abomination heals 1 point of damage per round, just like via natural healing. Fast healing does not restore hit points lost due to starvation, thirst, or suffocation, nor does it allow the abomination to regrow lost body parts (or to reattach severed parts). Fast healing functions as long as the abomination is alive. This healing can be increased by 1 point per round for every 2 additional evolution points spent (to a maximum of 5 points per round). **Requirements:** Abomination level 11th.

Large (Ex): The abomination grows in size, becoming Large. The abomination gains a +4 bonus to Strength, a +2 bonus to Constitution, and a +2 bonus to its natural armor. It takes a -2 penalty to Dexterity. This size change also gives the creature a -1 size penalty to AC and on attack rolls, a +1 bonus on combat maneuver checks and to CMD, a -2 penalty on Fly checks, and a -4 penalty on Stealth checks. If the abomination has the biped base form, it

also gains a reach of 10 feet. Any reach evolutions the abomination possesses are added to this total. The ability increase evolution costs twice as much (4 evolution points) when adding to the Strength or Constitution scores of a Large abomination. **Requirements:** Abomination level 8th, Medium size.

Spell Resistance (Ex): The abomination is protected against magic, gaining spell resistance. The abomination's spell resistance is equal to 11 + the abomination's level. This spell resistance does not apply to spells cast by the abomination. **Requirements:** Abomination level 9th.

FEATS

The following feats are available to abominations.

Aberrant Creature (Monster Feat)

You are further rejected by the normal concepts of man and his humanoid allies.

Prerequisite: Divine Defiance, humanoid creature type, base attack bonus +4

Benefit: You are now classified as aberrant in creature type. You gain darkvision 60 ft. if you did not already possess it, and become proficient in simple weapons, as well.

Determined Spell-like Ability (Monster Feat)

Your magic power is not necessarily held back by mortal limits.

Prerequisite: Spell-like ability at caster level 4th or higher.

Benefit: When you use a spell-like ability that has a limited number of uses per day, roll d20; you do not expend a daily use if your roll is equal to 15 + the spell-like ability spell level. Add one to your roll at CL 8th, 12th, 16th and 20th level.

Extra Abomination Evolution

You gain more evolutions.

Prerequisites: 1st level abomination

Benefit: Your evolution pool increases by 1.

Special: This evolution can be taken once at 1st level, and again at 5th, 10th, 15th, and 20th.

Extended Rampage

You rampage last longer than you thought possible.

Prerequisites: Rampage class feature

Benefit: Add 4 to the number of rounds that you can rampage per day. This feat may be taken twice.

Godspurned

"Fling none of your god-magic at me, I will have none of it!"

Prerequisites: 3rd level abomination

Benefit: If you are targeted by a divine spell, you may spend as many rounds of rampage as the level of the spell cast to roll two dice for the saving throw, and take the better result. You automatically roll two dice to make a saving throw against a 0th level divine spell.

ABOMINATION ARCHETYPE

The following archetype was designed for the abomination class.

MIRE CHAMPION

Cursed protagonists of the somnolent and eternal Powers of Nature, a mire champion almost always comes to be under the circumstances of a humanoid being badly injured and then being immersed in the healing muck of a nearby marsh. Rising from the swamp a changed thing, with yellow eyes and greenish skin, a mire champion is drawn to places and people at the nexus of destiny, and strives to know acceptance and rest.

Languages: At 1st level, a mire champion gains one of the following as a bonus language: Arboreal, Druidic, Sylvan, or Treant. They may also gain any of these languages due to starting Intelligence or through Linguistics.

Class Skills: Mire champions add Knowledge (nature) to their list of class skills.

Power of the Green (Sp) At 1st level, mire champions draw their spells from the druid spell list, but have the same "spells known" table as the unchained summoner. Mire champions gain bonus spells and adjust saving throws using their Wisdom score and its modifiers. They are thus classified as 'spontaneous casters'.

This replaces rampage and the abomination spells class abilities.

Healing Growth (Su) At 5th level, a mire champion gains fast healing 1

when in contact with either a natural source of water, or in sunlight. At 14th level this increases to fast healing 2, under the same circumstances. This ability does not function if the mire champion is wearing armor. This ability stacks with the fast healing evolution, and if it is taken, the mire champion may reattach severed body parts, which become functional when all damage taken is healed by healing growth/fast healing.

This ability replaces uncanny dodge, evasion, improved uncanny dodge, and improved evasion.

One with the Green (Sp) At 8th level, a mire champion is under a constant *speak with plants* spell.

This replaces the monster feat gained at this level.

ALTERNATE FAVORED CLASS BONUSES

Instead of adding a hit point or a skill point when increasing in the favored class of abomination, an abomination may instead choose the alternate class bonus. These favored class bonuses are not race-specific. Once a type of favored class bonus is chosen, it cannot be changed. Fractional increases must reach whole numbers to be effective.

Aasimar Add +1 to your Knowledge (religion) and Knowledge (planes) checks.

Anumus While you are rampaging, your natural attacks deal + $\frac{1}{4}$ point of damage.

Avoodim Add +1 to your Knowledge (religion) and Knowledge (planes) checks.

Boggard Add 1 to the abomination's total number of rampage rounds per day.

Catfolk Add + $\frac{1}{2}$ on critical hit confirmation rolls for attacks made with natural weapons (maximum bonus of +4). This bonus does not stack with Critical Focus.

Changeling While you are rampaging, your natural attacks deal + $\frac{1}{4}$ point of damage.

Dragonblood Add +1 to your Knowledge (religion) and Knowledge (planes) checks.

Drow Add 1 to the abomination's total number of rampage rounds per day.

Dwarf While you are rampaging, your natural attacks deal + $\frac{1}{4}$ point of damage.

Elf Add $\frac{1}{2}$ to the number of times per day you can use a spell-like ability;

this must be one level lower than the highest level you can cast. This can be used to increase the number of 0-level spell-like abilities you can use.

Erkunaë Add $+\frac{1}{4}$ to the abomination's evolution pool.

Eventual Add +1 to your Knowledge (religion) and Knowledge (planes) checks.

Fetcling Add $\frac{1}{2}$ to the number of times per day you can use a spell-like ability; this must be one level lower than the highest level you can cast. This can be used to increase the number of 0-level spell-like abilities you can use.

Gathlain Add 1 to the abomination's base speed. In combat this has no effect unless the abomination has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example. This bonus stacks with the fast movement evolution and applies only under the same conditions as that ability.

Gnome Add $\frac{1}{2}$ to the number of times per day you can use a spell-like ability; this must be one level lower than the highest level you can cast. This can be used to increase the number of 0-level spell-like abilities you can use.

Goblin Add 1 to the abomination's total number of rampage rounds per day.

Grippli Add 1 to the abomination's base speed. In combat this has no effect unless the abomination has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example. This bonus stacks with the fast movement evolution and applies only under the same conditions as that ability.

Halfling Add 1 to the abomination's base speed. In combat this has no effect unless the abomination has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example. This bonus stacks with the fast movement evolution and applies only under the same conditions as that ability.

Half-Elf Add $+\frac{1}{4}$ to the abomination's evolution pool.

Half-Giant Add 1 to the abomination's total number of rampage rounds per day.

Half-Human While you are rampaging, your natural attacks deal $+\frac{1}{4}$ point of damage.

Half-Medusa Add $+\frac{1}{4}$ to the abomination's evolution pool.

Half-Orc While you are rampaging, your natural attacks deal $+\frac{1}{4}$ point of damage.

Human Add $+\frac{1}{4}$ to the abomination's evolution pool.

Ifrit Add $+\frac{1}{2}$ on critical hit confirmation rolls for attacks made with natural weapons (maximum bonus of +4). This bonus does not stack with Critical Focus.

Ith'n Ya'roo Add +½ on critical hit confirmation rolls for attacks made with natural weapons (maximum bonus of +4). This bonus does not stack with Critical Focus.

Kanseeran Add +½ on critical hit confirmation rolls for attacks made with natural weapons (maximum bonus of +4). This bonus does not stack with Critical Focus.

Kitsune Add 1 to the abomination's base speed. In combat this has no effect unless the abomination has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example. This bonus stacks with the fast movement evolution and applies only under the same conditions as that ability.

Kripar Add +¼ to the abomination's evolution pool.

Orc Add 1 to the abomination's total number of rampage rounds per day.

Oread Add +½ on critical hit confirmation rolls for attacks made with natural weapons (maximum bonus of +4). This bonus does not stack with Critical Focus.

Partatingi Add +1 to your Knowledge (religion) and Knowledge (planes) checks.

Qit'ar While you are rampaging, your natural attacks deal +¼ point of damage.

Ratfolk Add 1 to the abomination's base speed. In combat this has no effect unless the abomination has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example. This bonus stacks with the fast movement evolution and applies only under the same conditions as that ability.

Samsaran Add +1 to your Knowledge (religion) and Knowledge (planes) checks.

Sylph Add +½ on critical hit confirmation rolls for attacks made with natural weapons (maximum bonus of +4). This bonus does not stack with Critical Focus.

Tengu Add ½ to the number of times per day you can use a spell-like ability; this must be one level lower than the highest level you can cast. This can be used to increase the number of 0-level spell-like abilities you can use.

Tiefling Add 1 to the abomination's total number of rampage rounds per day.

Undine Add +1 to your Knowledge (religion) and Knowledge (planes) checks.

Xesa Add ½ to the number of times per day you can use a spell-like ability; this must be one level lower than the highest level you can cast. This can be used to increase the number of 0-level spell-like abilities you can use.

Zendiqi Add + $\frac{1}{4}$ to the abomination's evolution pool.

Zif Add 1 to the abomination's base speed. In combat this has no effect unless the abomination has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example. This bonus stacks with the fast movement evolution and applies only under the same conditions as that ability.

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