

# ABOMINATIONS

**Source:** 3e *Epic Level Handbook*.

Abominations are the cast-off mistakes of the great powers, especially the gods but also sometimes including arch-devils, demon princes, primordials or other beings of similar stature. Abominations are sustained by their own hatred and all of them despise their forebears without exception; most furthermore loathe all other creatures, though some are more specific with their malice.

**Many Forms:** Abominations come in many forms, from the hundred-handed hecatoncheires to the humanoid infernal and mechanical anaxim. Some abominations have no physical form, instead consisting of dreams or shattered fragments of time. No abomination has a form that is not terrible to behold, though some can cloak themselves in a less horrid seeming.

**Locked Away:** Most abominations are locked away by deific or similar decree. Some, however, lurk in the ruins of shattered worlds or planes that they have devastated, either unaware of the existence of other places, confined by spell and artifice or sated in their need for vengeance. Those few abominations that wander the multiverse freely cause continents, worlds or even entire planes of existence to quake when they appear.

**Singular but Not Unique:** Although each abomination is singular, they are not unique. For example, there are more than one anaxim, but each one looks, acts and thinks differently, as a unique individual. Abominations have no special affinity for each other, and generally speaking, one infernal (for instance) does not think of other infernals as its kindred.

## Anaxim

Medium immortal animate (construct)

## Level 28 Solo Skirmisher

XP 65,000

An anaxim is the mistake of a power of creation, machinery, the forge or artifice. It appears as a mass of metal parts, including wheels, limbs, blades and other moving mechanical elements. Within its body, pistons pound, steam whistles and gears turn. An anaxim, though discarded as a mistake, has not been cleansed of the spark of divine, primordial or other power within it. It is this spark that has given the anaxim animation and the semblance of life.

**HP** 1028; **Bloodied** 514

**AC** 42; **Fortitude** 40; **Reflex** 42; **Will** 38

**Speed** 7 (but see *Reserve Power On*)

**Immune** charm, lightning, psychic

**Saving Throws** +5; **Action Points** 2

**Initiative** +24

**Perception** +19

Darkvision, low-light vision

## TRAITS

**Reserve Power On \* While bloodied**

The anaxim's speed increases to 9. During its turn, it may make one basic attack as a free action.

## STANDARD ACTIONS

**(mbasic) Spinning Blade \* At Will**

*Attack:* Melee 1 (one creature); +33 vs. AC.

*Hit:* 3d12+7 damage, plus ongoing 10 damage (save ends). Saves against this effect take a -5 penalty.

**(mbasic) Hammer Blow \* At Will**

*Attack:* Melee 1 (one creature); +31 vs. Fortitude.

*Hit:* 4d10+14 damage, and the anaxim pushes the target up to 3 squares.

**(rbasic) Spike Launcher \* At Will**

*Attack:* Ranged 20 (one creature); +33 vs. AC.

*Hit:* 6d6+15 damage.

**Mechanistic Assault \* At Will**

*Effect:* The anaxim makes three basic attacks.

**(melee) Spiked Chains \* Recharges** if no enemy is adjacent to the anaxim at the start of its turn

*Attack:* Melee 3 (one, two or three creatures); +29 vs. Reflex.

*Hit:* 3d6+20 damage, and the target is immobilized (save ends). The effect also ends on a target if the anaxim is more than 3 squares it.

**(ranged) Lightning Assault** (lightning) **\* Recharges** when an attack subjects the anaxim to an effect that lasts until the end of any turn

*Attack:* Ranged 10 (one, two or three creatures); +31 vs. Reflex.

*Hit:* 5d8+9 lightning damage

## MINOR ACTIONS

### Divert Power to Compensate \* At Will

*Effect:* The anaxim makes a saving throw. It loses immunity to lightning until the beginning of its next turn.

## MOVE ACTIONS

### Flying Blades \* At Will

*Effect:* The anaxim flies up to 12 squares, or 15 squares if it is bloodied. Each creature that makes an opportunity attack against the anaxim due to this movement takes 15 damage.

## TRIGGERED ACTIONS

### (close) Warning Siren (thunder) \* Encounter

*Trigger:* The anaxim becomes bloodied.

*Attack (Free Action):* Close burst 3 (each creature in burst); +29 vs. Fortitude.

*Hit:* 3d10+11 thunder damage, and the target is dazed and deafened (save ends both).

*Effect:* The anaxim emits a loud sound audible up to two miles away in clear terrain.

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**Str** 32    **Dex** 26    **Wis** 20

**Con** 25    **Int** 20    **Cha** 25

**Alignment** unaligned

**Languages** Supernal

## Infernal

## Level 30 Solo Soldier

Large immortal humanoid

XP 95,000

An infernal is the result of the star-crossed mating of devil and deity, a bastard entity that hates its forebears and yet possesses no small measure of their puissance and cunning. An infernal resembles a tormented, diabolic-looking humanoid with great draconic wings that fold around its twisted body. For some reason known only to the divine and diabolic powers, infernals usually have more freedom to roam the realms from which they sprang than most abominations. Even so, their movements are proscribed to within certain regions, an arrangement that suits the devils fine, for an infernal is mighty enough that it might be able to challenge even an arch-devil for supremacy over its home plane.

**Design Notes:** The infernal's hit points are set to 80% of normal to account for its exceptional ability to reduce the damage one attacker can deal each round. Its *hellball* power deals substantially more damage than a normal limited-use multi-target attack due to its solo role.

**HP** 883; **Bloodied** 441

**Initiative** +25

**AC** 46; **Fortitude** 40; **Reflex** 42; **Will** 44

**Perception** +24

**Speed** 10, fly 20

Darkvision, low-light vision

**Saving Throws** +5; **Action Points** 2

## TRAITS

### Focused Puissance

Creatures marked by the infernal suffer a -5 penalty to saving throws.

## STANDARD ACTIONS

### (mbasic) Claw \* At Will

*Attack:* Melee 2 (one creature); +35 vs. AC.

*Hit:* 6d6+17 damage, and the infernal marks the target until the end of the infernal's next turn.

### (melee) Wing Buffet \* At Will

*Attack:* Melee 1 (one creature); +35 vs. AC.

*Hit:* 4d8+16 damage, and the target falls prone.

### (melee) Constricting Tail \* At Will

*Attack:* Melee 3 (one creature); +33 vs. Reflex.

*Hit:* 4d10+16 damage and the infernal grabs the target (escape DC 32).

*Sustain Minor:* The infernal sustains the grab, and the target takes 30 points of damage and is dazed until the end of its next turn.

### Flurry of Attacks \* At Will

*Effect:* The infernal uses *claw*, *wing buffet* and *constricting tail* once each. Each creature targeted by any of these attacks is marked by the infernal (save ends).

**(melee) Suck Energy \* Recharge 5 6**

*Attack:* Melee 1 (one creature); +33 vs. Fortitude.

*Hit:* 6d10+15 damage, the target loses a healing surge and the target cannot use daily or encounter powers (save ends).

**(area) Hellball (acid, fire, lightning, thunder) \* Recharges** when first bloodied

*Attack:* Area burst 3 within 20 (each creature in burst); +31 vs. Reflex.

*Hit:* 10d8+10 fire, lightning and thunder damage, plus ongoing 30 acid damage (save ends).

*Miss:* Half damage, plus ongoing 20 acid damage (save ends).

*Effect:* Each enemy in the burst is marked until the end of the infernal's next turn.

## TRIGGERED ACTIONS

**Learned Immunity \* At Will** 1/round

*Trigger:* An enemy damages the infernal.

*Effect (Free Action):* After the triggering attack resolves, the infernal gains learned immunity against the attacker. Until the end of the target's next turn, attacks made against it by the triggering creature suffer a -10 penalty to attack rolls and deal half damage to it on a hit, and have no effect on a miss even if the attack normally has a "Miss" or "Effect" line. An attack with multiple targets suffers these penalties only against the infernal itself.

**Deadly Enmity (teleportation) \* At Will**

*Requirement:* The infernal must be bloodied.

*Trigger:* A creature marked by the infernal ends its turn more than 3 squares from the infernal.

*Effect (Opportunity Action):* The infernal teleports to a space adjacent to the triggering enemy and makes a melee basic attack against it.

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**Str** 35    **Dex** 27    **Wis** 28

**Con** 28    **Int** 22    **Cha** 29

**Alignment** evil

**Languages** Supernal, telepathy 100'

## Dream Larva

Large immortal magical beast

## Level 31 Solo Controller

XP 115,000

A dream larva is the formless, misbegotten offspring of a power of fancy, longing or dream. Regardless of the nature of its parent power, the dream larva is twisted into a hateful, malevolent creature ruled by spite and the desire to spread fear and despair.

A dream larva has no actual true form; each creature sees it as its own worst nightmare, and even the mere sight of it is sometimes enough to slay observers. Worse yet, the world around the dream larva becomes subject to its whim, as if it were the stuff of dreams rather than solid material.

**HP** 1140; **Bloodied** 570

**Initiative** +20

**AC** 45; **Fortitude** 42; **Reflex** 41; **Will** 46

**Perception** +20

**Speed** 6, fly 10 (hover)

Darkvision, low-light vision

**Saving Throws** +5; **Action Points** 2

## TRAITS

**Control the Dreamscape \* Aura** 20

At the start of its turn, the dream larva can change up to 10 unoccupied squares within the aura to clear terrain, blocking or difficult terrain. This is not an action and the change lasts until the end of the encounter.

**Nightmares Never Stop**

If the dream larva is stunned, it instead grants combat advantage until the end of its next turn and loses its move action on its next turn. If it is dazed, it instead grants combat advantage until the end of its next turn and loses its minor action on its next turn.

## STANDARD ACTIONS

**(mbasic) Horrifying Attack (fear, psychic) \* At Will**

*Attack:* Melee 2 (one creature); +35 vs. Will.

*Hit:* 4d10+17 psychic damage, and the dream larva slides the target up to 3 squares.

**(melee) Nightmare's Grasp** (fear, psychic) \* **At Will**

*Attack:* Melee 1 (one, two or three creatures); +35 vs. Reflex.

*Hit:* The target takes 40 psychic damage and is grabbed (escape DC 33). As long as it remains grabbed, the target is dazed.

**Horrifying Flurry** \* **At Will**

*Effect:* The dream larva uses *horrifying attack* up to four times against different targets.

**(close) Worst Nightmare** (fear, psychic) \* **Encounter**

*Attack:* Close burst 10 (each creature in burst); +34 vs. Will.

*Hit:* 40 psychic damage, and the target must make three death saves.

*Miss:* 30 psychic damage and the target must make one death save.

**MOVE ACTIONS**

**Dream Flux** \* **At Will**

*Effect:* The dream larva chooses up to four squares of terrain within 20 squares of it. It can move each chosen square of terrain up to 3 squares to an unoccupied space.

**MINOR ACTIONS**

**Confusion of Dreams** (teleportation) \* **Recharges** when the dream larva starts its turn adjacent to difficult terrain

*Effect:* The dream larva and one creature within 10 squares teleport, exchanging places. There must be enough room for each creature in its arrival point or this power fails.

**(melee) Banish into Nightmare** (fear) \* **Recharges** when first bloodied, then recharges on **5 6**

*Attack:* Melee 1 (one creature grabbed by the dream larva); +35 vs. Will.

*Hit:* The target is banished into nightmare (save ends). While banished, the creature is removed from play, is dazed and takes ongoing 50 psychic damage. It has line of sight and line of effect only to itself. When the creature makes its saving throw against this effect, it reappears in the space it occupied before being banished. If that space is occupied, it instead reappears in the nearest unoccupied space.

**TRIGGERED ACTIONS**

**(close) Inescapable Nightmare** (fear, psychic) \* **Encounter**

*Trigger:* The dream larva becomes bloodied.

*Attack (Immediate Reaction):* Close burst 10 (each enemy in burst); +35 vs. Will.

*Effect:* Each target loses immune or resist psychic until the end of the encounter.

*Hit:* 10d8+8 psychic damage and the dream larva pushes the target up to its speed.

*Miss:* Half damage.

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**Skills** Insight +25

**Str** 30    **Dex** 20    **Wis** 20

**Con** 29    **Int** 16    **Cha** 32

**Alignment** chaotic evil

**Languages** telepathy 100'

**Phaethon**

**Level 31 Solo Brute**

Gargantuan primordial animate (fire)

XP 115,000

Phaethons are the discarded progeny of fiery powers, usually bound into the center of a world or plane. In its prison at the heart of the world, a phaethon burns its way through the earth and stone around it. When somehow freed of its bindings, the phaethon bursts to the surface, creating a volcanic eruption as it exits. The phaethon then sweeps towards anything that will burn or melt, seeking only to destroy.

Some worlds owe the heat within them completely to a phaethon or brood of phaethons locked away within it, trapped and raging for eons. Sometimes one or more phaethons breaks its eternal geas for a day or a season, wreaking terrible havoc on the world around it.

**Design Notes:** The phaethon's "do as much as five monsters" mechanic lies in its close attacks, which do single-target damage. (All of the phaethon's damage values are reduced by somewhat less than their ongoing damage inflicted.) Overall, with all its ways to bump its ongoing fire damage to absurd levels and the reduced effectiveness of resistance or immunity to fire against it, my tentative feeling is that this guy comes out about right, but it hasn't been playtested.

**HP** 1400; **Bloodied** 700

**AC** 43; **Fortitude** 45; **Reflex** 41; **Will** 43

**Initiative** +22

**Perception** +19

**Speed** 12, burrow 12 (tunneling)  
**Immune** fire; **Vulnerable** 30 cold  
**Saving Throws** +5; **Action Points** 2

**Tremorsense** 20

## TRAITS

### **Blazing Flames \* Aura 10**

Creatures within the aura that have immunity to fire instead take half damage from fire. Creatures within the aura that have resistance to fire instead have a bonus to saving throws against ongoing fire damage equal to 1/10 their resistance value, rounded down.

### **Share the Pain**

Whenever a phaethon is subject to a condition or effect, all creatures that share its space are also subject to that condition or effect.

## STANDARD ACTIONS

### **(mbasic) Fiery Touch (fire) \* At Will**

*Attack:* Melee 3 (one creature); +34 vs. Reflex.

*Hit:* 4d12+8 fire damage, plus ongoing 30 fire damage (save ends).

### **(close) Hellish Heat (fire) \* At Will**

*Attack:* Close burst 2 (each creature in burst); +32 vs. Reflex.

*Hit:* 4d12+18 fire damage, plus ongoing 20 fire damage (save ends).

### **(close) Engulf (fire) \* At Will**

*Effect:* The phaethon shifts up to 4 squares. It can enter enemy spaces during this movement. It makes the following attack on each creature whose space it enters.

*Attack:* Melee 0 (each creature whose space the phaethon enters); +32 vs. Reflex.

*Hit:* 6d10+16 fire damage, and the target is immobilized (save ends). The phaethon slides the target to any space within the phaethon's space that is not occupied by another creature. If the target makes its saving throw against this effect, it shifts to the closest unoccupied space outside of the phaethon as a free action.

## MOVE ACTIONS

### **(melee) Fiery Overrun (fire) \* Recharges** when first bloodied

*Effect:* The phaethon moves up to its speed and makes the following attack against each creature it moves adjacent to during the movement.

*Attack:* Melee 1 (each adjacent creature); +36 vs. AC.

*Hit:* 4d10+27 fire damage, the phaethon slides the target up to 5 squares, and the target falls prone.

## MINOR ACTIONS

### **(close) Stoke the Flames (fire) \* At Will**

*Attack:* Close blast 3 (each creature in blast); +33 vs. Fortitude.

*Hit:* The target's ongoing fire damage increases by 15, and the target takes a -5 penalty to saving throws against ongoing fire until the end of its next turn. If the target did not have ongoing fire damage, it instead gains ongoing 15 fire damage (save ends).

### **Swallow the Flames to Feed the Fire \* At Will** 1/round

*Effect:* One creature within 10 squares loses ongoing fire damage, and one condition or effect on the phaethon ends.

## TRIGGERED ACTIONS

### **Burn and Crush (fire) \* At Will**

*Trigger:* An enemy starts its turn inside the phaethon's space.

*Attack (Free Action):* Melee 0 (the triggering enemy); +34 vs. Fortitude.

*Hit:* 5d10 damage plus 30 fire damage, and the phaethon slides the target to any space within the phaethon's space that is not occupied by another creature.

*Miss:* 30 fire damage.

### **Raging Flames \* Encounter**

*Trigger:* The phaethon becomes bloodied.

*Effect (Free Action):* Each creature within 10 squares gain ongoing 30 fire damage (save ends). If it already has ongoing fire damage, it instead increases by 20. In addition, each creature within 10 squares of the phaethon suffer a -5 penalty to saving throws against ongoing fire until the end of its next turn.

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**Str** 36    **Dex** 25    **Wis** 18

**Con** 30   **Int** 8   **Cha** 28  
**Alignment** chaotic evil

**Languages** Primordial