

HORRADIN BASE CLASS



# THE HORRADIN

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

# A NEW BASE CLASS: HORRADIN

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# THE HORRADIN

## CLASS OVERVIEW

By mastering horradinship, an exotic art of temporary forced evolution, you've become an extremely adaptable adventurer. First discovered by watching molting insects, the art developed slowly and independently in various societies. They use an exotic supernatural art, called "*horradinship*", to force their bodies to undergo spontaneous evolution to adapt to situations.

### INSPIRATIONS

Cell (Dragon Ball), Saiyans (Dragon Ball), Digimon (Digimon), Kipo (Kipo and the Age of Wonderbeasts), Darwin (X-Men)

## CLASS OVERVIEW

**HIT DICE:** D12.

**STARTING WEALTH:** 3d6 × 10 gp (average 105gp.)

In addition, each character begins play with an outfit worth 10 gp or less.

## CLASS SKILLS

The horradin's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**SKILL RANKS PER LEVEL:** 4 + Int modifier.

## CLASS SPECIFICS

### ROLE

Horradin spontaneously transform their bodies over the course of a battle, gaining greater powers as they do so. A horradin will generally take one action during their turn to further evolve, adapting to the circumstances around them as the battle unfolds.



As martial characters horradins require a good Constitution and either Strength or Dexterity. Most prioritize Constitution because their class features rely on it.

### ALIGNMENT:

Any

### RELATIONSHIP WITH OTHER CLASSES

Horradin as a whole are unlike any other class but are most similar to other martial classes. They oddly have the most common ground with monks as they both have a focus on the perfection of their body and supernatural abilities, but that's where their similarities end. Alchemists, particularly those who focus on mutagens, understand the basics of horradinship and may even swap notes with horradin they encounter, but the two are about as close as wizards and clerics. Most characters find them odd and off-putting due to their bizarre mutations but quickly see their benefits when they rip into foes in combat.

### WHAT'S IN A NAME: "HORRADIN"

The term "*horradin*" is an original term based on various wordparts. The "horr" part refers to "horror" or "horrific" in the same sense that "dinosaur" means "terrible lizard"; they are "horrific" in their skill or "horrifying" to face. It may also be a reference to the way they modify their body, which can sometimes be quite gruesome. The "-adin" is a modification of the word "paladin", which literally means "warrior" (though its Latin root means "palace official" or "of the palace"). In total the word "horradin" (with the archaic spelling of "horadin") generally means "horrifying warrior" but might be more simply understood to mean "powerful warrior".

### RACIAL BONUSES

A racial bonus comes from the culture a particular creature was brought up in or because of innate characteristics of that type of creature. A horradin

is modifying the innate characteristics of their body via magic so these characteristics often grant a racial bonus. While the core rules do not specify if racial bonuses stack, this class assumes that they do.

## HORRADIN RACES

- The **drow** are famous for their horradinship, though they treat it as one of the disciplines of fleshwarping. Drow horradin transform themselves into nightmare creatures via their fel art and because of this many people associate horradinship with fleshwarping and thus ban it.
- **Humans** have proved naturally adaptable and thus many have embraced the art.
- Because of the association with drow fleshwarping, **elves** do not embrace horradinship and have outlawed it.
- The **ouphes**, a race that evolves over the course of its life, are natural horradins. Likewise, races with natural molting, like those with the traits of insects, commonly foster horradinship among their warriors to provide for adaptable guards and explorers.

## CLASS FEATURES

The following are the class features of the horradin.

### WEAPON AND ARMOR PROFICIENCY

The horradin is proficient with all simple and martial weapons and with both light and medium armor.

### FORCED EVOLUTION (SU)

At 1st level, the horradin can force their body to evolve while under stress. As a move action during combat they can advance what "form" they are in by 1 stage (base form > 1st form > 2nd form > final form). This has no effect on the horradin if they are already in their final form. The horradin returns to their base form when combat ends or if the horradin falls unconscious.

Table 1-1: The Horradin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Evolutionary branch (1st form), force evolution
2nd	+2	+3	+3	+0	Shapechanger lore (+2)
3rd	+3	+3	+3	+1	Development
4th	+4	+4	+4	+1	Adaptation
5th	+5	+4	+4	+1	Response to stimuli (1/day)
6th	+6/+1	+5	+5	+2	Evolutionary branch (2nd form)
7th	+7/+2	+5	+5	+2	Development, shapechanger lore (+4)
8th	+8/+3	+6	+6	+2	Genetic leap
9th	+9/+4	+6	+6	+3	Adaptation
10th	+10/+5	+7	+7	+3	Response to stimuli (3/day)
11th	+11/+6/+1	+7	+7	+3	Development
12th	+12/+7/+2	+8	+8	+4	Shapechanger lore (+6)
13th	+13/+8/+3	+8	+8	+4	Evolutionary branch (final form)
14th	+14/+9/+4	+9	+9	+4	Adaptation
15th	+15/+10/+5	+9	+9	+5	Development, response to stimuli (5/day)
16th	+16/+11/+6/+1	+10	+10	+5	Genetic leap
17th	+17/+12/+7/+2	+10	+10	+5	Shapechanger lore (+8)
18th	+18/+13/+8/+3	+11	+11	+6	Shapechanger slayer
19th	+19/+14/+9/+4	+11	+11	+6	Adaptation, development
20th	+20/+15/+10/+5	+12	+12	+6	Form that surpasses god, response to stimuli (10/day)

## Horradin Evolution & How It Works

A horradin can “evolve” into various forms, as defined by their evolutionary branch class. The base, unevolved horradin is in their “base form”. By spending a move action they can “evolve” to a higher stage. Evolutions have a “triggered” version that allows the horradin to trigger the evolution as a free action. A horradin can only evolve under stressful situations (during combat or during situations where there is a real threat of bodily harm). They automatically revert to their base form when combat ends or if the horradin falls unconscious.

- When a horradin evolves their physical appearance changes (unless otherwise stated). The DC to identify them increases by 2 for each stage beyond their base form (+2 at 1st form, +4 at 2nd form, and +6 in their final form).
- A horradin in any form other than their base form gains the shapechanger subtype.
- Any worn armor and equipment is adapted or incorporated into a horradin’s form as they evolve. This means that unlike a polymorph effect, an evolved horradin retains their armor bonus and can use magic items that require activation.

## EVOLUTIONARY BRANCH

Because of how many cultures independently developed horradinship, at 1st level they must choose what method of forced evolution they've studied. The results are drastically different, even if the core of the art they practice is the same. At 1st level a horradin gets Skill Focus as a bonus feat in a particular skill based on their branch and that branch's 1st form. At 6th level they unlock their branch's 2nd form, and at 13th level they get access to their branch's final form.

For a complete list of evolutionary branches, see the section on it later in this class's entry.

## SHAPECHANGER LORE

As horradins are natural shapeshifters they recognize others much easier. Their study into shapechangers grants them a +2 bonus on Knowledge checks to identify creatures with the shapechanger subtype or recall knowledge on them, on Perception checks made to see through disguises, and on Will saves against illusions.

At 7th level and every 5 levels thereafter this bonus improves by +2 (to a maximum of +8 at 17th level).

## DEVELOPMENTS

At 3rd level and every 4 levels thereafter, the horradin develops an ability which allows them to apply their skills as a horradin in new ways, reflecting more a change in tactics than a modification to an evolution. A list of developments is available later in this class's entry.

## ADAPTATIONS

At 4th level and every 5 levels thereafter, the horradin learns how to better modify their genetic modifications. A [list of adaptations](#) is available later in this class's entry.

## RESPONSE TO STIMULI (SU)

Starting at 5th level, a horradin becomes resistant to damage dealt to them. Whenever a horradin takes damage or fails a save from an enemy or environmental effect, as a free action they may cause their body to rapidly respond and mutate to protect them from such things in the future.

This takes one of the following forms:

- **ELEMENTAL DAMAGE:** If the horradin takes elemental damage they take half damage from that energy type for 1 minute.
- **PHYSICAL DAMAGE:** If the horradin takes slashing, piercing, and/or bludgeoning damage they are immune to precision damage and critical hits from weapons that deal that kind for 1 minute.
- **SPELL:** If the horradin fails a save against a spell (including spell-like abilities) that does not cause damage, they gain an enhancement bonus on saves against spells equal to 1/4th their level for 1 minute.

At 5th level a horradin can do this once per day. At 10th level they can do it 3 times per day, at 15th level 5 times per day, and at 20th level they can do it 10 times per day. If a horradin is benefiting from one of these bonuses and tries to activate it again, the new benefit replaces the old.

## GENETIC LEAP

At 8th level, when a horradin takes a move action to use their forced evolution class feature they can advance what form they are in by up to 2 stages (for example; from base form to 2nd form, or 1st form to final form). At 16th level it can advance by up to 3 stages as a move action.

## SHAPECHANGER SLAYER

At 18th level, the horradin gains an insight bonus on attack rolls against shapechangers that they have identified (with a relevant Knowledge check) equal to the bonus of their shapechanger lore class feature.

## FORM THAT SURPASSES GOD

At 20th level, the horradin always counts as being in their third form for the purpose of adaptations, regardless of what form they are in. In addition, they gain the following benefit based on their choice of evolutionary branch:

- **FLESHWARPING:** The horradin automatically confirms critical threats with their natural weapons.
- **GELATINOUS:** Once per day as a free action, the horradin can rapidly shift their body mass, causing a single attack made against them to miss. This can be used after an attack has struck the horradin, but before damage has been rolled. The horradin must be aware of the attack to use this ability.
- **INSECTOID:** The horradin and their allies share a subconscious telepathic bond that forms into a hivemind network, enhancing their collective perception. As long as the horradin is within 30 ft. of at least one ally, it gains a +4 racial bonus on initiative checks and Perception checks. If the horradin or one of their allies disbelieves an illusion, all of them within 30 ft. are also considered to have disbelieved that illusion. If the horradin or their allies are aware of combatants, all of them within 30 ft. are also aware of those combatants.
- **POWER UP:** The horradin recovers up to their maximum mastery points at the start of their turn.
- **TOADISH:** The horradin grows one size category. Do not recalculate their ability scores other than to give them a +2 bonus to their Constitution and increase both their reach and area.
- **WEREBEAST:** The horradin gains DR /silver equal to their level. This doesn't stack with the DR of their 2nd form; that DR instead becomes DR 5/-.



# HORRADIN EVOLUTIONARY BRANCHES

Horradin only gain the benefits of the form they are in, and not the benefit of any previous forms. The DC for all abilities linked to an evolutionary branch is DC 10 + 1/2 horradin level + Constitution modifier.

## FLESHWARPING

The horradin can twist and torture their own flesh, giving them a horrific visage and monstrous traits. Fleshwarping is as much science as it is magic and it is a practice more common among evil societies where magic and torture are widely accepted.

**SKILL FOCUS:** Knowledge (Arcana)

## MONSTROUS FORM (1ST FORM)

When the frenzy of battle or the scent of blood comes over them a fleshwarped horradin gets subtle monstrous traits and grows animalistic claws, fangs, or even inhuman tentacles (as described on Table 1-2: Monstrous Form).

**BENEFIT:** The horradin gains a natural attack with the following traits (chosen each time the horradin enters this form) and a +2 racial bonus on Intimidate checks.

**EVOLUTION TRIGGER:** A horradin can enter this evolution from their base form as a free action at the end of their turn if they cause damage to an enemy during that turn.

## NIGHTMARE FORM (2ND FORM)

Feeding on the fear of those before them, the horradin's flesh twists and melds into a horrific visage that looks like nothing so much as a demon or science experiment gone horribly wrong.

**BENEFIT:** The horradin gains a 10-foot fear aura. The DC to resist the fear aura is DC 10 + 1/2 horradin level + Constitution modifier. Additionally, the horradin gains a +2 morale bonus on attack and damage rolls against creatures suffering from a fear effect.

**EVOLUTION TRIGGER:** A horradin can enter this form from their 1st form as a free action at the end of their turn if they have successfully demoralized an opponent or afflicted them with a fear effect.

## FERAL FLESH-FREAK (FINAL FORM)

The horradin becomes an unearthly, grotesque battle beast whose humanity is unquestionably lost.

**BENEFIT:** They may count as an aberration or their base creature type, whatever is better, when targeted with an effect based on creature type. They gain 2 natural attacks from the list available to their 1st form. Additionally, they gain the Improved Natural Attack monster feat with all their natural weapons.

**EVOLUTION TRIGGER:** None.

## GELATINOUS

Oozes are an odd and often misunderstood form of life. By studying their fluid and odd biological dispositions, magical researchers were able to tailor a form of horradinship to their unique biology.

**SKILL FOCUS:** Craft (Alchemy)

Table 1-2: Monstrous Form

Attack	Damage (S)	Damage (M)	Damage Type	Attack Type	Special Qualities
Bite	1d3	1d6	B, P, and S	Primary	-
Claw (x2)	1d3	1d4	B and S	Primary	-
Tentacle (x2)	1d3	1d4	B	Secondary	Grapple

## VISCOUS (1ST FORM)

The horradin's bones are replaced with muscular jelly-mass, allowing them to bend their limbs in unusual ways while still retaining their strength.

**BENEFIT:** The horradin gains a +1/4th level bonus on Escape Artist checks, attempts to grapple an opponent, and to control or escape a grapple.

**EVOLUTION TRIGGER:** A horradin can enter this form from their base form as a free action if they gain the grappled condition.

## PUDDLE (2ND FORM)

The horradin sinks into the ground, dissolving themselves into a living puddle of ooze.

**BENEFIT:** The horradin becomes a puddle. While they do not change size categories they have an area of 10 feet, a height of just an inch, and a reach of 0. While in this form, the only attack the horradin can make is a slam attack, made as a primary natural attack and dealing damage appropriate to their size. As they are a puddle of ooze they become unrecognizable (gaining a +20 on Disguise checks to appear as a puddle), and precision damage dealt against them has a 50% chance of being negated. Finally, the horradin gains DR 5 / bludgeoning while in this form.

**EVOLUTION TRIGGER:** A horradin can enter this form from their 1st form as a free action at the start of their turn if they took damage since their last turn.

## GREY GOOP (FINAL FORM)

The horradin becomes a vaguely person-shaped blob, able to ooze over an enemy and slowly dissolve them within their mass.

**BENEFIT:** While in this form the horradin's blobby body negates all precision damage and its oozy, rubbery consistency grants them DR 10 / bludgeoning.

Additionally, as a standard action the horradin can engulf a creature of their size or smaller by entering its space. The target can make an attack of

opportunity against the horradin, although if they do so they cannot make a Reflex save against the effect. The target can make a Reflex save to avoid being engulfed; if the target makes their save they are moved back or to the side (their choice) as the horradin enters their space. An engulfed creature takes 1d6 acid and bludgeoning damage per 2 horradin levels each round, is pinned, and is in danger of suffocation.

**EVOLUTION TRIGGER:** A horradin can enter this form from their 2nd form as a free action if they start their turn in a space occupied by an enemy.

## INSECTOID

Insects are famous for the various forms and molts they take on over their lifetimes. Many cultures have developed horradinship practices after studying them and as a result a fair number of horradin have insectoid forms.

**SKILL FOCUS:** Knowledge (Nature)

## WARRIOR FORM (1ST FORM)

The horradin becomes a slightly insectoid hybrid. They become driven to protect their "hive" (read: allies) and drive off "the invaders" (read: enemies) and like to swarm around foes.

**BENEFIT:** The horradin can share spaces with allies without the normal penalty. If the horradin and anyone they share a square with attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

**EVOLUTION TRIGGER:** A horradin can enter this form from their base form as a free action if they successfully hit an enemy while flanking.

## COCOON FORM (2ND FORM)

The horradin gains a hard, immobile exoskeleton that renders them unable to do anything but defend themselves or evolve. This armor can be tossed up quickly to avoid life-threatening damage.

**BENEFIT:** The horradin gains +1/4 horradin level as a natural armor bonus to their AC, 5 DR / - + 1/3rd their level, and energy resistance 5 + 1/2 level against

acid, cold, electricity, and fire damage. While in this form the horradin cannot move or take non-mental actions other than a total defense action or the move action required to evolve into a different form.

**EVOLUTION TRIGGER:** A horradin can enter this evolution from their 1st or final form as an immediate action if they take damage. If their increased AC would have caused the attack to miss, it does so (if it does miss as a result of shifting forms, the horradin still enters cocoon form). Apply the DR and resistances granted by this form against the triggering effect.

## MONARCH FORM (FINAL FORM)

The horradin emerges from their cocoon as a beautiful butterfly. Their form grants them special insight that ant and bee queens have in controlling their drones, allowing them to coordinate their allies effortlessly.

**BENEFIT:** The horradin gains a fly speed equal to their land speed with perfect maneuverability. Additionally, they gain a teamwork feat of their choice that they qualify for (selected each time they enter the form), and grant that feat to all allies within 30 feet.

**EVOLUTION TRIGGER:** None.

## POWER UP

Horradin who follow this evolutionary branch power up the energy that lies within themselves. Often accompanied by much yelling and internal focus they can fire impressive blasts of energy and even fly. They spend their power only to rebuild it.

Unlike most other forms of horradinship, this evolutionary branch retains the benefits of its earlier forms in all of its later forms.

**SKILL FOCUS:** Knowledge (Arcana)

## STUDENT FORM (1ST FORM)

The horradin's physical form powers up and their aura intensifies. Their muscles bulge, their hair stands on end, and their glares sharpen.

**BENEFIT:** The horradin gains a +1/4th bonus on attack rolls (minimum +1).

The horradin may have this benefit apply to their damage rolls as well but if they do so they regress 1 form at the end of their turn.

Additionally, the horradin gains Improved Unarmed Strike as a bonus feat, and gains the unarmed strike damage of a monk of the same level.

**EVOLUTION TRIGGER:** None.

## MASTER FORM (2ND FORM)

The horradin's aura becomes tangible and manifests itself as a powerful field of visible energy.

**BENEFIT:** The horradin gains all the benefits from student form, and can shoot a blast of energy as a standard action. It deals 1d6 points of damage per horradin level in a 30-foot cone. A successful Reflex save halves the damage. This attack deals either fire or electricity damage (a choice made at 6th level when the horradin accesses this form).

When firing a blast, the horradin may add their level to this damage but if they do so they regress 1 form after firing the blast.

**EVOLUTION TRIGGER:** None.

## GRANDMASTER FORM (FINAL FORM)

The horradin gains a vivid aura that pulses and crackles. Looking upon them is like looking into the cold face of a trained killer, beholding the relaxed-but-deadly stance of a master martial artist, or gazing upon a distant storm.

**BENEFIT:** The horradin gains all the benefits from student and master forms. While in the grandmaster form they gain a pool of "mastery" points equal to their Constitution modifier. These points can be spent to avoid having to regress forms. A horradin in this form can take a move action to replenish their mastery points to their full value.

**EVOLUTION TRIGGER:** None.

## TOADISH

Toads and frogs go through many phases in their life cycle, starting as odd aquatic “frogspawn” before developing into tadpoles and eventually developing into an amphibious or even fully terrestrial frog or toad. Toadish horradinship is taught by various ancient orders of frog hermits who live on secluded mountains or in misty marshes far from human civilization. Unlike most other forms of horradinship, this evolutionary branch retains the benefits of its earlier forms in all of its later forms.

**SKILL FOCUS:** Acrobatics.

### POLLYWOG (1ST FORM)

A tadpole or “pollywog” is a relatively harmless and weak aquatic precursor to a frog or toad and as such, when a horradin enters this form they gain squishy, aquatic traits that are only particularly useful while underwater.

**BENEFIT:** The horradin can breathe underwater, though they can still breathe air too. Additionally, the horradin gains a swim speed equal to their land speed. Finally, they take no penalty on attack rolls with weapons due to being underwater.

**EVOLUTION TRIGGER:** A horradin can enter this form from their base form as a free action if they are submerged in water.

### FROG (2ND FORM)

The toadish style of horradinship has a weak (or at best, an only situationally useful) first form, but the second form is much more robust and gains some unique abilities.

**BENEFIT:** The horradin gains all the benefits from pollywog form and the benefit of a permanent *jump* spell while in this form (using their class level as their caster level). In addition they gain a long sticky tongue that they can use to make melee attacks. This is a secondary attack. A creature hit by this attack cannot move more than 10 feet away from the attacker and takes a -2 penalty to AC as long as the tongue is attached (this penalty does not stack if

## JUST HOW FAR CAN A TOADISH HORRADIN JUMP?!

The short answer is “absurdly far”, but the more detailed answer is “a maximum of about 80–85 feet at 20th level”. Assuming they have a +5 Dexterity modifier they will have a +20 for their ranks in Acrobatics, a +3 from it being a class skill, a +6 for Skill focus, and +30 from the persistent jump spell their 2nd form grants them. That grants them a +64 bonus and if they roll a natural 20 they can get up to a result of 84 feet, which is generally about how many feet they can long jump (though it’s done in increments of 5 feet). This is intentional and while it sounds rather insane, it’s far easier to gain the ability to fly. This does, however, potentially allow them to move faster than their land speed if they jump far enough.

multiple tongues are attached). The tongue can be removed by the target or an adjacent ally by making an opposed Strength check against the attacking creature as a standard action or by dealing 2 points of damage to the tongue (AC 11, damage does not reduce the sticky-tongued creature’s hit points). The horradin cannot move more than 10 feet away from a creature stuck to its tongue, but it can release its tongue from the target as a free action. The horradin can only have one creature attached to its tongue at a time. As a swift action the horradin can pull a creature attached to their tongue 5 feet toward them as a swift action; an opposed Strength check where the horradin has a +4 bonus negates this movement but costs the resisting creature a swift action on their next turn.

**EVOLUTION TRIGGER:** A horradin can enter this form from their 1st form as a free action at the start of their turn if they were in their pollywog form last round.

## TOADLORD (FINAL FORM)

The horradin becomes a bulky, heavy, armored, voracious toad-like being covered in warts and a thick hide.

**BENEFIT:** The horradin gains all the benefits from pollywog and frog form. In addition, the horradin gains a racial bonus on Perception checks to spot creatures equal to 1/4th their level, a +1/4th circumstance bonus on attack and damage rolls if they have already jumped at least 10 feet this round (this lasts until the end of their turn), and may make a full attack as a standard action after a successful action made to jump.

The horradin also always count as if they had a running start when attempting jumps with the Acrobatics skill. Finally, the horradin can jump any distance, regardless of their land speed.

**EVOLUTION TRIGGER:** None.

## WEREBEAST

Taming lycanthropy and putting its considerable power to good use has long been a dream of the magical community and those afflicted with the condition. By studying it the horradin practice of “pseudo-lycanthropy” has developed.

**SKILL FOCUS:** Survival

**SPECIAL:** When selecting this evolutionary branch the horradin must select an animal they turn into. The most common choices are wolf, boar, rat, or tiger, but more exotic werebeast horradin exist.

## ANTHROPOMORPHIC FORM (1ST FORM)

In this form the horradin is mostly humanoid but has some subtle animal traits. They might have cat-like eyes if they are a weretiger, a rat-like nose and more pronounced incisors if they are a wererat, or enlarged canines if they are a werewolf but they remain decidedly humanoid in appearance.

**BENEFIT:** The horradin gains the animal empathy druid class feature, using their horradin level as their druid level but this only applies to creatures similar to their chosen animal. Additionally, they gain low-

light vision and scent if they didn't have it already.

**EVOLUTION TRIGGER:** A horradin can enter this form from their base form at the end of their turn as a free action if they are in full sight of the moon.

## HYBRID FORM (2ND FORM)

This form resembles the “iconic” werebeast - a hulking half-humanoid, half-animal creature that snarls as it stalks prey.

**BENEFIT:** The horradin gains all the benefits of their anthropomorphic form. In addition, the horradin gains either a bite attack or 2 claw attacks appropriate to their size (see Table: Natural Attacks by Size in the Pathfinder Bestiary 1). Finally, they gain DR 5/silver.

**EVOLUTION TRIGGER:** A horradin can enter this form from their 1st form at the end of their turn as a free action if they are in full sight of the moon.

## GREAT BEAST FORM (FINAL FORM)

Upon tasting blood the horradin becomes a huge, hulking, feral beast that is as terrifying as it is large. Its mind becomes almost animalistic and urges it to hunt and kill.

**BENEFIT:** When they enter this form the horradin wild shapes as if they were a druid of equal level, gaining the benefits of a *beast shape III* spell. They must select the animal their werebeast is based on. As with a druid a horradin in this form loses their ability to speak because they are limited to the sounds that a normal, untrained animal can make, but can communicate normally with other animals of the same general grouping as their new form. If the creature they transformed into is smaller than huge it becomes huge.

**EVOLUTION TRIGGER:** A horradin is **forced** to enter this form as a free action if they are in their 2nd form and kill an enemy creature who presents a reasonable challenge (GM discretion). A horradin can attempt a Will save to resist transforming into this form.

# HORRADIN ADAPTATIONS

An adaptation grows as the horradin accesses a higher form. A horradin gains all the benefits associated with their previous forms (so a horradin in their final form still gains the benefits granted to them by an adaptation's 1st and 2nd form benefits, for example.)

If a horradin has more than 1 adaptation they can only apply 1 at a time. They may switch which adaptations they are benefiting from via a ritual that takes 1 minute to perform. An adaptation is automatically applied (there is no option to not apply it) but a horradin can perform the same 1-minute ritual to cause themselves not to benefit from any adaptation. Unless otherwise stated, a given adaptation cannot be selected more than once.

## AQUATIC

The horradin becomes adapted for aquatic/amphibious combat.

**1ST FORM:** The horradin can breathe underwater, though they can still breathe air too.

**2ND FORM:** The horradin gains a swim speed equal to their land speed. Additionally, they take no penalty on attack rolls with weapons due to being underwater.

**FINAL FORM:** If the horradin is underwater they can spend a swift action to grant themselves regeneration equal to their Constitution modifier for 1 minute. They can do this once per day per Constitution modifier. Additionally, they are immune to damage dealt by deep water pressure.

## BLOOD THIRSTY

As the horradin becomes more vicious but at the cost of regressing to a more animalistic style.

**1ST FORM:** As a move action, the horradin can fly into a frenzy for 1 minute; gaining a +2 racial bonus to Constitution and Strength but a -2 penalty to AC.

**2ND FORM:** The bonuses of their frenzy improve to +4 but they also become confused (as per a *confusion* spell) for the duration of the frenzy.

**FINAL FORM:** The horradin rolls for confusion twice and takes the result they prefer.

## COLOR CHANGING

The horradin can change the colors on their skin and the surface of their equipment.

**1ST FORM:** The horradin glows with bioluminescence, shedding light as per a torch at will in a color of their choice. They can suppress or activate this at will. Activating this counts as movement for the purpose of their 2nd form's camouflage ability.

**2ND FORM:** The horradin can adjust their coloration to create a form of camouflage, granting them a +10 bonus to Stealth checks to avoid being visually spotted if they do not move.

**FINAL FORM:** The horradin can rapidly flash the patterns on their skin in disorienting patterns like a cuttlefish does to overwhelm their foes. They can do so as an immediate action in response to being attacked by a creature within 15 feet of them. The attacker must make a Will save or be dazzled (-1 on attack rolls and to perception checks) for 1 minute. This penalty applies to the attack being made. If the creature fails the save by 5 or more they are instead blinded for 3 rounds in addition to being dazzled for 1 minute. Activating this counts as movement for the purpose of their 2nd form's camouflage ability.

## EXTRA LIMBS

The horradin grows 2 extra useful appendages.

**1ST FORM:** The horradin gains no additional benefit while in their 1st form.

**2ND FORM:** The horradin gains two small arms that they can use to carry objects. They cannot wield

weapons with these arms, but they allow them to retrieve a small, stowed object carried on their person as a swift action or do things like reload weapons.

**FINAL FORM:** The horradin's 2 additional arms become full-fledged arms capable of wielding weapons. This does not affect the number of attacks the horradin can make in a round, only the number of items/weapons they can hold.

## GIANT

As the horradin grows in power they grow in size.

**1ST FORM:** The horradin gains no additional benefit while in their 1st form.

**2ND FORM:** The horradin increases in size by 1 size category. Do not recalculate ability scores except where size modifiers, space, and reach apply.

**FINAL FORM:** The horradin increases in size by 2 size categories. Do not recalculate ability scores except where size modifiers, space, and reach apply.

**SPECIAL:** This effect doesn't stack with the great beast form of the werebeast. The horradin remains a huge-sized animal.

## MOBILITY

The horradin's body becomes more aerodynamic and develops appendages designed to grant them access to greater forms of travel.

**1ST FORM:** The horradin gains a +10 ft. racial bonus to movement speed.

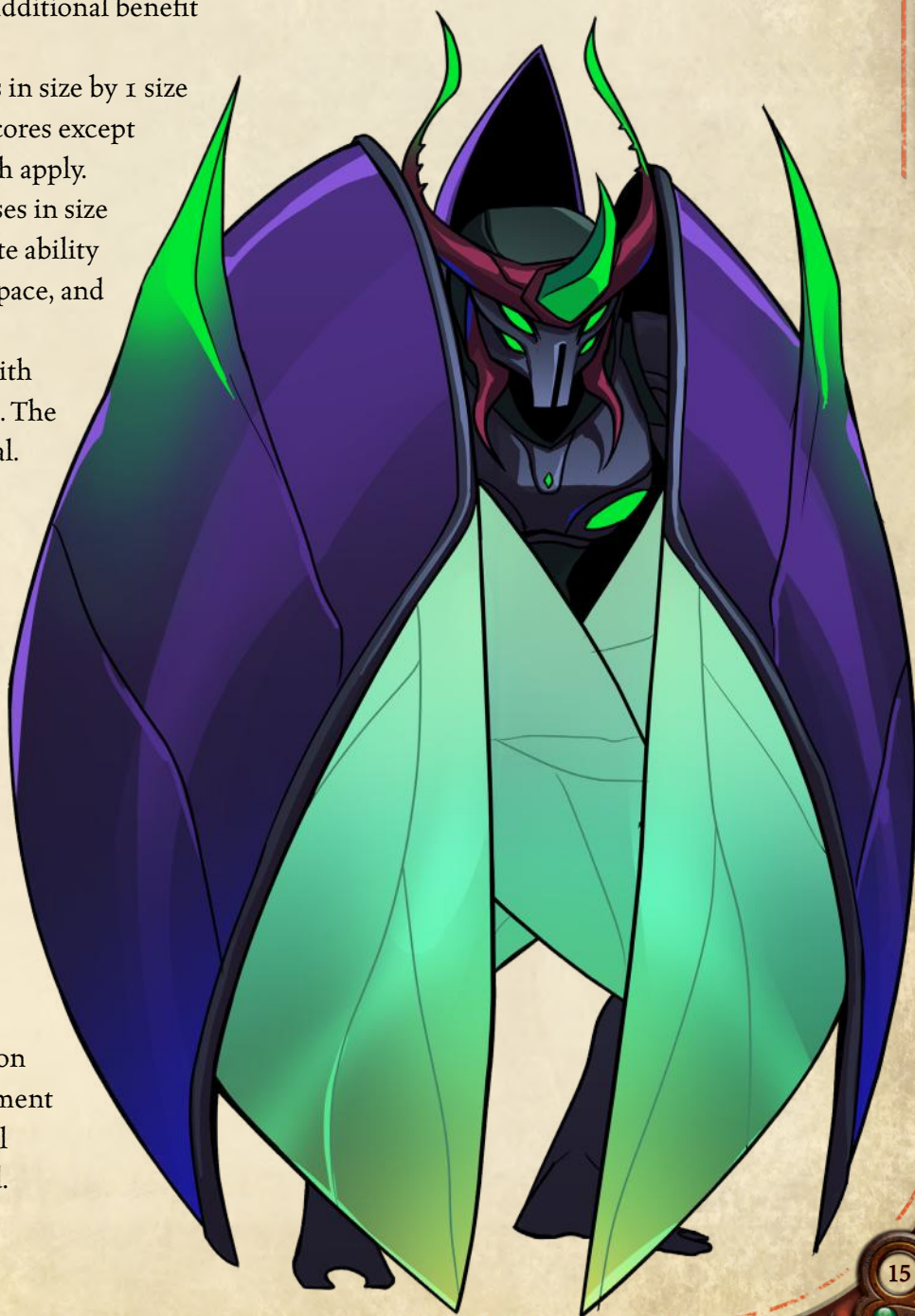
**2ND FORM:** The horradin gains a climb or swim speed equal to their land speed.

**SPECIAL:** If the horradin is the insectoid evolutionary branch's cocoon form this gives them a 10-foot movement speed instead of the normal 2nd level benefit as they are able to roll around.

**FINAL FORM:** The horradin gains either a fly speed equal to half their land speed in place of their climb/swim speed or they improve the racial bonus they have to their movement speed (found in their 1st form) to a +30 ft. bonus.

## MORPHIC

The horradin's body becomes more malleable and pliable to their will, allowing them to move in unexpected ways.



**1ST FORM:** The horradin can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

**2ND FORM:** The horradin gains a bonus on Acrobatics checks made to tumble equal to 1/4th their class level.

**FINAL FORM:** The horradin improves their natural reach by +5 feet.

## PROTECTION

The horradin grows extra leathery plates and natural protections.

**1ST FORM:** The horradin gains a +2 natural armor bonus to their AC.

**2ND FORM:** The horradin gains the benefits of the *light fortification* magic armor enhancement (there is a 25% chance critical hits or precision damage will be reduced to normal hits).

**FINAL FORM:** The horradin adds 1/4th their level to all saves as a racial bonus.

## SENSES

The horradin's senses become sharper as they evolve.

**1ST FORM:** The horradin gains a +2 racial bonus on Perception checks.

**2ND FORM:** The horradin gains darkvision 60 feet or increase the range of their darkvision by +60 feet if they already have darkvision from another source.

**FINAL FORM:** The horradin gains blindsense 20 feet.

## VENOMOUS

The horradin generates toxic chemicals within themselves for both offensive and defensive uses.

**1ST FORM:** The horradin cannot accidentally poison themselves when applying poison to a weapon.

**2ND FORM:** If the horradin is hit by a natural attack or grappled the creature is poisoned by horradin toxin and must make a Fortitude save to resist the effect.

**FINAL FORM:** A horradin can take a swift action to poison a held manufactured weapon or natural attack with the horradin toxin produced in its body. A horradin's body only manufactures enough toxin to poison a weapon once per round, and any unused poison on a weapon becomes inert after 1 round.

### HORRADIN TOXIN

Injury; save Fort DC 10 + 1/2 class level + Constitution modifier; Frequency 1/round for 3 rounds; effect 1d2 Con; cure 1 save.

Table 1-3: Horradin Alternate Favored Class Bonuses

Race Name	Benefit	Source
Gnomes	+1/3rd bonus against polymorph effects.	CRB
Human	+1/6th a new development.	CRB
Changeling	+1/4th to shape changer lore bonus.	ARG
Drow	+1/2 bonus on Heal and Craft (alchemy) checks made to perform fleshwarping (Horror Adventures) and on Fortitude saves to survive fleshwarping.	ARG
Goblins	+1/2 to Escape Artist and Survival checks	ARG
Congrid	+1/2 to CMD against grapple and trip attempts	RG4
Ouphes	+1/6th an ouphes enhancement slot.	RG4
Mimicmen	+1 on Disguise checks to imitate objects and +1/3rd DR/magic while mimicking an object.	RG5
Warped	+1/6th a new evolution point.	ToTT



# HORRADIN DEVELOPMENTS

The following are horradin developments. A given development can only be selected once, unless otherwise stated.

## BONUS FEATS

The horradin can choose to gain a bonus feat from the following list in place of a development:

Acrobatic, Acrobatic Steps, Agile Maneuvers, Alertness, Animal Affinity, Athletic, Blind-Fight, Combat Expertise, Combat Reflexes, Deceitful, Deft Hands, Diehard, Endurance, Fleet, Great Fortitude, Heavy Armor Proficiency, Lightning Reflexes, Persuasive, Quick Draw, Run, Skill Focus (any class skill), Stealthy, Toughness.

This development may be selected multiple times. Each time it grants a new bonus feat.

## DISASTER RESPONSE

As a move action, the horradin can expend a use of response to stimulus to gain temporary hit points equal to their class level + the Constitution modifier. These temporary hit points last 1 minute. This counts as the horradin's active response to stimuli. The horradin must have the response to stimulus class feature to take this development.

## EVOLVED RESPONSE

After failing a save against a disease or poison, as a free action the horradin can expend a use of response to stimulus to re-roll their save with a +1/4th level bonus. They must take the new result. The horradin must have the response to stimulus class feature to take this development.

## EVOLUTIONARY PRESSURE

The horradin can maintain 2 responses to stimuli at the same time. The horradin must have the response to stimulus class feature to take this development.

## FLUCTUATING HERITAGE

The horradin can count as both their creature type and another humanoid race of their choice for any effects related to race. They make this choice whenever they change forms. The horradin must be a humanoid race to take this development.

## OMNI-HERITAGE

While in their final form, the horradin may count as any creature type they wish. Changing which creature type they count as is a swift action. The horradin must have the fluctuating heritage development and be at least 11th level to take this development.

## RAPID MUTATION

As a full-round action, the horradin can change their active adaptation. The horradin must have the adaptation class feature to take this development.

## REFLEXIVE MUTATION

When the horradin enters a new form, they may change their active adaptation as part of the same action. The horradin must have the rapid mutation development to take this development.

## SELF-PRESERVATION

While in their weakest forms a horradin learns to protect themselves until they can unleash their full power. While in their base or 1st form a horradin gains a +1 bonus on all saves.

## STABLE FORM

The horradin adds half their shapechanger lore bonus to saves against transmutation effects (minimum +1). The horradin must have the shapechanger lore class feature to take this development.

## SURVIVAL INSTINCTS

The horradin gains a bonus on saves against death effects and checks made to stabilize equal to 1/4th their ranks in Survival or 1/8th their class level (whichever is higher, minimum of +1).

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