

FOUR HORSEMEN PRESENT

# GRUESOME ABERRATIONS



STEPHEN ROWE





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## 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



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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)



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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



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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)



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## 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<sup>B</sup>, Improved Critical (bite), Improved Initiative, Improved Great Fortitude<sup>B</sup>, Improved Iron Will<sup>B</sup>, Improved Lightning Reflexes<sup>B</sup>, Iron Will<sup>B</sup>, Lightning Reflexes<sup>B</sup>, 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



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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\*



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## ECOLOGY

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**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.



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*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



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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*<sup>MA</sup> 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



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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<sup>M</sup>; **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<sup>M</sup>, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (tongue)<sup>M</sup>, Improved Initiative<sup>M</sup>, Improved Overrun, Iron Will, Power Attack<sup>M</sup>, 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!

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