



ABOMINATION

No two *abominations* appear exactly the same, but all are essentially grotesque bulks of knotted flesh, cancerous tissue, and malformed limbs, as if assembled hastily or carelessly by some mad doctor's hand. Almost all seem to possess a disordered collection of large cat-like eyes (which sprout all over the creature's amorphous torso), along with lashing, whirling tentacles or pseudopods. These feel and probe the air around them, and most likely serve as a battery of sensory apparatus (not unlike antennae).

Among the more advanced and malevolent groups of the Twisted Earth, genetic experiments are not an uncommon practice, often in an attempt to breed "super-mutant" warriors or to refine a specific trait in the next generation. These experiments, carried out by such groups as the terrible Savants, are not always successes, although this fact is little known among the brain-dead children of the wasteland. Those subjects who prove too difficult to slay, or whose intelligent minds have not yet succumbed to madness (and thus do not warrant immediate termination or abortion), are

often discarded secretly, their bloated, ghastly bodies expelled into the darkness of the night.

In appearance, these "abominations" vary considerably, but all are horrendous and warped. Most have been totally altered, bearing little or no resemblance to human beings. After their first mutation has failed, the scientists often use the same subject for more and more experiments, since it is already deemed a "lost cause". Cat-like eyes, long tendrilous tongues, jagged fangs, warped and ragged claws, and thick warty skins are most common. Other features might include atrophied tentacles, an odd deformed wing or two (although incapable of flight), a fat lazy tail, etc.

In combat, abominations attack blindly and violently by flailing whatever workable limbs they still possess; badly mutated arms, feeble legs, and knotted, jointed tentacle-like pseudopods. Though afraid of light, the creature is truly horrific to behold when fully illuminated.

SPECIES TRAITS

Abominations have the following Traits:

Fast Healing (Ex): An abomination heals 5 points of damage each round.

Amorphous (Ex): An abomination is not subject to critical hits. It has no clear front or back, so it cannot be flanked.

Dark Vision (Ex): Abominations have darkvision with a range of 60 feet.

Frightful Presence (Ex): The abomination can inspire terror by charging or attacking. Creatures within 30-feet must succeed at a Will save (DC 10) or become shaken, remaining shaken until they leave the area of effect.

Photosensitive (Ex): Abominations are susceptible to bright lights and strong illumination (including torches), and must make a Will save (DC 12) or be forced to flee from the light source. A direct flash against an abomination (e.g. from a dazzle rifle) will effectively blind the creature without a save.

Abomination: CR 3; Large Aberration; HD 4d8+16; HP 34; Mas 18; Init +0; Spd 20 ft; Defense 16, touch 9, flatfooted 16 (-1 size, +7 natural); BAB +3; Grap +11; Atk +6 melee (1d4+6, slam); Full Atk +7 melee (1d4+6, 4 slams); FS 10 ft by 10 ft; Reach 10 ft; SQ amorphous, dark vision, photosensitive, fast healing, frightful presence; AL -; SV Fort +5, Ref +1, Will +1; AP 0; Rep +0; Str 18, Dex 10, Con 18, Int 5, Wis 5, Cha 7.

Skills: Climb +6, Hide -2, Jump +6, Listen +1, Move Silently +2, Spot +1.

Feats: None.

Advancement: 5-8 HD (Large); 9-12 HD (Huge); 13-16 HD (Gargantuan)