

THE ABOMINATION

HOMEBREW

A class for unleashing the monster within
Cover art: Hym by Bryan Sola

ABOMINATION

A

thin and sickly man is surrounded by goblins armed to the teeth. He starts screaming. His teeth transform into fangs, his nails into claws. His muscles bulge and stretch as dark fur covers his body. His screams become howls, and it is the goblins' turn to scream.

A deathly pale elf is stopped by a thief holding a long thin dagger. The elf calmly removes one of his gloves and grabs the thief by the throat in a burst of speed. The thief's skin begins to turn black and gray as he thrashes, desperately trying to get free. The elf holds on grimly. The lifeless body of the thief falls to the floor, and the elf continues walking.

A small halfling leaps from a sky ship and begins to fall. His eyes fill with fire as great horns grow from his skull. Thin bat wings grow from his back. He spreads them and takes flight.

Abominations are people afflicted by a terrible curse that give them supernatural and terrible abilities. All abominations can transform into terrifying monsters, however they also gain many other unique and horrifying characteristics.

OUTCAST BY SOCIETY

Abominations are often cast out by society once their cursed nature is discovered. Others live in hiding, in remote caves or abandoned houses out of fear of being discovered or hunted down. Monster hunters will often hunt down and kill abominations as they are widely seen as evil monstrosities.

However, an abomination's behavior has more to do with who they are as a person, than their actual curse. Some abominations are kind, others cruel, depending on their personality. Some are angry with society, and others try to help or protect it from the sidelines.

While many abominations may lose control of their behavior during their first transformations, most eventually learn to control them. Some even come to embrace them.

A MONSTER'S LIFE

Unlike most classes, an abomination doesn't usually choose nor even desire to be what it is. A sorcerer may be born with terrible power, but most sorcerers are proud rather than fearful of this. A warlock may possess dark gifts, but these are normally given to them rather than forced on them.

An abomination's only choice is what to do with the powers forced upon them. Will they become a monster, as society expects? Will they become a hero despite it all, and prove the world wrong? Or will they leave it all behind, and try to live a simple life?



Bloodborne The Old Hunters by The.Dragonizm

THE ABOGNATION

Proficiency Level	Bonus	Features	Horrid Mutations	Mark die
1st	+2	Curse, Monstrous Shape	-	-
2nd	+2	Horrific Mutations, Partial Transformation	2	-
3rd	+2	Dark Mark	2	d4
4th	+2	Ability Score Improvement	2	d4
5th	+3	Extra Attack	3	d4
6th	+3	Curse Feature	3	d4
7th	+3	Dark Power	4	d6
8th	+3	Ability Score Improvement	4	d6
9th	+4	Instinctive Transformation	5	d6
10th	+4	Curse Feature	5	d6
11th	+4	Terrifying Presence	5	d6
12th	+4	Ability Score Improvement	6	d8
13th	+5	Deadly Transformation	6	d8
14th	+5	Curse Feature	6	d8
15th	+5	Undying Mark	7	d8
16th	+5	Ability Score Improvement	7	d8
17th	+6	Unstoppable Force	8	d10
18th	+6	Terrifying Presence (3)	8	d10
19th	+6	Ability Score Improvement	8	d10
20th	+6	One with the Curse	8	d10

CREATING AN ABOGNATION

The first thing to ask yourself when creating an abomination, is why and how were you cursed. Did you violate the tomb of a long dead sorcerer? Did you try to trick a being of great power? Did you survive some terrible magical experiment?

Next, try asking yourself how you feel about your curse. Does it cause you great suffering? Or do you revel in the power it gives you? Are you trying to find the cure?

Finally, ask yourself how you relate to society. Do you feel abandoned? Are you seeking redemption or revenge?

QUICK BUILD

You can make an abomination by following these suggestions. First, your Constitution score should be your highest stat, followed by Strength or Dexterity (depending on your subclass). Next, take the Outlander background.

CLASS FEATURES

As an abomination, you gain the following class features

HIT POINTS

Hit Dice: 1d6 per abomination level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier for each level after the first

PROFICIENCIES

Armor: light armour, medium armour, shields

Weapons: simple weapons

Saving Throws: Constitution, Charisma

Skills: Choose two from Animal Handling, Arcana, Athletics, Intimidation, Nature, Religion and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a simple weapon and a shield or (b) 2 simple weapons
- (a) an dungeoneer's pack or (b) an explorer's pack
- leather armour

CURSE

At 1st level, you may choose a Curse option from the ones listed at the end of this class. Your choice grants you features at 1st, 6th, 10th, and 14th levels, and determines your monstrous shape. Your curse save DC is equal to 8 + your proficiency bonus + your Constitution modifier.

MONSTROUS SHAPE

Also at 1st level, you gain the ability to transform into a monstrous being. You may do this as a bonus action. The size, creature type and characteristics of your monstrous shape are determined by your curse, but you may choose its appearance.

You can use this feature twice, and regain one use of it whenever you finish a short rest and all uses when you finish a long rest.

You can stay in your monstrous shape for a number of hours equal to half your abomination level (rounded down to a minimum of 1). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the monster, but you retain your alignment, personality, and Constitution, Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies. Your Strength and Dexterity scores increase by the amount indicated in your Monster's sheet.

- When you transform, you assume the monster's hit points. Your monstrous form has a number of hitpoints equal to 2 times your Abomination level, plus your Constitution modifier for each Abomination level you possess, unless your Constitution modifier is lower than 1. If your Constitution modifier is lower than 1 than your monstrous form's hitpoints are equal to 2 times your Abomination level.

Monstrous form hitpoints: $(2 + \text{your Constitution modifier}) \times \text{your Abomination level}$

- When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in monster form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast or concentrate on spells.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form. If you decide to keep a shield or armour, these substitute the natural armour that your monstrous shape benefits you with.

PARTIAL TRANSFORMATION

At 2nd level, you have enough control to only partially transform at a time. At the beginning of your turn, you may choose to gain one of the following characteristics from your monstrous shape:

- Its armor class and damage resistances.
- Its speeds (this includes speeds other than walking).
- Its strength and dexterity scores.
- Its senses and language proficiencies.
- Its monstrous weapons.

You gain the chosen characteristics for 1 minute or until you use this feature again. You can choose to gain each one of these attributes once, after which you must complete a long rest before you can do so again.

HORRIFIC MUTATIONS

Also at 2nd level, you gain two horrific mutations of your choice. When you gain certain abomination levels, you gain additional mutations of your choice, as shown in the Horrific Mutations column of the Abomination table. A level prerequisite refers to your level in this class.

Additionally, when you gain a level in this class, you can choose one of the mutations you possess and replace it with another mutation that you could gain at that level.

DARK MARK

At 3rd level, you learn how to mark others through your curse. When you gain this feature, you choose one of the mark options detailed below. As a bonus action during your turn, you may mark a creature you can see other than yourself. The mark is visible on the creature's body, but you may choose its shape and size. A creature knows it has been marked, but doesn't necessarily know who has marked it or why.

Every mark feature detailed below uses your mark die, which is a d4 at level 3 and changes as you gain levels in this class, as shown in the mark die column of your class table.

You may mark a number of creatures equal to your proficiency bonus, after which you must complete a short or long rest before you can mark a creature again.

Your mark disappears if:

- you mark another creature;
- the distance between you and the marked creature becomes greater than 1 mile;
- you or the marked creature change plane of existence;
- a *remove curse* or *greater restoration* spell is cast on the marked creature;
- you or the cursed creature die.

MARK OF MANIPULATION

As long as a creature is marked, whenever it makes an attack roll or ability check that you can see, as a reaction you may subtract your mark die from the roll. You can choose to do this after learning the result of the roll, but only before learning if it succeeds or not. Additionally, you have advantage on all Charisma (deception) and Charisma (persuasion) checks you make against the marked creature.

MARK OF PREDATION

As long as a creature is marked, the first time each turn that you hit it with a weapon attack, it takes extra damage from the weapon equal to your mark die. Additionally, you have advantage on Wisdom (perception) and Wisdom (survival) checks you make to track the marked creature.

MARK OF PROTECTION

You may only mark a willing creature with this mark. As long as a creature is marked, whenever the marked creature takes damage, as a reaction you may roll your mark die and subtract the result from the damage taken. Additionally, as long as the marked creature is within 60 feet of you, you may communicate with it telepathically. If the marked creature and you don't share a language, you may only communicate telepathically through simple feelings or images.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

UNHOLY POWER

At 7th level, attacks you make in your monstrous shape count as magical, they ignore resistances to the types of damage they deal and count immunities as resistances.

PROTECTIVE TRANSFORMATION

At 9th level, you can transform instinctively when you are in danger. You can transform as a reaction, consuming a use of your monstrous shape feature, in the following situations:

- Whenever you would make a saving throw, you then use your monstrous shape's saving throw modifiers;
- Whenever you take damage, the damage is then dealt to your monstrous shape.

TERRIFYING PRESENCE

At 11th level, you have learnt how to terrify others with your mere presence. As an action, you may choose a creature within 30 feet of you that can see you and hear you, and force it to make a Wisdom saving throw against your curse save DC. If the creature fails, it is frightened of you for 1 minute. The creature may repeat the saving throw at the end of each of its turns, ending the effect on a success. If you are in your monstrous shape when you use this feature, the creature has disadvantage on the first saving throw it makes. Once you have targeted a creature once this way, you may not target the same creature with this feature again until you finish a long rest.

At 18th level, whenever you use this feature you may force 3 creatures to make the saving throw instead of just one.

DEADLY TRANSFORMATION

At 13th level, the damage dealt by your monstrous weapons increases. Whenever you deal damage with one of your monstrous weapons, you can roll one additional weapon damage die of your choice when determining the damage.

UNDYING MARK

At 15th level, your dark mark remains active regardless of the distance between you and the marked creature as long as you remain on the same plane of existence of it.

Additionally, as an action you may teleport to an unoccupied space within 10 feet of the marked creature. Once you have used this feature, you may not do so again until you finish a long rest.

UNSTOPPABLE FORCE

At 17th level, you are an unstoppable force when transformed. As long as you are in your monstrous shape, you can't be frightened or charmed, and you have proficiency in all saving throws.



Sword of Justice by [karichristensen](http://karichristensen.com)

ONE WITH THE CURSE

At 20th level, you have learnt to become one with your curse. If you start combat with less than two uses of your Monstrous Shape feature, you regain all uses of it.

Furthermore, while you are in your natural shape, your Strength and Dexterity scores become equal to those of your monstrous shape, and you gain all damage resistances, special senses and languages that your monstrous shape possesses.

CURSES

Each curse can have vastly different effects on the cursed creature, and can be caused by very diverse events.

CURSE OF THE BEYOND

The curse of the beyond transforms its victims into solitary wanderers, as their very gaze can cause harm. This curse is often inflicted by the gaze of a beholder or a mindflayer tadpole.

OTHERWORDLY ASPECT

At 1st level you gain the ability to transform into an alien aberration. Whenever you use your Monstrous Shape feature, you transform into the following creature:

SYMBIONT

Medium Aberration

Armor class 12 + your Dexterity modifier (natural armor)

Hitpoints (2 + your Constitution modifier) x your Abomination level

Speed 40 feet

STR	DEX	CON	INT	WIS	CHA
Original +1	Or. +2	Or.	Or.	Or.	Or.

Damage resistances Psychic damage

Languages Telepathy (30ft)

Monstrous weapons You manifest the following natural monstrous weapons. They count as simple melee weapons with the finesse property for you.

- **Spikes.** They deal 1d8 piercing damage and 1d4 poison damage on a hit.
- **Tentacle.** It deals 1d10 bludgeoning damage damage on a hit and has a reach of 15 feet. On a hit, if the target is medium or smaller you may pull it up to 10 feet towards you, if the target is large or bigger you may pull yourself up to 10 feet towards it. You can choose to do this without dealing damage.

EYES OF MADNESS

At 1st level, your gaze is harmful to others. The first time a creature within 20 feet of you sees you, unless your eyes are obscured in some way they must make a Wisdom saving throw against your curse DC. If the creature is friendly towards you, it has advantage on the roll. On a failure the creature takes psychic damage equal to your Constitution modifier and has disadvantage on Wisdom and Charisma checks it makes against you for 10 minutes, and has disadvantage on the first Wisdom saving throw it makes against you within 10 minutes. If you are in your monstrous shape, you add your proficiency bonus to the damage dealt.

After a creature has made the saving throw, they are immune to this feature until you finish a long rest. Creatures that are immune to the frightened condition are immune to this feature.

TOUCH OF THE FAR REALMS

At 6th level, you can create strange, otherworldly effects in battle. Whenever you hit a creature with a weapon attack, you may choose to make the creature make a Wisdom saving throw against your curse DC. If the creature fails, you may roll a d4 on the Otherworldly Effects table and the creature suffers the described effects. If you are in your monstrous shape, you roll 2 d4s instead and choose the result you prefer.

You can use this feature a number of times equal to your proficiency bonus, after which you must finish a short or long rest to use it again.

d4

Otherworldly Effects

1 The creature take 2d6 force damage and falls prone.

2 The creature takes 1d8 psychic damage and is frightened of you until the end of your next turn.

3 The creature is teleported to an unoccupied space within 20 feet of you that you can see. The creature and each other creature within 5 feet of where it was teleported to take 1d8 thunder damage.

4 The creature is charmed by you until the end of your next turn. When you charm a creature in this way, you may give it a one word telepathic command, that it will try to obey to the best of its ability while charmed by you.

SHAPECHANGER

At 10th level, you can change your shape. As an action, you can change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight, but not so much that your size changes. You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of a creature you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this feature. You stay in the new form until you use an action to revert to your true form or until you die. The only part of you that you cannot change with this feature is your eyes.

In your monstrous form, you can use this feature to assume the shape of any creature of a similar size to you, regardless of limb arrangement.

PETRIFYING GAZE

At 14th level, whenever a creature fails the saving throw against your Eyes of Madness feature, as a reaction you may attempt to petrify the creature. If the creature failed the saving throw by 5 or more, the creature is instantly petrified. Otherwise, the creature begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts for 1 minute. Once you've used this feature, you may not use it again until you've finished a long rest.

CURSE OF THE ELEMENTS

The curse of the elements transforms its victims into walking uncontrollable conduits of elemental energy. This curse is often caused by a primordial, or by magical experiments.

ASPECT OF THE ELEMENTAL

At 1st level you gain the ability to transform into an elemental. Whenever you use your Monstrous Shape feature, you transform into the following creature:

PRIMORDIAL INCARNATION

Medium Elemental, or Large Elemental (earth)

Armor Class 12 + your Strength modifier (natural armor)

Hitpoints (2 + your Constitution modifier) x your Abomination level

Speed 30 feet, fly 10 feet (air)

STR	DEX	CON	INT	WIS	CHA
Original +2	Or. +1	Or.	Or.	Or.	Or.

Damage resistances Your elemental damage type

Senses Darkvision (30 ft)

Languages Primordial

Liquid form (water). You can enter a hostile creature's space and stop there. You can move through a space as narrow as 1 inch wide without squeezing.

Illumination (fire). You shed bright light in a 20-foot radius and dim light in an additional 20 feet.

Siege monster (earth). You deal double damage to objects and structures.

Elemental punch. Your unarmed strikes deal 1d10 damage of your elemental damage type and count as your monstrous weapons.

ELEMENTAL TYPE

When you choose this curse at 1st level, you also choose one of the following elements: air, earth, fire or water. The chosen type determines your elemental damage type, the features your monstrous shape gains when it transforms and your later features. Air's elemental damage type is thunder, earth's is bludgeoning, fire's is fire, and water's is cold.

EXPLOSIVE TRANSFORMATION

Also at 1st level, you unleash elemental energy whenever you transform. Whenever you use your monstrous shape feature to transform, creatures within 10 feet of you must make a Dexterity saving throw. On a failure, they take a number of d6s equal to 2 + your proficiency bonus of damage of your elemental type. Whenever you do this, you may choose a number of creatures within 10 feet of you equal to your Constitution modifier, and give them advantage on the roll.



Firemantle Mage by Chris Rahn

FORCE OF NATURE

When you reach 6th level, you gain the following characteristics based on your elemental type:

Air. Your speed increases by 10 feet. In your monstrous shape, you are immune to the prone condition and opportunity attacks made against you have disadvantage.

Earth. Your hit point maximum increases by 6, and increases by 1 whenever you gain another abomination level. In your monstrous shape your weight doubles and you cannot be moved against your will.

Fire. The first time you hit a creature with a weapon attack each turn, you deal 1d4 additional fire damage to it. In your monstrous shape, this damage increases to 1d8.

Water. Your AC increases by 1. In your monstrous shape, you are immune to the grappled condition and whenever you end your turn in another creature's space it must succeed on a Constitution saving throw or take 1d6 cold damage.

MASTER OF ELEMENTS

At 10th level, you learn how to control your element. You learn a cantrip based on your elemental type, as detailed below, and can cast it as a bonus action when you are in your monstrous shape. It doesn't count as a spell for you, but a natural ability. Constitution is your spellcasting ability for it.

- **Air.** You learn the *gust* cantrip.
- **Earth.** You learn the *mold earth* cantrip.
- **Fire.** You learn the *control flame* cantrip.
- **Water.** You learn the *shape water* cantrip.

HAZARDOUS AURA

At 14th level, you can summon an elemental aura. As an action on your turn, you may choose to activate your elemental aura. If you do, the terrain within 10 feet of you becomes difficult terrain for other creatures for 1 minute, and each creature within this radius must make a Dexterity saving throw against your curse DC. On a failure, they take damage of your elemental damage type equal to 1d6 + your abomination level. On a success they take half damage. When you activate your elemental aura in your monstrous shape, you add your Constitution modifier to the damage dealt, and the speed of creatures that fail the save is reduced to 0 until the end of their next turn. You may activate your aura a number of times equal to your Constitution modifier, after which you must finish a long rest to activate it again.

CURSE OF THE GRAVE

The curse of the grave curses a humanoid to be neither truly dead nor truly alive, but to live a half life in between. This curse is often inflicted by the bite of a vampire or the curse of a lich.

ASPECT OF THE DEAD

At 1st level you gain the ability to transform into an undead. Whenever you use your Monstrous Shape feature, you transform into the following creature:

AVATAR OF DEATH

Medium Undead

Armor Class 12 + your Dexterity modifier (natural armor)

Hitpoints (2 + your Constitution modifier) x your Abomination level

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
Original +1	Or. +2	Or.	Or.	Or.	Or.

Damage resistances Necrotic

Senses Darkvision (30 ft)

Deathly Visage. You have advantage on Charisma (intimidation) checks. Whenever you use your Partial Transformation feature to gain your monstrous shape's senses and language proficiencies, you gain this feature as well.

Undead Wail. As an action, you may emit a bloodcurdling scream. A number of creatures of your choice that can hear you equal to your Constitution modifier must make a Wisdom saving throw against your curse DC. Creatures that fail are Frightened of you until the end of your next turn. After you've used this feature, you may not use it again until you use your Monstrous Shape feature to transform again.

Soul drain. Your mouth becomes a monstrous natural weapon with which you can either bite people or attempt to suck out their souls (your choice). It counts as a simple melee weapon for you, and uses Constitution for its attack and damage rolls. On a hit, it deals 1d4 necrotic damage, the movement speed of the creature is reduced by 5 feet and it cannot make reactions until the end of its next turn.

TOUCH OF ENTROPY

At 1st level, your touch can drain the life force of others. Whenever you touch a creature with your bare skin, you deal 1d6 necrotic damage to that creature. In your monstrous shape, this damage increases to 1d10 and counts as a monstrous weapon for you.

You may use your Dexterity modifier instead of your Strength modifier for your unarmed strikes, and they deal the necrotic damage described above instead of bludgeoning damage.

Creatures touching you as part of an attack does not cause this damage to trigger, however if a creature is grappling or grappled by you it takes 1d4 necrotic damage at the start of its turn.

DEATHLESS NATURE

At 6th level, your undead nature lets you get back up even after near lethal wounds. At the beginning of your turn, if you are at 0 hitpoints you get back up. If you still have any uses of your monstrous shape, you consume it and transform, otherwise you transform into your monstrous shape but have only 1 hitpoint. When you return to your natural shape after using this feature, you remain at 1 hitpoint. Once you have used this feature, you may not use it again until you have finish a short or long rest.

VOICES OF THE DEAD

At 10th level, you can speak with the dead. You may touch a corpse and ask one question. The corpse will animate for a brief time, as though the *Speak With the Dead* spell had been cast on it, however, the corpse will only answer the one question you ask it. Once a corpse has been animated this way, it cannot be animated by you again using this feature. In your monstrous shape, the corpse will answer three questions you ask it, instead of one.

VAMPIRIC TOUCH

At 14th level, your touch not only drains the life force of others, but absorbs it too. Whenever you hit a creature with an unarmed strike, you gain temporary hitpoints equal to your Constitution modifier. If you are transformed, you gain temporary hitpoints equal to your Constitution modifier + your proficiency bonus instead.



The Veil of Death by Cris Ortega

CURSE OF IRON

The curse of iron transforms people into metallic weapons of destruction. This curse is often caused by unethical experimentation, but also by beings from Mechanus.

IRON ASPECT

At 1st level you gain the ability to transform into a metallic weapon of destruction. Whenever you use your Monstrous Shape feature, you transform into the following creature:

CLOCKWORK KILLER

Medium construct

Armor class 12 + your Dexterity modifier (natural armor)

Hitpoints (2 + your Constitution modifier) x your Abomination level

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
Original +1	Or. +2	Or.	Or.	Or.	Or.

Damage resistance Poison damage

Senses Darkvision (30 ft)

Steel mind. If you spend 1 minute listening to a language you don't know, you learn that language for the duration of your transformation. You may only learn one language this way per transformation. You gain this trait whenever you use your Partial Transformation feature to gain your monstrous shape's senses and language proficiencies.

Immutable form. You are immune to any spell or effect that would alter your form.

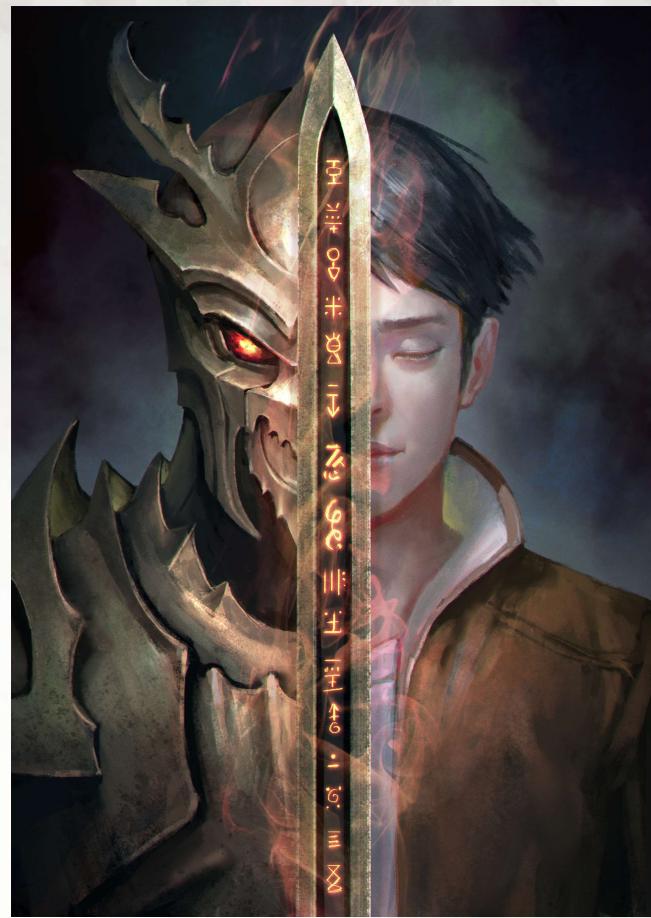
Malleable arm. One of your arms becomes a weapon when you transform. It counts as simple melee weapon with the finesse property for you, and is your monstrous weapon. When you transform, choose between bludgeoning, piercing or slashing damage. Your arm deals 1d12 of the chosen damage type. As a bonus action, you can change the shape of this weapon, changing its damage type to another of the three you chose from when you transformed.

MECHANICAL NATURE

At 1st level, you have charges like a mechanical device. You gain a number of Charge Counters equal to your proficiency bonus. As an action, or whenever you use your monstrous shape or partial transformation features, you may expend a Charge Counter to gain one of the following benefits for 1 minute:

Metallic speed. Your speed increases by 5 feet. In your monstrous shape, it increases by 10 feet instead.

Steel protection. Your AC increases by 1. In your monstrous shape, it increases by 2 instead.



Doodles by Francis Tneh

Clockwork precision. You gain a bonus of +1 to all Dexterity ability checks and Dexterity saving throws you make and to all attacks you make that use your Dexterity modifier. In your monstrous shape, this bonus increases to +2 instead.

You regain all expended Charge Counters when you finish a long rest.

METALLIC DURABILITY

At 6th level, you have the durability of an automaton. As an action, or whenever you use your monstrous shape or partial transformation features, you may expend two Charge Counters to give yourself resistance to either Bludgeoning, Piercing or Slashing damage (your choice) for 1 minute. If you are in your monstrous shape, you gain resistance to all three damage types for 1 minute instead.

ADAMANTIUM SKELETON

At 10th level, your bones are covered in indestructible metal. Your bones cannot be broken or damaged in any way and your weight is doubled. In your monstrous shape, you cannot be pushed or pulled against your will.

MECHANICAL MASTERY

At 14th level, you have gained the power and speed of a construct. Once on each of your turns, if you have advantage on an attack roll, you make one additional weapon attack as part of that Attack action.

Additionally, you now regain all expended Charge Counters whenever you finish a short or long rest.

CURSE OF THE MOON

The curse of the moon transforms humanoids into terrifying and wild beasts, and also gives them an insatiable hunger that never stops. This curse is often inflicted by the bite of a lycanthrope or the curse of a hag.

ASPECT OF THE BEAST

At 1st level you gain the ability to transform into a bloodthirsty beast. Whenever you use your Monstrous Shape feature, you transform into the following creature:

BEAST

Large monstrosity

Armor class 12 + your Strength modifier (natural armor)

Hitpoints (2 + your Constitution modifier) x your Abomination level

Speed 40 feet

STR	DEX	CON	INT	WIS	CHA
Original +2	Or. +1	Or.	Or.	Or.	Or.

Damage resistances Piercing damage from nonsilvered weapons

Damage vulnerabilities Piercing damage from silvered weapons

Senses Darkvision (30 ft)

Beast's senses. You have advantage on Wisdom (perception) checks that use your sight or smell. Whenever you use your Partial Transformation feature to gain your monstrous shape's senses and language proficiencies, you gain this feature as well.

Monstrous weapons You manifest the following natural monstrous weapons. They count as simple melee weapons for you.

- **Claws.** They deal 1d6 slashing damage on a hit. Once on each of your turns when you attack with a claw using the Attack action, you can make one additional claw attack as part of the same action.
- **Bite.** It deals 1d8 piercing damage on a hit. On a hit, the target must make a Strength (athletics) or Dexterity (acrobatics) check with a DC equal to your curse DC, or be grappled by you. You cannot use this weapon while you are grappling a creature this way.

RAVENOUS HUNGER

At 1st level, you are constantly afflicted by a ravenous hunger that only raw meat can satisfy. Whenever you eat raw meat for the first time after finishing a long rest, you gain 1d6 + your Abomination level temporary hitpoints. If you are in your monstrous shape when you do so, you gain 1d12 + your Abomination level temporary hitpoints instead.

POUNCE

At 6th level, you can pounce on others like a beast. If you move at least 20 feet straight towards a creature and then hit it with a weapon attack on the same turn, that target must succeed on a Strength saving throw against your curse DC or be knocked prone. If the target is knocked prone and you are in your monstrous shape, you may make a bite attack against the target as a bonus action.

BEAST TONGUE

At 10th level, you can communicate with animals. You are always under the effects of the *Speak with Animals* spell. In your monstrous shape, you have advantage on all Charisma and Wisdom ability checks you make when interacting with a beast.

PACK TACTICS

At 14th level, you learn a beast's natural ability to fight as a pack. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.



Fen'Harel the Dread Wolf by [ARISA777o-w-o](#)

CURSE OF NIGHTMARES

This curse transforms people into the stuff of nightmares. This curse is often inflicted by contact with the Shadowfell.

ASPECT OF THE FEY

At 1st level you gain the ability to transform into. Whenever you use your Monstrous Shape feature, you transform into the following creature:

NIGHTMARE

Small Fey

Armor class 12 + your Dexterity modifier (natural armor)

Hitpoints (2 + your Constitution modifier) x your Abomination level

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
Original +1	Or. +2	Or.	Or.	Or.	Or.

Damage resistances Psychic

Senses Darkvision (30 ft)

Languages Elvish, Sylvan

Dark aura. When you transform into this shape, you may decide to extinguish all torches, fires and nonmagical lights within 60 feet of you.

Knife of shadows. You summon a strange knife to your hands when you transform. The knife counts as a simple melee weapon for you with the finesse and thrown (20/60 ft.) properties and is your monstrous weapon. On a hit it deals 1d8 slashing damage and 1d4 psychic damage, and the creature subtracts 1d4 from the next saving throw it makes before the end of your next turn on a hit. At the end of your turn, if you aren't holding your dagger you may have it reappear in your hand. The dagger disappears when your transformation ends.

DREAMSTALKER

At 1st level, you can enter other people's dreams. As part of a long rest, you may choose a creature known to you. If the creature is on the same plane of existence as you, you learn the contents of their last or current dream, if they dream.

If the creature is within 10 miles of you, you may also shape their current or next dream. If you do, you decide the general contents of their dream and may relay a message of ten words or less to them that they receive while dreaming. The target remembers the dream perfectly when it awakens.

If you do, you may choose one of the following:

- **Sweet dreams.** The next time the creature awakens, it gains temporary hitpoints equal to 1d6 + half your Abomination level and adds 1d6 to the first attack roll it makes within 24 hours.

- **Nightmares.** The next time the creature awakens, it must make a Wisdom saving throw. On a failure it takes 1d6 + your Abomination level psychic damage and subtracts 1d6 from the first saving throw it makes within 24 hours, it takes half damage and suffers no reduction to its saving throw on a success. If a creature would be reduced to 0 hitpoints by this feature, it is reduced to 1 and gains a level of exhaustion instead.

FEY PRESENCE

At 6th level, your presence is mesmerizing. Once during each of your turns, when you hit a creature with an attack, you can force it to make a Wisdom saving throw, and if the saving throw fails, the target is charmed by you until the end of your next turn. In your monstrous shape, it is frightened instead. Once a creature has been charmed or frightened this way, it is immune to this feature until you complete a long rest.

DREAM MASTERY

At 10th level, you can sense the dreams of others even while awake. As an action, you may select a sleeping creature you can see and learn the contents of their dream. In your monstrous shape, you may shape their dreams as well, and convey a message to them of any length when you do.

Additionally, the distance at which you may use your Dreamwalker feature to shape a creature's dreams increases to 100 miles.

TOUCH OF THE SHADOWFELL

At 14th level, your touch can put a creature to sleep.

Whenever you hit a creature with a weapon attack, you may make the creature make a Wisdom saving throw against your curse save DC. On a failure, if it has 100 hitpoints or less the creature falls unconscious for 1 hour, or until it takes damage, or someone uses an action to shake or slap it awake. During this time, the creature dreams. If you use this feature while in your monstrous shape, the creature also takes psychic damage equal to your Abomination level on a failure, half as much on a success. Once you've used this feature, you may not do so again until you finish a long rest.



Iga Jonin by Feig art

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CURSE OF THE PIT

The curse of pit transforms people into bloodthirsty souleaters. This curse is often caused by possession from a demon or a devil.

ASPECT OF THE FIEND

At 1st level you gain the ability to transform into a bloodthirsty beast. Whenever you use your Monstrous Shape feature, you transform into the following creature:

FIEND

Large fiend

Armor class 10 + your Strength modifier (natural armor)

Hitpoints (2 + your Constitution modifier) x your Abomination level

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
Original +2	Or. +1	Or.	Or.	Or.	Or.

Damage resistances Fire damage

Senses Darkvision (30 ft)

Languages Abyssal, infernal

Hellblade. You summon a fiery blade to your hand when you transform. The hellblade counts as a simple melee weapon with the two handed property for you and is your monstrous weapon. It deals 1d10 slashing damage and 1d4 fire damage on a hit. The blade disappears when your transformation ends. When you reduce a creature to 0 hitpoints with your hellblade, you may choose another creature within 15 feet of the killed creature. The chosen creature must succeed on a Wisdom saving throw against your curse DC, or take 1 + your proficiency bonus d6s of necrotic damage. Once you have dealt a creature damage this way, you may not do so again until you use your Monstrous Shape feature to transform again or your Partial Transformation feature to summon this blade.

ARMOR OF THE DAMNED

At 1st level, you gain proficiency with heavy armor. Additionally, whenever you transform into your monstrous shape, your armor changes size and shape to fit your new size.

SOUL EATER

At 1st level, you hunger for souls, and can absorb part of the souls of the creatures you kill. Whenever you kill a creature, if it had a soul you gain a soul die. All humanoids have souls, other creatures have souls too but it is up to your DM to decide which do or do not (see the additional content at the end of the document for help on ruling what creatures have souls).



Nazgul redesign by Sujayi

Your soul dice are d6s, but become d8s when you are in your monstrous shape. You can have a maximum number of soul dice at the same time equal to your Constitution modifier.

You may expend your soul dice in the following ways:

- **Devil's luck.** Whenever you fail an ability check you may roll a soul die, and add the result to the check. The soul die is expended only if the check then succeeds.
- **Demon's Rage.** Whenever you hit a creature with a weapon attack, you may expend a soul die, rolling it. The attack deals extra necrotic damage equal to the result.
- **Fiendish Fortitude.** As a bonus action, you may expend one of your soul dice, rolling it and gaining temporary hitpoints equal to the result.

VORTEX OF SOULS

At 6th level, you can absorb the souls of creatures you didn't kill. Whenever a creature dies within 15 feet of you, if it had a soul you absorb it and gain a soul die.

EVIL SENSE

At 10th level, you can feel the presence of good and evil. You can sense if there is a fiend or celestial within 100 feet of you. However, you do not sense the creature's direction unless you are in your monstrous shape.

PRINCE OF HELL

At 14th level, you can call fiends to your aid. As an action, you may spend any number of soul dice and summon a fiend to an unoccupied space within 30 feet of you. The summoned fiend is friendly to you, acts on its own initiative and obeys your verbal commands. The challenge rating of the fiend you summon depends on the number of soul dice you spent. If you spent 2 soul dice: the fiend has a challenge rating of 1 or lower; if you spent 4 soul dice: 3 or lower; if you spent 5 dice: 5 or lower. When you summon a fiend this way, roll one of the expended dice. The fiend remains on the material plane for a number of hours equal to the result, but disappears early if you use this feature again to summon another one.

CURSE OF SLIME

The curse of the slime transforms its victims into acidic time bombs, as their very internal fluids can dissolve those around them. This curse is often inflicted by an encounter with an ooblex.

ASPECT OF THE OOZE

At 1st level you gain the ability to transform into a strange and corrosive ooze. Whenever you use your Monstrous Shape feature, you transform into the following creature:

OOZE

Medium ooze

Armor class 13 + your Constitution modifier (natural armor)

Hitpoints (2 + your Constitution modifier) x your Abomination level

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
Original +2	Or. +1	Or.	Or.	Or.	Or.

Damage resistance Acid damage

Condition immunities Blinded, prone

Senses Blindsight (30 ft)

Amorphous. You can move through a space as narrow as 1 inch wide without squeezing.

Monstrous weapon You manifest the following natural monstrous weapon. It counts as simple melee weapons for you.

- **Pseudopod.** It deals 1d4 bludgeoning damage on a hit, and 1d8 acid damage.

ACIDIC BLOOD

At 1st level, your blood can harm those around you. Whenever you take bludgeoning, piercing or slashing damage for the first time after the end of your turn, creatures within 5 feet of you must succeed on a Dexterity saving throw against your curse DC or take $1d4 + 1 + \text{half your abomination level}$ (rounded down) acid damage. In your monstrous shape this feature's damage die increases to 1d8.

ENGULFING NATURE

At 6th level, you learn how to stop other creatures like only an ooze can. You may attempt to grapple a creature as a bonus action during your turn. Creatures grappled by you take 1d4 acid damage at the start of their turn.

In your monstrous shape, you do not require a free hand to grapple a creature, you can grapple creatures up to two sizes larger than you, and the acid damage creatures grappled by you take at the start of their turn increases to 1d8.



Flesh Eating Ooze by Matt DeMino

UNPARALLELED DIGESTION

At 10th level, the fluids within you can dissolve anything. You gain resistance to poison damage and become immune to the poisoned condition.

Additionally anything you eat is dissolved by the acid in your body, allowing you to digest it easily. Consuming 1 pound of wood or any other organic material (for example, bone or leaves) provides enough nourishment to sustain you for a day. In your monstrous shape, you can engulf a corpse of a large or smaller creature and dissolve it within a minute using this feature, you consume its organic material as though you were eating it if you do.

OOZING BLOOD

At 14th level, your blood can animate into another ooze. Whenever you take 25 or more bludgeoning, piercing or slashing damage from a single source (1 attack, for example), your blood pools into an oozling in an unoccupied space within 10 feet of you. The oozling uses your monstrous shape stat block, but doesn't gain any of your other features and has the following restrictions:

- It only has 1 hit point.
- It is small instead of medium sized.
- Its movement speed is halved.
- It can only make one attack during its turn when it takes the Attack action.

This oozling is friendly to you, has its own initiative and obeys your verbal commands (no action required). If an oozling is created this way when you're in your monstrous shape, it has $1 + \text{half your Abomination level hitpoints}$ instead of just 1 and its movement speed isn't halved. This oozling lasts for 1 minute or until it is destroyed, after which it returns to being a pool of your blood.

CURSE OF THE SWAMP

The curse of the swamp transforms people into plant like monstrosities. This curse is often inflicted by the curse of a tree spirit or a strange fungal infection.

ASPECT OF NATURE

At 1st level you gain the ability to transform into a . Whenever you use your Monstrous Shape feature, you transform into the following creature:

THING OF THE SWAMP

Medium plant

Armor class 12 + your Strength modifier (natural armor)

Hitpoints (2 + your Constitution modifier) x your Abomination level

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
Original +2	Or. +1	Or.	Or.	Or.	Or.

Damage resistances Poison damage

Senses Darkvision (30 ft), tremorsense (10 ft)

Plant's tongue. You can communicate with plant creatures as if you shared a common language. Whenever you use your Partial Transformation feature to gain your monstrous shape's senses and language proficiencies, you gain this feature as well.

Swamp's fetor. Each creature that begins its turn within 5 feet of you must succeed on a Constitution saving throw against your curse DC or take 1d4 poison damage.

Branches. Your arms become long powerful branches when you transform. They count as natural simple melee weapons with the reach property for you and are your monstrous weapons. They deal 1d12 bludgeoning damage on a hit.

AURA OF ROOTS

At 1st level, the terrain around you is always full of plants. Nonmagical terrain within 5 feet of you is considered difficult terrain for hostile creatures. In your monstrous shape the range of this feature increases to 15 feet.

GRASPING VINES

At 6th level, your limbs are permanently lengthened. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

In your monstrous shape, whenever you hit a creature that isn't within 5 feet of you with an unarmed strike, you may pull it up to 10 feet towards you.

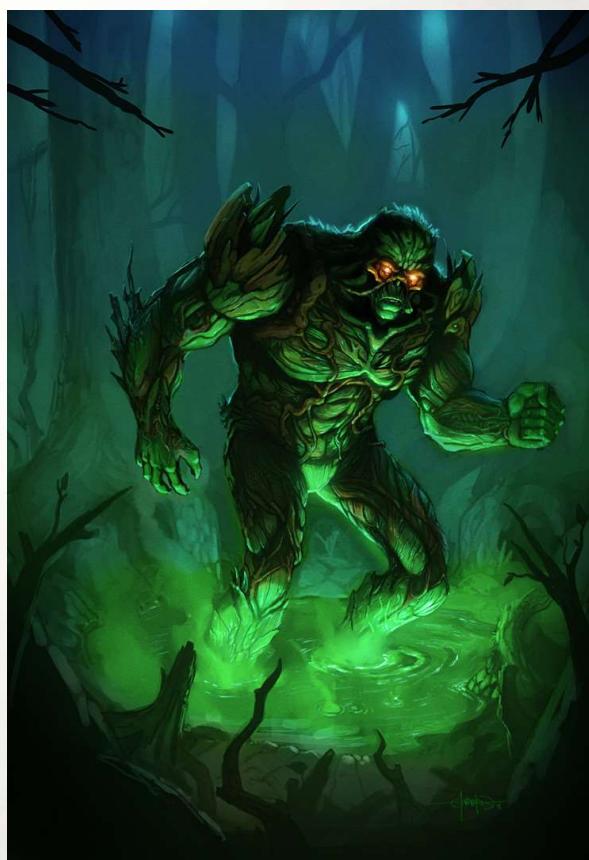
PLANT SPEAK

At 10th level, you can communicate even with inanimate plants. Your mere presence imbues plants within 30 feet of you with limited sentience, giving them the ability to communicate with you telepathically. You can question plants about events in the area within the past day, gaining information about creatures that have passed, weather, and other circumstances. In your monstrous shape, plants within 30 feet of you are also imbued with animation, as though they were under the effects of the *Speak with Plants* spell; plants animated this way may only fulfill one request of yours before losing their animation and becoming immune to this feature until you finish a long rest.

RAMPANT GROWTH

At 14th level, you can cause a burst of growth around you. As an action, you may cause plants to take root within 60 feet of you and grow around you at an incredible rate. When you do so, you may choose any number of creatures that you can see within this area. These creatures must make a Strength saving throw. On a failure, they are restrained for 1 minute. They may repeat the saving throw at the end of each of their turns, ending all effects on a success. The terrain affected by this feature becomes difficult terrain for the next 24 hours. If you use this feature in your monstrous shape, the chosen creatures also take 1d6 + your abomination level piercing damage on a failure, or half as much damage on a success.

Once you've used this feature, you cannot use it again until you finish a long rest.



The Swamp Thing by Aaron Habibipour

HALO'S BLESSING

Halo's blessing forces people to serve a higher cause. This blessing (many see it as a curse) is normally caused by a powerful celestial being, such as a solar, or even by a god.

ANGELIC ASPECT

At 1st level you gain the ability to transform into a celestial. Whenever you use your Monstrous Shape feature, you transform into the following creature:

HOLY AVENGER

Medium Celestial

Armor Class 13 + your Constitution modifier (natural armor)

Hitpoints (2 + your Constitution modifier) x your Abomination level

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
Original +2	Or. +1	Or.	Or.	Or.	Or.

Damage resistances Radiant

Languages Celestial

Divine awareness. You have advantage on Wisdom (insight) checks you make to tell if a creature is lying. Whenever you use your Partial Transformation feature to gain your monstrous shape's senses and language proficiencies, you gain this feature as well.

Flash of divinity. When you transform, you emit a flash of bright light. Each hostile creature within 10 feet of you must succeed on a Constitution saving throw against your curse save DC or be blinded until the end of their next turn.

Blade of light. You summon a blade of light to your hand when you transform. The blade counts as a simple melee weapon for you and is your monstrous weapon. It deals 1d10 radiant damage on a hit. The blade disappears when your transformation ends.

DIVINE PROTECTION

At 1st level, you may use your celestial nature to protect others. As an action, you may touch another creature and give them $1d8 + \text{your Abomination level}$ temporary hitpoints. In your monstrous shape, you add your Constitution modifier to the temporary hitpoints you bestow using this feature. Once you've used this feature, you may not use it again until you finish a long rest.

AURA OF PURITY

At 6th level, your presence shields others from evil. Whenever you or a friendly creature within 5 feet of you is forced to make a Wisdom saving throw by an undead creature or a fiend, you or they have advantage on the roll. In your monstrous shape, the range of this aura increases to 15 feet.



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God's Call by [Takeda11](#)

HALO

At 10th level, you shed divine light. You have a halo of light that hovers above your head. This halo shines bright light in a 10 foot radius around you, and dim light for another 10 feet. The radius of this feature increases to 30 feet of bright light and 30 feet of dim light in your monstrous shape. You may turn this feature on or off as an action.

BLINDING GAZE

At 14th level, your gaze can blind others. As an action you may make a creature within 30 feet that you can see and that can also see you if you make a Constitution saving throw against your curse save DC. On a failure, the creature is blinded until magic such as the lesser restoration spell removes the blindness. If you are in your monstrous shape when you use this feature, the creature also takes radiant damage equal to $1d8 + \text{your Abomination level}$ on a failure, or half as much on a success.

Once you've used this feature, you may not use it again until you finish a long rest.

HORRIFIC MUTATIONS

If an horrific mutation has prerequisites, you must meet them to manifest it. You can manifest the mutation at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

CREATURE OF THE DEPTHS

You can breathe underwater, and you gain a swimming speed equal to your walking speed. In your monstrous shape, your swimming speed becomes 50 feet unless your walking speed is greater.

DARK PREMONITIONS

When you finish a long rest or transform into your monstrous shape, roll a d20 and record the result. You can replace any attack roll, saving throw, or ability check made by you or a creature marked by you that you can see with one of these premonition rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each premonition roll can be used only once. When you finish a long rest, you lose any unused premonition rolls.

DEADLY RAY

You can fire a ray of energy either from your eyes, hands or mouth (your choice). You gain a new attack option. This attack counts as a simple ranged natural weapon for you with a range of 50/100 feet. You can use your Strength or Dexterity modifier for attack and damage rolls with this weapon.

When you gain this mutation, choose one of the following: acid, cold, fire, lightning, necrotic, radiant, poison, psychic or thunder. The weapon deals 1d6 of the chosen damage type. In your monstrous shape, this damage increases to 1d8 and the weapon's range increases to 100/400 feet and it counts as a monstrous weapon for you.

DEVIL'S SIGHT

You gain a darkvision of 60 feet. In your monstrous shape you can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

FIENDISH VIGOR

As an action, you may gain 1d4 + 1 temporary hitpoints. If you use this feature in your monstrous shape, you may add your Constitution modifier to the temporary hitpoints gained.

MONSTROUS COMPANION

You learn the *Find Familiar* spell, and can cast it as a ritual. The summoned familiar is the same creature type as that of your monstrous shape, and its appearance denotes this in a way of your choosing. In your monstrous shape, you may command your familiar to Attack as a bonus action.

OTHERWORDLY SPEED

Your speed increases by 10 feet. In your monstrous shape, you can take the Dash action as a bonus action.

SHARP SENSES

You gain proficiency with the Perception skill, if you were proficient with it already your proficiency bonus is doubled for any ability check you make with it instead.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you transform into your monstrous shape before doing anything else on that turn.

SUPERNATURAL BOUND

Your jump distance increases by 5 feet. In your monstrous shape, your jump distance doubles as well.

TERRIBLE POWER

You gain a bonus of +1 to damage rolls. In your monstrous shape, this bonus increases by half your proficiency bonus (rounded down).

UNEXPLAINABLE VITALITY

You don't need to eat, drink or sleep. In order to take a long rest, you must spend 8 hours in an inactive state, during which you can see and hear normally. In your monstrous shape, you only suffer the effects of 1 exhaustion level lower than your actual exhaustion level.

UNNATURAL CLIMBER

You gain a climbing speed equal to your walking speed. In your monstrous shape, your climbing speed becomes 50 feet unless your walking speed is greater, and you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

UNHEALTHY BOND

Prerequisite: Mark of Protection

You can always communicate telepathically with the marked creature as long as it is marked, regardless of distance. Additionally, as an action, you can see through the marked creature's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the creature has. During this time, you are deaf and blind with regard to your own senses.

WHISPER OF THE PUPPETEER

Prerequisite: Mark of Manipulation

You can use your reaction to subtract your mark die from saving throws the marked creature makes. In addition, you may cast the *Suggestion* spell on the marked creature without consuming a spell slot or material components. Once you have done so, you may not do so again until you finish a long rest. Constitution is your spellcasting modifier for this spell.

CREATURE OF THE SHADOWS

Prerequisite: 5th level

You gain proficiency with the Stealth skill, if you were proficient with it already your proficiency bonus is doubled for any ability check you make with it instead. Additionally, when you are in an area of dim light or darkness in your monstrous shape, you can use your action to become invisible until you move or take an action or a reaction.

PERSECUTED ESCAPE

Prerequisite: 5th level

You may take the Disengage action as a bonus action. Whenever you do so in your monstrous shape, you may move up to half your movement speed as part of this action.

UNCANNY INSTINCTS

Prerequisite: 5th level

You add your proficiency bonus to your initiative rolls. In your monstrous shape, you have advantage on all weapon attacks you make against creatures who haven't acted in combat yet.

PROTECTIVE CARE

Prerequisite: 5th level, mark of protection

As long as you can communicate telepathically with the marked creature, you can heal it as a bonus action. You roll your mark die and the creature regains hitpoints equal to the result plus your Constitution modifier. You may choose to do this a number of times equal to your proficiency bonus, after which you cannot do so again until you finish a long rest.

CREATURE OF THE SKIES

Prerequisite: 7th level

You have resistance to falling damage. In your monstrous shape, you gain a flying speed of 50 feet.

ADAPTIVE MUTATION

Prerequisite: 7th level

Whenever you finish a long rest, you can choose another mutations you possess and replace it with another mutation that you could gain at your current level.

TERRIFYING LETHALITY

Prerequisite: 7th level

Your attacks score critical hits with 19-20 results. In your monstrous shape, you can roll one additional weapon damage die when determining the extra damage for a critical hit with an attack.

TOUGHENED SKIN

Prerequisite: 7th level

When you gain this mutation, choose one of the following damage types: acid, cold, fire, lightning, necrotic, radiant, poison, psychic or thunder. Then choose another one. You gain resistance to the damage type you chose first. In your monstrous shape, you have resistance to the second damage type as well.

CHOSEN ENEMY

Prerequisite: 7th level, mark of predation

You always know the direction of the marked creature as long as its marked. Additionally, as long as you are within 5 feet of the marked creature, it has disadvantage on all attacks it makes that don't target you.

TIMELY AID

Prerequisite: 7th level, mark of protection

You always know the direction of the marked creature as long as it's marked. Additionally, whenever the marked creature makes an ability check, attack roll or saving throw that you can see, you can use your reaction to add your mark die to the roll and give the creature advantage. You may do this a number of times equal to your proficiency bonus, after which you cannot do so again until you finish a long rest.



Mindwrack Demon by Daarken

CREATURE OF THE UNDERDARK

Prerequisite: 9th level

You gain a tremorsense of 20 feet. In your monstrous shape, you gain a burrowing speed of 25 feet and your tremorsense increases to 40 feet.

DIRE STEED

Prerequisite: 9th level

You may cast the *Find Steed* spell as a ritual. The steed you summon has the same creature type as your monstrous shape, and its appearance denotes that in a way of your choosing (for example, it could be a skeletal horse). Whenever you transform into your monstrous shape, your steed gains temporary hitpoints equal to your Abomination level. If you have any movement speeds other than walking in your monstrous shape, your steed gains the same types of speeds equal to its walking speed while you are transformed.

GHOSTLY STEP

Prerequisite: 9th level

As a bonus action, you can teleport to an unoccupied space you can see within 30 feet of you. In your monstrous shape, the distance you can teleport increases to 90 feet. Once you've teleported a number of times equal to your proficiency bonus, you cannot do so again until you finish a long rest.

MASTERFUL MANIPULATION

Prerequisite: 9th level, mark of manipulation

You always know the direction of the marked creature as long as it's marked. Additionally, whenever the marked creature makes an attack roll, ability check or saving throw that you can see, as a reaction you may subtract your mark die from the roll and impose disadvantage on it. You may do this a number of times equal to your proficiency bonus, after which you cannot do so again until you finish a long rest.

GHASTLY VISAGE

Prerequisite: 12th level

Whenever a creature fails a saving throw against your Terrifying Presence feature and becomes frightened by you, you may choose to deal psychic damage to it equal to half your Abomination level. If you are in your monstrous shape, you may add your Constitution modifier to the damage dealt.

Giant Shape

Prerequisite: 12th level

You gain proficiency with the Athletics skill, if you were proficient with it already your proficiency bonus is doubled for any ability check you make with it instead.

Additionally, whenever you use your Monstrous Shape feature, you may choose to increase its size by 1. If you do, you gain the following characteristics while transformed:

- Your reach extends by 5 feet.
- You have advantage on Strength ability checks and Strength saving throws.
- Whenever you hit a creature at least 1 size smaller than you with a weapon attack, you can push it up to 10 feet away from you.

Once you have chosen to do this once, you may not choose to do so again until you finish a long rest.

Inhuman Regeneration

Prerequisite: 12th level

Whenever you regain 5 or more hitpoints from a single source, you regain extra hitpoints equal to your Constitution modifier. Additionally, while in your monstrous shape, if your current hitpoints are less than half your hitpoint maximum, you regain 1d6 hitpoints at the start of your turn.

Killer's Mark

Prerequisite: 12th level, mark of predation

Whenever you roll your mark die and add the result to a damage roll, you may add your Constitution modifier to the damage roll as well.

Chameleon's Skin

Prerequisite: 15th level

You may become invisible as an action. Your invisibility lasts for 10 minutes, or until you make an attack or cast a spell. In your monstrous shape, the duration of your invisibility increases to 1 hour.

Otherwordly Creature

Prerequisite: 15th level

You gain the following characteristics:

- As a bonus action, you may give yourself a true sight of 30 feet for 10 minutes.
- When in your monstrous shape, as a bonus action you may become intangible for 10 minutes. While you are intangible, you have resistance to bludgeoning, piercing and slashing damage and you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object. This effect ends early if you return to your natural shape, or if you choose to end it early as a bonus action.

Once you've used one of these features, you may not use the same feature again until you finish a long rest.

Complete Dominion

Prerequisite: 15th level, mark of manipulation

You have advantage on all Charisma and Wisdom ability checks that target or are contested by the marked creature as long as it is marked. Additionally, you may cast *Dominate Monster* on the marked creature once without consuming a spell slot or material components. Once you've done so, you may not do so again until you finish a long rest.

Fury of the Hunt

Prerequisite: 15th level, mark of predation

Whenever you hit the marked creature with an attack, you may make another attack against it as a bonus action. You add your mark die to the damage dealt by this attack even if you've already rolled your mark die this turn. You may choose to do this a number of times equal to your Constitution modifier, and regain all expended uses when you finish a short or long rest.



Black and White Hunters by [Mlarty](#)

ADDITIONAL CONTENT

This last page concerns some additional content that can help you roleplay as an abomination, and explains how to multiclass in and out of your class. Any rules listed are optional, and require your DM's permission to apply.

MULTICLASSING

If your group uses the optional rule on multiclassing in the Player's Handbook, here's what you need to know if you chose abomination as one of your classes.

Ability Score Minimum. As a multiclass character, you must have at least a Constitution score of 13, as well as either a Strength or Dexterity score of at least 13, to take a level in this class, or to take a level in another class if you are already an abomination.

Proficiencies Gained. If abomination isn't your initial class, you gain proficiency with light armor, medium armor and shields when you take your first level as an abomination.

CURSE ORIGINS

Below are some tables to help you determine what caused your curse. There is a table for each subclass.

CURSE OF THE BEYOND

d4 Curse origin

- 1 A beholder touched your mind and warped your reality.
- 2 You were infected by a mindflayer tadpole, but the transformation was incomplete.
- 3 You were lost at sea only to be found a year later. You have strange memories of a thousand yellow eyes staring at you in the depths.
- 4 You are secretly an aberration, that has infected the body of a humanoid.

CURSE OF THE ELEMENTS

d4 Curse origin

- 1 You are possessed by a primordial.
- 2 You were cursed by a geenie.
- 3 A magical experiment on you went wrong.
- 4 You are an element given life.

CURSE OF THE GRAVE

d4 Curse origin

- 1 You were cursed by a lich.
- 2 You were bitten by a vampire, but the transformation was incomplete.
- 3 You violated the tomb of a long dead wizard.
- 4 You died, and yet for some reason are not dead.

CURSE OF IRON

d4 Curse origin

- 1 You are the result of an experiment gone wrong
- 2 You were cursed by a being from mechanus.
- 3 You are possessed by a sentient weapon.
- 4 You are a construct pretending to be a person.

CURSE OF THE MOON

d4 Curse origin

- 1 You were bitten by a lycanthrope, but the transformation was incomplete.
- 2 You were cursed by a hag.
- 3 A mad geneticist injected you with monster blood.
- 4 You stole a sacred artifact from a nomadic tribe.

CURSE OF NIGHTMARES

d4 Curse origin

- 1 You are possessed by a fey spirit.
- 2 You were cursed by an archfey.
- 3 You were trapped in the shadowfell for a year and a day, when you emerged only a minute had passed in the real world.
- 4 You are a fey disguised as a humanoid.

CURSE OF THE PIT

d4 Curse origin

- 1 You are possessed by a demon or devil.
- 2 You were cursed by an archfiend.
- 3 You made a deal with a devil for great power.
- 4 You are a demon disguised as a humanoid.

CURSE OF SLIME

d4 Curse origin

- 1 You were cursed by an ooblex.
- 2 A mad scientist experimented on you.
- 3 You were engulfed by an ooze for 24 hours, yet managed to survive.
- 4 You are an intelligent ooze that has been transformed into a humanoid.

CURSE OF THE SWAMP

HALO'S BLESSING

d4	Blessing origin
1	You were blessed by a solar.
2	A god has chosen you as their weapon.
3	You defiled a sacred temple. As punishment, you have become an unwilling instrument for good.
4	You are a celestial that has learnt to transform into a humanoid.

WHAT IS A SOUL?

In the curse of the pit, one of the features involves determining whether a creature has a soul or not. This is obviously an abstract and difficult question, so it's best to discuss it with your DM before beginning the campaign, so that there isn't any confusion during the game. Here are some tips for a DM on how to rule what has a soul and what doesn't:

- **Every creature has a soul.** The easiest interpretation, however this could allow the player to carry a bag of rats with them and slaughter them at will. Ruling this way could be problematic depending on the player.
- **All intelligent or self-aware creatures have a soul.** A slightly complex interpretation, in this case the cutoff is the intelligence score. The suggested intelligence cutoff is 4, but other cutoffs could work. This interpretation is probably the one that prevents abuse of the feature best.
- **All living things have souls.** In this case, constructs and undead don't have souls. While this interpretation makes a lot of sense, it severely weakens the abomination against these specific opponents.
- **Only creatures native to the material plane have souls.** In this case, aberrations, celestials, fey and fiends don't have souls. This is definitely the most restrictive interpretation, and is advised only if this type of opponent won't be common in the campaign.

LIFTING THE CURSE

The DM may decide that the curse can be lifted if specific conditions are met. In this case, it is best to discuss it with the player beforehand, to check that the player actually wants their character to be cured and to decide what conditions could cause such a cure.

Here are a few suggestions for potential cures:

- **Classic.** In order for the curse to be lifted, the character must complete a specific task or reach a certain condition (for example, retrieve a magic object, find true love, or become a selfless person).
- **Easy.** The *Remove Curse* spell, cast with a 7th level spell slot or higher, or the intervention of a minor magical entity (with a CR of 10 or higher) can lift the curse.
- **Medium.** The *Remove Curse* spell, cast with an 8th level spell slot or higher, or the intervention of a major magical entity (with a CR of 15 or higher) can lift the curse.
- **Difficult.** The *Remove Curse* spell, cast with a 9th level spell slot, or the intervention of a supreme magical entity (with a CR of 20 or higher) can lift the curse.

- **Nigh impossible.** Only the entity that cast the curse or a god's intervention can lift the curse.

If the curse is lifted, the character loses all abomination levels and all features they gained from the class. With the DM's permission, the player may then choose to gain levels in another class. The number of levels the player gains and the time it takes to gain them is determined by the DM.

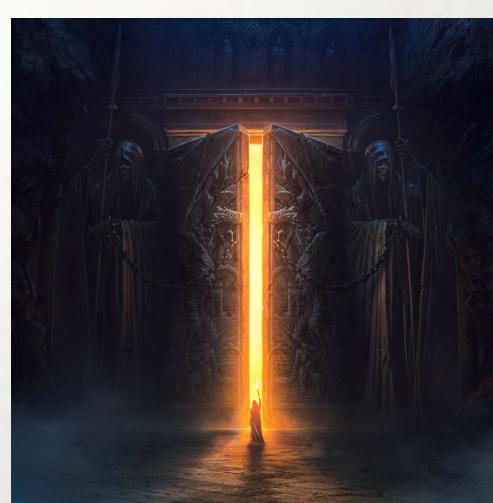
Alternatively, the DM may decide that instead of being cured, the character gains mastery over the curse instead.

SIGNS OF EVIL

Many abominations have signs that they are cursed that go beyond their mere class features. These are called signs of evil. With your DM's permission, you may roll on the following table to determine what your signs of evil are. Alternatively, your DM may decide to give you a Dark Blessing from Van Richten's Guide to Ravenloft.

SIGNS OF EVIL

d8	Sign of Evil
1	Silver and holy water burn your skin when you touch it.
2	Direct sunlight hurts your eyes and your skin. If you spend 1 or more hours in direct sunlight without a hood or covering or shade, you take 1d10 radiant damage for each hour spent.
3	You cannot enter places consecrated to gods of a good alignment.
4	You hear voices or see things that aren't there. Whenever you roll a 1 on a d20, you have a visual or auditory hallucination.
5	Your mind is warped. You either have advantage on saving throws against being charmed and disadvantage on saving throws against being frightened, or the opposite.
6	Your natural shape is grotesque. You are covered in hair, or your skin is pale and cold to the touch, or you are constantly sweating and clammy.



Rhapsody of fire by Alex Charleux



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