

FOUR HORSEMEN PRESENT

GRUESOME ABERRATIONS



STEPHEN ROWE



FOUR HORSEMEN PRESENT

GRUESOME ABERRATIONS

The Rogue Genius “Gruesome” line seeks to expand Pathfinder campaigns by exploring either iconic tropes or terrifying new ideas for monstrous encounters. The *Guide to Gruesome Aberrations* presents new templates with example monsters a GM can add to any adventure to create novel and memorable encounters. A GM can use these creatures and templates as less familiar threats to experienced players, clues or elements for a specific background story, or to just have a powerful new aberration as the focus of a climactic final battle.

All the gruesome templates are designed to play into a specific fearsome idea and provide an extra dose of horror for encounters with aberrations. Some of the gruesome templates are inspired by classic fiction, while others are intended to tie into specific background or environmental themes. Each template includes all the game rules needed to run it (including a new mechanic, shock value, explained in detail below) and enough descriptive material and suggestions for use to make it easy for a GM to add them to an ongoing adventure, or build whole new encounters around them.

GRUESOME ABERRATIONS?

While aberrations can be a staple in fantasy, many of the tropes surrounding them don't live up to a terrifying reputation. Monsters inspired by Lovecraft's stories are enshrined in our imaginations, but don't always create the correct amount of gut-wrenching existential horror. In other cases, classic monsters like gibbering horrors are familiar challenges. While they might be dangerous, players are a savvy lot, and know what to expect. The idea behind gruesome aberrations is to “spice up” these monsters, to make them more interesting (and frightening) for players and GMs. Rather than face another rust monster or roper, the players find themselves facing malevolent aberrations warping others into monsters, or truly alien creatures whose greatest weakness is their immortal psychology. Creatures having more wrong with them than

“just” being a run-of-the-mill aberration, gruesome aberrations have uncanny appearances, smells, and sounds making them more frightening to even veteran characters (generally represented by each template's shock value – see below), while the fact they are difficult to identify makes them more of a mystery for players.

CREATING GRUESOME ABERRATIONS

Creating a gruesome aberration is a matter of adding one of the gruesome templates presented below to an existing aberration.

DESCRIPTIVE TEXT

Each gruesome template begins with a short section of italicized descriptive text based off of the example creature, offering the GM some idea how to convey the sights, sounds, and smells of aberrations with the template to players. Since these templates can be added to a wide range of creatures, these descriptions are all necessarily a bit vague, but the GMs should easily be able to add details from the description of the base aberration a template is added to.

EXAMPLE CREATURE

All gruesome aberration templates include an example aberration with the template applied for ready use in any game.

BACKGROUND

After the example creature is a short outline of the concept behind the gruesome template with suggestions for how aberrations of this kind come to be, what kinds of roles they take in combat, and where they might be found.

SHOCK VALUE

All gruesome aberrations have a “shock value”, which represents a supernatural, disturbing quality even the most frightening aberrations don't possess. The shock aura ability means the aberration has the frightful presence universal monster rule with a range of 30 feet, if they do not normally possess it. The template's shock value increases both the DC of the ability and the effective hit dice of the aberration for the purpose

GRUESOME ABERRATIONS

of affecting other creatures with frightening presence. Once a creature encounters an aberration with the shock aura, it gains some resistance to the awful visage of similar monstrosities. A character is only subject to this save once per day from the same type of gruesome aberration; regardless of how many times the character runs into that kind of gruesome creature. This is a mind-affecting fear effect requiring line of sight.

There's a limit to how shocking even the most gruesome aberration can be. If an aberration has multiple gruesome templates, its shock value is equal to the highest shock value of any of the templates +1, regardless of how many templates it has.

Format: shock (8 HD, DC 15); *Location:* aura

CR

Each gruesome template adjusts the CR of the aberration it is applied to.

AC

Some gruesome aberration templates add to the AC of the aberration it is applied to.

DEFENSIVE ABILITIES / SPECIAL ATTACKS

Some gruesome aberrations gain defensive abilities, special attacks, or other abilities that build off of their gruesome features, either extending unusual powers, or giving it abilities matching its thematic elements.

ABILITIES

Gruesome aberrations gain increases or take decreases to ability scores as indicated.

FEATS

Some gruesome aberrations gain bonus feats as indicated.

WEAKNESSES

Gruesome aberrations are designed to have weaknesses (although in some cases these are fairly minor), to help make them more interesting and memorable.

KNOWLEDGE CHECKS

Since each template adds new powers and weaknesses to the base aberration they are applied to, this section adds entries a GM can use to allow PCs to get some idea of what they are up against. The DC's of these checks are based on the base DC of

Knowledge (local) checks used to gain information about any type of aberration – DC 10 + CR for typical monsters. Making this base DC allows a player to identify a creature as “something similar to” the base aberration but with odd differences, while checks hitting higher DCs gain information outlined in this entry (in addition to whatever information they gain about the base creature's abilities and weaknesses).

OTHER USES

All gruesome aberration templates are designed for application to creatures with the aberration type, but that doesn't mean that they can't be applied to a wider variety of creature types. This section offers suggestions on varying creature types that could also fit well with the template.

GRUESOME ABERRATION TEMPLATES

The following templates can be used to create special aberrations with gruesome and fearful themes and abilities.

BOUND HORROR

The ancient book bound in green leather glistens with apparent moisture. A great three-eyed fish-like creature bursts out from the yellowing pages.

BOUND HORROR ABOLETH

CR 7

XP 3,200

LE Huge aberration (aquatic)

Init +5; **Senses** darkvision 60 ft.; Perception +14

Aura mucus cloud* (5 feet)

DEFENSE

AC 20, touch 9, flat-footed 19; (+1 Dex, +11 natural, -2 size)

hp 84 (8d8+48)

Fort +8, **Ref** +5, **Will** +11

Defensive Abilities immortal, rejuvenation

Weaknesses charge (spellbook), compel

OFFENSE

Speed 10 ft., swim 60 ft.

Melee 4 tentacles +10 (1d6+5 plus slime*)

Space 15 ft.; **Reach** 15 ft.

Spell-Like Abilities (CL 16th)

FOUR HORSEMEN PRESENT

At will- *hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcana* (DC 18), *persistent image* (DC 18), *programmed image* (DC 20), *veil* (DC 19)
3/day- *dominate monster* (DC 22)

STATISTICS

Str 20, Dex 12, Con 22, Int 15, Wis 17, Cha 17

Base Atk +6; CMB +13; CMD 24 (can't be tripped)

Feats Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (tentacle)

Skills Bluff +11, Intimidate +14, Knowledge (arcana) +13, Perception +14, Spellcraft +13, Swim +24

Languages Aboleth, Aklo, Aquan, Undercommon

SQ possession



ECOLOGY

Environment any

Organization solitary

Treasure spellbook containing rare or secret spells

*=aboleth ability

Aberrations sometimes become bound to creatures, places, or objects through accident or design. Whether trapped by intrepid adventurers or incompetent cultists, terrifying power might become locked within an unassuming idol or child. The aberration haunts and possesses the area or icon, twisting and shaping it while seeking release. Bound horrors are immortal while their charge remains safe. However, clever creatures may compel the bound's service through control of their prison.

CREATING A BOUND HORROR CREATURE:

Bound horror is an acquired template that can be added to any corporeal creature with the aberration type.

Shock Value: 1

CR: +0 to base aberration's CR

Defensive Abilities: A bound horror aberrations retains all of the special defenses of the base creature. Bound horror aberrations gain the following additional defensive abilities.

Immortal (Su): Bound horror aberrations do not need to breathe, eat, or sleep (although they can do so if they wish) and are immune to negative aging effects or death from old age.

Rejuvenation (Su): When a bound horror aberration is destroyed, it immediately begins the process of rebuilding itself near to or within its charge (see below). This process takes

1d10 days. The aberration can only be permanently killed with

GRUESOME ABERRATIONS

the destruction of its charge. If the aberration's charge is a location, it must be sanctified (usually through the casting of a *hallow* spell).

Special Attacks and Abilities: A bound horror aberration retains all of the base creature's special attacks and abilities. The bound horror gains the following additional special attacks and abilities.

Possession (Su): A bound horror aberration may possess their charge (see below) as a full-round action. If the charge is a living creature, then the horror may only possess their charge at the charge's request. When possessing, the bound perceives their surroundings using any senses they normally possesses. The bound horror may use any special or spell-like abilities that do not require a physical form. If the bound horror's charge is a creature, the horror may communicate with the creature telepathically. If the bound horror's charge is a location, any area within the location counts as the bound aberration for the purposes of senses, spell-like abilities, or special abilities. If the bound horror's charge is an object, the bound may alter the physical details of the object any way they choose. The bound horror aberration may physically manifest again as a full-round action anywhere within 300 feet of their charge.

WEAKNESSES

Charge (Ex): A bound horror aberration is permanently connected to a creature, location, or object. If the charge is a creature, the creature must be living and possess an Intelligence ability score of 6 or higher. If the charge is a location, it must take the form of a clearly defined space, such as a forest glade, temple, or mansion. If the charge is an object, then it must be a non-magical object small enough to be carried. Charges often take on cosmetic changes making them similar in appearance to the bound aberration, but this has no mechanical effect. The bound horror aberration is incapable of moving more than 300 feet away from their charge. If the bound horror aberration is forced more than 300 feet away from their charge, they are instantly destroyed and begin rejuvenating. Should the charge be destroyed then the bound horror aberration is permanently destroyed.

Compel (Su): A bound horror aberration can be compelled through their charge. This is a mind-affecting compulsion effect, but is applicable to aberrations that are normally immune to mind-

affecting effects or compulsions. If the bound horror's charge is a creature, only that creature can compel the bound aberration. If the bound horror's charge is a location, then the bound can be compelled by anyone within the geographical center or focus of the location (such as a temple's altar). If the bound horror's charge is a physical object, then the bound can be compelled by anyone wielding the object. Compelling the bound aberration requires an opposed Charisma check (retries are allowed). The bound horror cannot be compelled to perform suicidal or obviously harmful actions.

KNOWLEDGE CHECKS

Base +5: Aberrations can sometimes become bound to people, places, or objects. The thing the aberration becomes bound to takes on the aberration's appearance.

Base +10: A bound horror aberration can never stray far from its charge, and dies if the person, place, or thing is destroyed. Furthermore, creatures can compel the aberration with control over its charge.

OTHER USES

The bound horror template can be applied to any otherworldly or semi-spiritual entity that could become bound to a person, place, or thing. This might include genies trapped in rings, demons haunting houses, or faerie godmothers.

ETERNAL

A huge black eye opens in this conical creature's front, just above an iron-toothed mouth. Long strands of steel whip from its sides.

ETERNAL ROPER

CR 14

XP 38,400

CE Large aberration

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +24

DEFENSE

AC 29, touch 10, flat-footed 28 (+1 Dex, +19 natural, -1 size)

hp 198 (12d8+144); regeneration 15 (special)

Fort +17, **Ref** +7, **Will** +15

Defensive Abilities ferocity, self-resurrection; **DR** 15/(special); **Immune** electricity, eternal immunities; **Resist** all 20; **SR** 29

Weaknesses vulnerability (darkwood)

FOUR HORSEMEN PRESENT

OFFENSE

Speed 10 ft.

Melee bite +22 (4d8+21/19–20)

Ranged 6 strands +10 touch (1d6 Strength)

Space 10 ft.; **Reach** 10 ft.

Special Attacks pull (strand, 5 feet), strands*

STATISTICS

Str 38, **Dex** 13, **Con** 33, **Int** 13, **Wis** 16, **Cha** 12

Base Atk +9; **CMB** +22; **CMD** 33 (can't be tripped)

Feats Great Fortitude^B, Improved Critical (bite), Improved Initiative, Improved Great Fortitude^B, Improved Iron Will^B, Improved Lightning Reflexes^B, Iron Will^B, Lightning Reflexes^B, Toughness, Skill Focus (Perception, Stealth), Weapon Focus (strand)

Skills Climb +29, Knowledge (dungeoneering) +16, Knowledge (religion) +13, Perception +24, Stealth +18 (+26 in stony or icy areas); **Racial Modifiers** +8 Stealth in stony or icy areas

Languages Aklo, Undercommon

ECOLOGY

Environment any underground

Organization solitary

Treasure standard

*=roper ability

Many aberrations are hard to kill or even harm. However, most have some relatively ordinary weakness. One must use a weapon of a certain material or energy of a certain flavor, but these are things most adventurers often have on hand.

Some creatures do not die so easily, and resist harm in all forms. These aberrations only fear a single, sometimes unique, material or object. Overwhelming force, surprise, and persistence cannot defeat such a being, and in any pyrrhic battle, they emerge victorious. It is only through careful study, cautious tactics, research, and experimentation that one might be overcome.

CREATING AN ETERNAL CREATURE:

Eternal is an acquired or inherited template that can be added to any corporeal creature with the aberration type.

Shock Value: 1

CR: +2 to base aberration's CR

AC: +2 to base aberration's natural armor.

Bonus Feats: Eternal aberrations gain Great Fortitude, Improved Great Fortitude, Improved Lightning Reflexes, Improved Iron Will, Iron Will, and Lightning Reflexes as bonus feats.

Defensive Abilities: An eternal aberration retains all of the special defenses of the base creature and gains the ferocity universal monster ability. Eternal aberrations lose any vulnerabilities possessed by the base creature. Eternal aberrations gain the following additional defensive abilities.

Damage Reduction: Eternal aberrations gain a special form of damage reduction based on HD that can only be penetrated using the aberration's weakness is discovered (see below).

Energy Resistance: Eternal aberrations gain resistance to all types of energy per the table below.

Regeneration: Eternal aberrations gain a special form of regeneration based on HD that can only be nullified for 1 round by employing the aberration's weakness (see below).

| Hit Dice | Energy Resistance | DR | Regeneration |
|----------|-------------------|------------|--------------|
| 1-4 | 10 | 5/special | 5 (special) |
| 5-10 | 15 | 10/special | 10 (special) |
| 11-15 | 20 | 15/special | 15 (special) |
| 16-25 | 25 | 20/special | 20 (special) |
| 26+ | 30 | 25/special | 25 (special) |

Immunities (Ex): Eternal aberrations are immune to ability damage, aging, critical hits, death effects, death from massive damage, energy drain, and precision damage. An eternal aberration does not need to breathe, eat, or sleep.

Self-Resurrection (Su): Permanently killing an eternal aberration is often a difficult ordeal. A slain eternal aberration remains dead for only 2d4 days unless it is killed using its unique vulnerability (see below). Otherwise, the eternal aberration arises fully healed from the remains 2d4 days after death, as if brought back to life via true resurrection.

Ability Scores: +4 Str, +4 Con.

WEAKNESSES

Vulnerability (Ex): Each eternal aberration has a single unique weakness that cuts through its impressive array of defenses and allows the monster to be permanently slain. Otherwise, an eternal

GRUESOME ABERRATIONS

aberration can only be captured or contained. The single vulnerability is always intrinsically tied to the aberration's past and nature, perhaps even the origins of how it became eternal. Sometimes these weaknesses are so strange that even the aberration itself doesn't understand what threatens it. Use the following recommendations as a guideline when creating your own vulnerability.

Artifact: Only a single rare or unique artifact is capable of ending the aberration's threat, such as a *sphere of annihilation* or the *axe of the dwarvish lords*. Acquiring the artifact often requires a quest. This manner of vulnerability is relatively severe, and likely only appropriate for eternal aberrations of CR 16+.

Innocuous: Some ordinary or relatively simple object or material is the only thing that can spell the aberration's downfall. However, the discovery of the material's properties is no less difficult, and some materials might require imagination to weaponize. An eternal aberration with a weakness to water might need to be drowned, or one vulnerable to salt might require a lot of preparatory work ahead of time to defeat.

Location: The eternal aberration can only be harmed when it is in a specific location, or removed from its place of power. This almost always requires manipulation and trickery to accomplish, or else some manner of magic to keep the creature contained long enough to kill. Perhaps the eternal aberration is only vulnerable within the pit that spawned it, or must be trapped within the area of a *consecrate* spell effect.

Material: The eternal aberration can be defeated by weapon materials, but the weapon material is far from standard. Blood crystal, bone, bronze, darkwood, elysian bronze, frost-forged steel, gold, living steel, obsidian, viridium, and stone are all viable options (see *Pathfinder Roleplaying Game: Ultimate Equipment*). Since weapons crafted of these materials are rare, finding appropriate materials might require a quest and crafting.

KNOWLEDGE CHECKS

Base +5: Many monsters require the use of special materials to penetrate powerful defenses. Some aberrations go far beyond this. These creatures are nearly impossible to harm, let alone kill.

Base +10: Even the greatest eternal aberrations have at least one weakness, although these vulnerabilities are unique to the creature. They tend to revolve around the aberration's origins, nature, or goals.

Base +15: At this level of success, the PC might gain clues or rumors regarding the specific weakness of a unique eternal aberration.

OTHER USES

The core ideas behind the eternal aberration can transfer to other creature types with minimal modification. While it is thematic for the aberrations to be nigh-unkillable for mortals, there is no reason why the same idea cannot apply to any strange threat such as fey, outsiders, or dragons.

FLESHWARPER

The long, pliable arms of the hunched-over wretch sprout tentacles, grasping claws, and glistening slime-covered mouths.

FLESHWARPER CHOKER

CR 4

XP 1,200

CE Small aberration

Init +7; **Senses** darkvision 60 ft.; Perception +1

Aura frightful presence (6 HD, DC 14)

DEFENSE

AC 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size)

hp 22 (3d8+9)

Fort +4, **Ref** +4, **Will** +4

Defensive Abilities amorphous, mutable defenses

Weaknesses unstable

OFFENSE

Speed 20 ft., climb 10 ft.

Melee 2 tentacles +8 (1d4+5 plus grab) or +8 touch (deformity)

Space 5 ft.; **Reach** 10 ft.

Special Attacks constrict (1d4+5), fleshwarp (DC 14), mutable offenses, strangle*, grab (Large)

STATISTICS

Str 20, **Dex** 16, **Con** 17, **Int** 4, **Wis** 13, **Cha** 11

Base Atk +2; **CMB** +6 (+10 grappling); **CMD** 19

Feats Improved Initiative, Skill Focus (Stealth)

Skills Climb +18, Stealth +14

Language Undercommon

SQ quickness*

FOUR HORSEMEN PRESENT



ECOLOGY

Environment any underground

Organization solitary, pair, or horror (1-3 plus 3-12 fleshwarped slaves)

Treasure standard

*= choker ability

Aberrations are creatures unrestrained by the same rules of corporeal biology that binds most living creatures. Many already possess the power to alter their shape, but that ability pales next to the fleshwarper. Fleshwarpers often result from ill-advised experiments that subject aberrations to the alchemical fleshwarping process (*Pathfinder Roleplaying Game: Bestiary 4*). They might also arise spontaneously when aberrations become exposed to strange magic or planar influence. Fleshwarpers become unstable agents of deformed

corruption, unbound to any physical form, and capable of creating armies of mutated slaves. When fleshwarpers are the product of alchemy rather than accident, it is usually their creators that become the first monsters twisted to their purposes.

CREATING A FLESHWARPER CREATURE:

Fleshwarper is an acquired or inherited template that can be added to any corporeal creature with the aberration type.

Shock Value: 3

CR: +2 to base aberration's CR.

AC: +1 to base aberration's natural armor.

Defensive Abilities: A fleshwarper aberrations retains all of the special defenses of the base creature. Fleshwarper aberrations gain the following additional defensive abilities.

GRUESOME ABERRATIONS

Amorphous (Ex): A fleshwarper aberration's body is mutable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits.

Adaptable Defenses (Su): A fleshwarper aberration can alter its body to defend against incoming attacks, growing bone armor before a sword blow, or lowering its body temperature to freezing just before entering a fire. The fleshwarper may gain any of the following defensive abilities for 1 round as an immediate action at will: all-around vision, fast healing 5, natural armor (+2 enhancement bonus), or resistance 10 (acid, cold, electricity, fire, or sonic).

Melee: The base creature retains all of its natural attacks. It may change the damage type of any natural attack to deal any other damage type (bludgeoning, slashing, or piercing) as a free action.

Special Attacks and Abilities: A fleshwarper aberration retains all of the base creature's special attacks and abilities. The fleshwarper gains the following additional special attacks and abilities.

Deformity (Su): While it takes the fleshwarper time to make useful changes, it can painfully deform and immobilize creatures in combat with greater ease. As a full-round action the fleshwarper can make a melee touch attack that drains 1d4 points from any single ability score (chosen before the attack is made). Creatures affected must succeed on a Fortitude save (DC 10 + 1/2 the fleshwarper aberration's HD + the fleshwarper's Constitution modifier) or become paralyzed for 1 hour.

Fleshwarp (Su): A fleshwarper aberration can alter the minds and bodies of living creatures into slavish monstrosities at will. This process requires 1 hour to complete, during which the creature must be helpless or willing. The fleshwarper can alter the creature's form (as the *polymorph any object* spell) except it must remain a living creature and is always terrifying in appearance (gaining a shock value of 1). The creature may make a Fortitude save (DC 10 + 1/2 the fleshwarper aberration's HD + fleshwarper's Constitution modifier) to negate this effect. Creatures transformed in this manner become slaves of the fleshwarper (as the *dominate monster* spell) unless they succeed on a Will save (DC 10 + 1/2 the fleshwarper aberration's HD + fleshwarper's Constitution modifier). The domination persists as long as the creature remains transformed, but the creature is permitted additional saves to resist control as the spell. A fleshwarper aberration always treats Craft (fleshwarping) as a class skill.

Adaptable Offense (Su): A fleshwarper aberration can alter its body when attacking to maximize impact against specific foes. The fleshwarper gains any of the following offensive abilities for 1 round as a swift action at will: grab (if the aberration possesses grab, then this becomes constrict), rend, or trip. Alternatively, the fleshwarper aberration can increase the damage dice of one natural attack type by one size category.

Ability Scores: +4 Str, +2 Dex, +4 Con, +4 Cha

WEAKNESSES

Unstable Form (Ex): The fleshwarper's physical form is constantly in flux. This makes the aberration vulnerable to effects that alter it, but makes most changes only temporary. The fleshwarper takes a -4 penalty on all saves against all transmutation spells and effects that target it. However, if affected by any non-instantaneous polymorph effect, the duration is reduced to 1 round per caster level.

KNOWLEDGE CHECKS

Base +5: There are some aberrations with control over living flesh and form. They can alter their body to best defend or harm any given foe, or even turn enemies into monstrous slaves.

Base +10: Fleshwarper aberrations possess limitations in how fast they can alter or shift their bodies, and might commit to a disadvantageous tactic. Their monstrous slaves still retain their minds, and can fight free of the fleshwarper's control. The fleshwarpers are vulnerable to any effect that alters their form, but few effects remain permanent.

OTHER USES

The fleshwarper template could be adapted with minimal modification to many different creature types, especially those that deal with fleshwarping or body alteration, such as drow, demons, or fey.

OLD ONE (MYTHIC)

Humanoids vastly overestimate their importance. They've only just risen from the mud and ignorance to half-conquer a single ordinary world in a backwater corner of the cosmos. They begin tiny forays into the simplest magic and technologies, but declare themselves mighty.

There exist creatures as far beyond humanoids as humanoids are to mindless insects. There are great beings and vast societies that have endured

FOUR HORSEMEN PRESENT

for millions or billions of years. These aberrations conquer worlds, solar systems, or even galaxies with casual ease. To these unknowable demigods, the greatest mortal mind is a dim-witted savage.

Old ones are aberrations that have existed for unknown eons. They think in five-dimensions and understand the scope of time on a cosmic scale. Before the terrible might of these beings, the best most can do is endure without crumbling.

CREATING AN OLD ONE CREATURE:

Old one is an acquired or inherited template that can be added to any corporeal creature with the aberration type.

Shock Value: ½ the old one aberration's mythic rank.

CR: +½ mythic rank to base aberration's CR.

Mythic Rank: The old one aberration gains the mythic subtype (*Pathfinder Roleplaying Game: Mythic Adventures*) and a mythic rank equal to ½ its original CR.

Mythic Subtype: The old one aberration gains a bonus to natural armor and spell resistance equal to its mythic rank, 8 bonus hit points per mythic rank, the epic quality added to its damage reduction, the mythic power and surge universal monster abilities, ability score bonuses based on mythic rank, and mythic feats.

Mythic Abilities: The old one aberration gains the following abilities.

Alien (Ex): An old one aberration is immune to all mind-affecting effects.

Depthless Intellect (Ex): An old one aberration has a minimum Intelligence ability score of 20. If the base creature has an Intelligence ability score of 10 or less, increase its Intelligence to 20. The old one aberration gains all skills as class skills, and a +5 bonus to all Knowledge skill checks and Intelligence ability checks.

Overwhelming (Su): The presence of an old one aberration cripples mortal minds. Non-mythic creatures within 60 feet of the old one must succeed on a Will save (DC 10 + old one aberration's HD + old one's Charisma modifier) or fall to the ground and prostrate themselves before its divine presence. Flying creatures incapable of hovering must land immediately. These creatures

are considered helpless for 1 round per mythic rank. Each round affected creatures may attempt a new saving throw to end the effect; this is a full-round action that does not provoke attacks of opportunity. Creatures recovering early after being affected for at least 1 round take 1d6 Wisdom drain and are staggered for 1d4 rounds. Creatures succeeding on the initial save to resist are merely staggered for 1 round. Mythic creatures and characters are immune to this ability. This is a mind-affecting compulsion and emotion effect.

Additional Mythic Abilities: The old one aberration selects an additional mythic ability from the list below for every mythic rank it possesses.

Amnesia (Su): Mortal minds have difficulty conceptualizing the old one aberration, and protect themselves by erasing memories of its presence. Creatures failing a save against the old one cannot remember anything occurring during the rounds they are considered helpless due to the overwhelming ability. If the old one possesses the corruptive telepathy ability, it may implant any false memory into the target as a free action (as the *mythic memory lapse*^{MA} spell) with no save to resist.

Corrupting Telepathy (Ex): The old one aberration gains telepathy with a range of 300 feet. Old ones see the scope of potential futures and casually set mortal minds onto the most destructive paths. Non-mythic creatures must succeed on a Will save DC (DC 10 + old one aberration's HD + old one's Charisma modifier) each round. Creatures failing the save are affected by a *triggered suggestion* spell (see *Pathfinder Roleplaying Game: Advanced Class Guide*) with a caster level equal to the aberration's HD. The old one aberration does not need to specify at the casting of the spell the condition triggering the activity. It activates at an extremely disadvantageous time for the creature within the duration, and causes the creature to act in the worst possible manner within the context and spell limitations. A creature can only be affected by one *triggered suggestion* at a time. The old one can cease or resume this ability as a free action.

Fifth Dimension (Ex): The old one aberration is a creature from a higher reality. It is as simple for it to defy mortal perceptions of space, as it is for mortals to tear holes in a piece of paper. The

GRUESOME ABERRATIONS

old one gains *greater teleport* and *plane shift* as spell-like abilities usable at will. The old one may spend one use of mythic power to cast either spell as a swift action.

Glory (Su): The old one aberration can spend one use of mythic power to affect mythic creatures with overwhelming aura for a number of rounds equal to its mythic rank.

Maddening Visage (Su): Creatures failing a Will save against the old one's overwhelming ability are affected by a permanent confusion effect (as the *insanity* spell). The old one may spend one use of mythic power as an immediate action to subject a single creature to a permanent *mythic confusion* effect (see *Pathfinder Roleplaying Game: Mythic Adventures*).

Magic Immunity (Su): The old one aberration has a perfect understanding of magic, and few spells can affect it without its approval. The old one is immune to any spell or spell-like ability allowing spell resistance. The old one can allow any spell to affect penetrate its magic immunity as an immediate action.

Otherworldly (Su): The old one aberration can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* with a caster level equal to the aberration's HD. The old one may spend one use of mythic power to shift as an immediate action.

Spellcasting: The old one aberration gains spellcasting as a cleric, oracle, sorcerer, witch, or wizard with a level equal to its CR. The old one aberration does not require spellbooks (for wizards) or familiars (for witches) to prepare spells, and can prepare any spells it knows.

Starflight (Su): In outer space, the old one aberration can survive in the void and fly at incredible speed. Travel times vary, but a trip within a single solar system should take 3d20 hours, and a trip beyond should take 3d20 days or more if the old one knows the way to its destination. An old one aberration can carry one creature of one size category smaller than itself, four passengers two sizes smaller, eight passengers three sizes smaller, or 16 passengers four or more sizes smaller. Passengers are protected from the void

of outer space. The old one aberration can spend one use of mythic power to cast the *interplanetary teleport* spell (see *Pathfinder Roleplaying Game: Ultimate Magic*), but must succeed on a save versus its apathetic weakness to do so.

Undying (Ex): The old one aberration cannot be truly killed by mortal means. If the old one is killed, its body immediately fades away and it returns to life 24 hours later in the same location. It is treated as if it is fully rested and recuperated with full access to abilities recharging with rest. The old one can be killed only by a coup de grace or critical hit made with an artifact.

WEAKNESSES

Apathetic (Ex): The greatest weakness of the old ones, is that they simply do not care. A mortal life means almost nothing to them, and so they might squash it, but only for amusement or if it makes a nuisance of itself. Otherwise, they have unfathomable desires and goals, the simplest of which might require millennia to come to fruition. Any old one must succeed at a Will save (DC 10 + ½ the old one aberration's HD + old one's Charisma modifier) to perform any of the following actions: attack during the surprise round, take an attack of opportunity, perform a coup de grace, run, total defense, or withdraw. The old one may spend one use of mythic power to perform any action without a save, but may not retry failed saves.

KNOWLEDGE CHECKS

Base +5: Ancient beings exist from a time before the universe cooled enough to contain other life. These creatures exist on higher planes of existence, with inscrutable motivations, and power so great they destroy minds with their presence.

Base +10: The greatest weakness of the old ones is their lack of momentary passion. They have existed continuously for unknown eons, and make plans with cosmic scales. It is difficult for them to care about mortals long enough to kill them, but their presence often wreaks such havoc it makes small difference to the ants crushed underfoot.

OTHER USES

The old one aberration template can apply to any ancient, alien, and powerful creature. It could represent primordial immortal dragons, demonic lords, or strange god-like beings of any type with only minor adjustments.

FOUR HORSEMEN PRESENT

EXAMPLE OLD ONE

The telepathic voice of the slime-drenched snake-god resounds within the mind, caressing and insinuating itself as the tentacled head rises.

KESASTA (NEOTHELID) CR 18/MR 7

XP 153,600

CE Gargantuan aberration (mythic)

Init +9^M; **Senses** blindsight 100 ft., trace teleport 60 ft.; **Perception** +25

Aura frightful presence (23 HD, DC 28), overwhelming (60 ft., DC 25)

DEFENSE

AC 37, touch 4, flat-footed 37 (–2 Dex, +33 natural, –4 size)

hp 286 (20d8+196)

Fort +15, **Ref** +4, **Will** +16

Defensive Abilities undying; **DR** 10/cold iron and epic; **Immune** magic, mind-affecting

Weaknesses apathetic

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee 4 tongues +21 (3d6+10/19–20/x3 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks amnesia, breath weapon (50-ft. cone, 14d10 acid, Reflex DC 27 half, once every 1d4 rounds), corrupting telepathy (DC 25), mind thrust*, psychic crush*, swallow whole (2d6+10 plus 2d6 acid, AC 23, hp 23)

Spell-Like Abilities (CL 20th, concentration +25)

Constant—*fly*

At will—*detect thoughts* (DC 17), *charm monster* (DC 19), *clairvoyance/clairaudience*, *plane shift*, *suggestion* (DC 18), *telekinesis* (DC 20), *greater teleport*, *poison* (DC 19)

3/day—quicken *suggestion* (DC 18)

Sorcerer Spells Known (CL 18, concentration +23)

9th (3/day)—*wish* (DC 24)

8th (5/day)—*discern location*, *moment of prescience*

7th (6/day)—*limited wish* (DC 22), *reverse gravity* (DC 22), *vision*

6th (6/day)—*disintegrate* (DC 21), *greater dispel magic*, *true seeing*

5th (7/day)—*break enchantment*, *dominate person* (DC 20), *telepathic bond*, *wall of force*

4th (7/day)—*black tentacles*, *detect scrying*, *scrying*, *solid fog*

3rd (7/day)—*arcane sight*, *blink*, *displacement*, *haste*

2nd (7/day)—*command undead* (DC 17), *darkness*, *false life*, *fox's cunning*, *invisibility*

1st (8/day)—*comprehend languages*, *feather fall*, *grease* (DC 16), *hold portal*, *obscuring mist*

0 (at will)—*acid splash*, *arcane mark*, *bleed*, *dancing lights*, *detect poison*, *disrupt undead*, *ghost sound*, *mage hand*, *read magic*

STATISTICS

Str 30, **Dex** 7, **Con** 24, **Int** 26, **Wis** 15, **Cha** 21

Base Atk +15; **CMB** +29 (+33 grapple); **CMD** 37 (can't be tripped)

Feats Cleave^M, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (tongue)^M, Improved Initiative^M, Improved Overrun, Iron Will, Power Attack^M, Quicken Spell-Like Ability (*suggestion*)

Skills Fly +19, Intimidate +28, Knowledge (all) +32, Perception +25, Spellcraft +31

Languages Aklo, Terran, Undercommon; telepathy 300 ft.

SQ depthless intellect, otherworldly

ECOLOGY

Environment any underground

Organization solitary or cult (1 plus 12–36 charmed slaves of various races)

Treasure standard

*=neolithid ability

When the immense neothelids ruled vast underground empires, they worshiped Kesasta as a god. Far older than even the legendary race, the old one watched with detached interest while his children rose to prominence and then fell into a slow extinction. The immortal worm knows all things move in cycles, and what was once, would be again. The great serpent fell into a deep hibernation, slumbering away countless centuries between worlds.

Now Kesasta stirs, and the neothelids see it as a sign. Slaves seeking the slumbering god in pilgrimage return with revelations, and act towards goals mystifying even to their masters. The neothelids faith in their god is absolute, for they know he sees past the veils of time and space. Soon He shall rise, and crush the minds of the mortal vermin.

GRUESOME ABERRATIONS

CREDITS

Cover Illustration:

Gary Dupuis,
courtesy of Purple Duck Games

Interior Illustrations:

Dave Allsop and Gary Dupuis,
courtesy of Purple Duck Games

Author: Stephen Rowe

Developer: Steve Helt

Editor: Dan Dillon

Producer: Owen K.C. Stephens

Publisher: Owen K.C. Stephens

Graphic Design and Typesetting:
Lj Stephens

Produced by: Rogue Genius Games

Project Manager: Lj Stephens

Consigliere: Stan!

Contents Copyright 2015

Rogue Genius Games

Rogue Genius Games Logo created
by Lj Stephens using designs by
Claudio Pozas.

Used with permission.

For more information about
Rogue Genius Games, follow us on
Facebook:

[www.Facebook.com/
RogueGeniusGames](http://www.Facebook.com/RogueGeniusGames)
on Twitter: [@Owen_Stephens](https://twitter.com/Owen_Stephens)

All logos are the trademark of
Rogue Genius Games
All rights reserved

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptors of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content; (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content you are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all

rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0a. © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson

Pathfinder Roleplaying Game Core Rulebook. © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifer, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Authors: Jason Bulmahn.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Ben Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, Russ Taylor.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal MacLean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Pathfinder Unchained. © 2015, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwab, Mark Seifer, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide. © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

The Four Horsemen Present: Gruesome Aberrations © 2015, Rogue Genius Games. Author: Stephen Rowe

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc. Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, Inc. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

DESIGNATION OF PRODUCT IDENTITY:

The Rogue Genius Games (RGG) company name and logo; the "The Four Horsemen Present: Gruesome Aberrations" name and logo; "The Four Horsemen" name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT:

All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

Product Code: RGG4HP0101