

# HELL'S HENCHMEN

## Servants of the Barbas



A SOURCEBOOK  
FOR USE WITH

# CONTAGION

**d20**  
system



# HELL'S HENCHMEN



AEGIS STUDIOS

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# HELL'S HENCHMEN

The Barbas are the dregs of demonic society. Scorned and ridiculed by the other castes, the Barbas thrive in filthy and forsaken places. Where once the former Nephelim were agents of change, the fallen Barbas are simply festering entities of corruption and decay. Is it any surprise then that the Hellspawn they create are amorphous blobs of rot and sickness?

The formless and shapeless oozes created by the Bottom Feeders are an extension of the chaos and decay that has claimed their caste. Unregulated change combined with the ostracism and isolation felt by the Barbas lends itself well to the concept of the ooze. Oozes are little more than gobs of ichor that devour or taint everything they touch and thrive in darkness and filth.

When the Barbies come to earth, they tend to live among the homeless castoffs of mortal society. The Barbas feel that these lost souls are fitting targets. Barbies are particularly fond of taking the souls of those humans who made blatantly obvious mistakes that seemed like a good idea at the time. Stockbrokers who lost everything on one bad deal, gamblers and drug addicts who thought they were in control of their addictions, these are the souls that Barbas seek out to create Hellspawn.

Once ooze is created, the Barbas usually sends it off on its own. The Barbas do not indulge in the micromanagement that other castes exert over their servants. The Bottom Feeders seem to gain great pleasure in releasing their Hellspawn into the world and simply watching the ensuing chaos. Some Barbas are even known to physically follow their creations in order to see what havoc they might wreak.

Despite their tendency to simply ship out their creations, most Barbies retain at least one ooze in case of an emergency. Barbas are not known for their martial prowess, and oozes provide the perfect obstacle to would be demon hunters. Even if an ooze is incapable of destroying an opponent the creature will most certainly buy its master enough time to forge a hasty retreat. Barbas typically have no regard for the survival of their creations, and are more than happy to sacrifice oozes (or anyone else

for that matter) to insure their own survival.

Oozes are also used in contests by bored Barbas.

Artistically inclined members of the caste often hold contests to see who can craft the most unique and innovative ooze. The winner is typically awarded great prestige throughout the caste. Archduke Dagon has become incredibly adept at crafting oozes. Some demons believe that his talent in ooze creation is the only reason that many of his caste respect him at all.

Oozes have several abilities common to the type, as detailed below. It is important to note that the Barbas are quite fond of dumping unexpected (and not always rational) combinations of abilities on their customized creations. Infectious or poisonous oozes are common, as are corrosive and constrictive pools of ichor. Technically, an ooze can take the shape of any semi-liquid matter. Bodily fluids, chemicals, sewage and the like are all valid possibilities for use as oozes.

Oozes are often very difficult to destroy. Many oozes can appear innocuous until such time as they strike, taking unwary humans by total surprise and springing an attack when least expected. Others are designed to shock and disgust their foes. These more obvious oozes can be some of the most horrific and disgusting Hellspawn to behold. Only the imagination of the creator limits the possibilities available with an ooze.

## Ooze

**Hit Die:** d10

**Base Attack Bonus:** 3/4 of total Hit Dice

**Good Saving Throws:** None

**Skill Points:** None

**Feats:** None

**Weapon and Armor Proficiency:** Oozes are proficient with their natural weapons only

**Ability Scores:** Oozes have no Intelligence score

**Extra Hit Points:** An ooze has no natural armor rating but is difficult to kill because of its protoplasmic body. It gains extra hit points according to size, as shown on *Table: Oozes*.

**Immunities:** Oozes are immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Oozes are not subject to critical hits, flanking, or the effects of massive damage.

**Blindsight (Ex):** Most oozes have blindsight with a range of 60'.

Table: Oozes

Size	STR	DEX	CON	Minimum		Attack Type Damage			
				HD	HP	Slam	Bite	Claw	Gore
Colossal	44–45	6–7	26–29	32d10	40	4d6	4d6	2d8	2d6
Gargantuan	36–37	6–7	22–25	16d10	30	2d8	2d8	2d6	1d8
Huge	28–29	6–7	18–21	8d10	20	2d6	2d6	2d4	1d6
Large	20–21	8–9	14–17	2d10	15	1d8	1d8	1d6	1d4
Medium	12–13	10–11	10–13	1d10	10	1d6	1d6	1d4	1d3
Small	8–9	12–13	8–9	1/2 d10	5	1d4	1d4	1d3	1d2
Tiny	4–5	14–15	8–9	1/4 d10	—	1d3	1d3	1d2	1
Diminutive	2–3	16–17	8–9	1/8 d10	—	1d2	1d2	1	—
Fine	2–3	18–19	8–9	1/16 d10	—	1	1	—	—



## HELLSPAWN

### Amber Ooze

Amber Ooze is a large amorphous mass comprised mostly of modified tree resins. Much like naturally occurring amber, the Amber Ooze is capable of petrifying and preserving anything it envelops. Amber Oozes are thick and sticky, with the same consistency and viscosity as maple syrup or tree sap. Unfortunately for their victims, Amber Oozes are often gifted with a speed that belies their thickness. These creatures are often sent by the Barbas to abduct targets. Their ability to petrify their victims makes the Amber Ooze quite adept at such pursuits. It is also not uncommon for a Barbas to use an Amber Ooze to guard his home. As Amber Oozes can move along any surface, many commonly wait on walls or ceilings for intruders. Upon sensing unidentified creatures, the Amber Ooze will often lash out or drop on the unwary trespassers, trapping the poor souls until the master returns home. It is important to note that the petrification process used by Amber Oozes does not suffocate their targets. There is no risk of suffocation or strangulation once a target is petrified, though an Amber Ooze can certainly elect to strangle a victim in lieu of petrifying them.

#### Species Traits

**Advancement:** Standard ooze

**Alignment:** Neutral Evil

**Feats:** *Toughness*

**Skills:** None

#### Special Abilities

**Blindsight** (Ex)

Amber Oozes have Blindsight at a range of 60'.

**Constrict** (Ex)

An Amber Ooze can crush and grind its victims, dealing 2d6+9 points of bludgeoning damage. This is a standard attack action.

**Improved Grab** (Ex)

Amber Oozes are able to initiate a grapple at any time that they deal damage in melee combat. This

Amber Ooze (Huge Ooze)					
CR	8	DEF	6	BAB	+6
			(-2 size, -2 DEX)		
STR	28	<i>Touch</i>	6	<i>Grapple</i>	+10
DEX	6	<i>Flat Footed</i>	6	<i>Reach</i>	15'
CON	21	HD	8d10+40	FS	15' by 15'
INT	—	HP	83	Saves	
WIS	12	MAS	N/A	FORT	+5
CHA	3	INIT	-2	REF	-2
CP	8	SPD	30'	WILL	+1
Attack	+11 melee 2d6+9 slam				
Full Attack	+11 melee 2d6+9 slam				

is a free action that does not provoke an attack of opportunity.

**Ooze** (Ex)

Amber Oozes are immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Oozes are not subject to critical hits, flanking, or the effects of massive damage.

**Petrification** (Ex)

After successfully grappling an opponent, the Amber Ooze may take a full round action to petrify all grappled opponents. To resist petrification, the target must succeed at a Fortitude save (DC 19). If successful, the target may continue to try and break free. If this save fails, the target becomes petrified. Covered in a layer of solid amber, the petrified character is paralyzed, helpless, and unable to move or interact with the outside world in any way.





# HELL'S HENCHMEN

## Bloodmist

Barbas have an unhealthy obsession with infection. Dwelling in filth and refuse, the Barbas have had ages to study the processes by which infection spreads. Bloodmists are an attempt by the Barbas to apply the principle of infection to the pursuit of corrupting the human soul. The Bloodmist is a small amorphous cloud with a reddish tinge to it. It creeps along hovering slightly above the ground as it searches for its next victim. There are no discerning features to give away the true nature of the Bloodmist. When it attacks it envelops its victim and is absorbed into the body through the victim's eyes, nose and mouth. After it is absorbed the Bloodmist attempts to drive the victim to commit acts of evil.

### Species Traits

**Advancement:** None

**Alignment:** Neutral Evil

**Feats:** *Improved Grapple*

**Skills:** Climb +10, Hide +20, Listen +10, Search +10, Spot +10

### Special Abilities

#### Blindsight (Ex)

Bloodmists have blindsight with a range of 60'.

#### Ooze (Ex)

As an ooze, a Bloodmist is immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Oozes are not subject to critical hits, flanking, or the effects of massive damage.

#### Mist Form (Ex)

A Bloodmist can be harmed only by +1 or better magic weapons, spells, spell-like abilities and supernatural abilities. A Bloodmist can pass through solid objects with any small openings (i.e. any object that are not sealed air tight).

Bloodmists cannot pass through force effects. Its attacks ignore armor, arms and shields, but deflection bonuses and force effects work normally against them.

A Bloodmist always moves silently and cannot be

Bloodmist (Medium Ooze)					
CR	2	DEF	3	BAB	+1
STR	–	<i>Touch</i>	3	<i>Grapple</i>	+5
DEX	–	<i>Flat Footed</i>	3	Reach	4'
CON	20	HD	1d10+5	FS	4' by 4'
INT	12	HP	10	Saves	
WIS	1	MAS	N/A	FORT	+4
CHA	–	INIT	+5	REF	-2
CP	1	SPD	50'	WILL	-2
Attack	+10 touch attack				
Full Attack	+10 touch attack				

heard unless it wants to. While its movement is affected by wind, it cannot be damaged by wind.

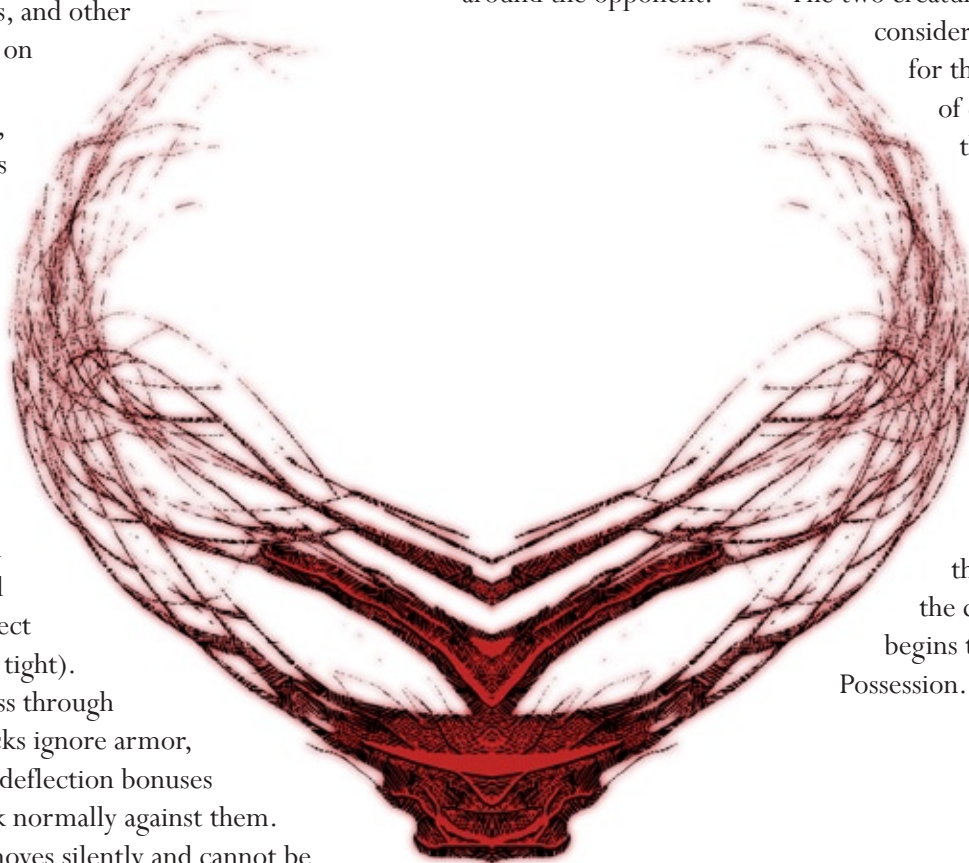
### Possession (Su)

After successfully seizing an opponent the Bloodmist can attempt, once per round, to possess its victim. The target can attempt to resist the attack with a successful Will save DC 15. A creature that successfully saves is immune to the Bloodmist's Possession ability for 24 hours. If the save fails the Bloodmist vanishes into the targets body. After Possession the Bloodmist tries to force its victim to commit acts of evil. Every 24 hours the victim must make a Will save (DC 15). If the victim succeeds in its save it remains free of the Bloodmist's influence for another day. Every day the victim succeeds the DC for the next days save goes up by 1. If the victim fails its Will save, it is forced to commit an act of random and escalating violence.

### Seize (Su)

When a Bloodmist makes a touch attack, it wraps itself around the opponent.

The two creatures are not considered grappled for the purposes of combat, but the opponent must break free with a successful Escape Artist or grapple check (grapple bonus +5). Upon seizing the opponent, the creature begins to attempt a Possession.



# HELL'S HENCHMEN

## Clot

Some Barbas seek to turn the very vitality of life against itself. The result is the Clot. A Clot is an ooze made up of semi-coagulated blood. This blood moves of its own accord, carrying diseases and infections. As Barbas prefer to create Clots from hospital waste, all manner of infections can be carried and transmitted by the Clot.

Clots are also capable of digging their way into any open wound that a target may have and insinuating themselves into the target's bloodstream. This greatly increases the risk of transmitting disease, as well as allowing the Clot to inflict strokes on its victim. While Clots are as unintelligent as any other ooze, they seem to be particularly malicious in their instincts. Clots are incredibly brutal and very unlikely to stop attacking once they begin. Even a Clot's creator must make a Diplomacy check (DC 20) to call off an attacking Clot. For this reason, Barbas usually only deploy a Clot when they fully intend to kill or utterly debilitate a victim. Clots are typically quite small, usually created from only a pint or two of blood. This small size often leads opponents to underestimate the dangers and abilities of a Clot. Those few individuals who have survived one Clot attack rarely underestimate the foul creatures a second time.

Clot (Small Ooze)					
CR	2+	DEF	12 (+1 size, +1 DEX)	BAB	+0
STR	9	Touch	11	Grapple	+0
DEX	12	Flat Footed	11	Reach	4'
CON	9	HD	1/2d10	FS	4' by 4'
INT	—	HP	9	Saves	
WIS	12	MAS	N/A	FORT	-1
CHA	9	INIT	+1	REF	+1
CP	1	SPD	30'	WILL	+1
Attack	+0 melee 1d4 slam				
Full Attack	+0 melee 1d4 slam				

### Species Traits

**Advancement:** Standard Ooze

**Alignment:** Chaotic Evil

**Feats:** None

**Skills:** None

### Special Abilities

#### Ability Score Reduction (Su)

If an opponent has open wounds (Hit Point loss suffered from slashing or piercing attacks in the same combat) a Clot can work its way into the target's bloodstream with a successful melee attack. Aside from the risk of spreading an infectious disease to the target (see below) the Clot may cause strokes, inflicting permanent Ability score loss. Strokes caused by a Clot can reduce Intelligence, Wisdom, Dexterity, and Constitution by 1d4 points per turn. Each successful attack grants the Clot 5 temporary

Hit Points. Characters may resist this Ability score loss with a Fortitude save (DC 12). A successful save ejects the Clot from the character's bloodstream, though the Clot may try and reinsert itself on its next attack. This starts the entire process over, requiring a new Fortitude save on the part of the victim.

#### Blindsight (Ex)

Clots have Blindsight at 60'.

#### Ooze (Ex)

As an ooze, a Clot is immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Oozes are not subject to critical hits, flanking, or the effects of massive damage.





## Infectious

Clots often carry diseases. Any direct physical contact between a Clot and another creature risks infection. The target must make a Fortitude save to resist this infection (DC dependent on disease, see *Table: Diseases*). Obviously characters that are immune to diseases are immune to these infections. If a Clot enters a character's bloodstream, add a +10 modifier to the save DC to resist infection, as the infectious agent is introduced directly into the victim's blood.

Several diseases can be transmitted through blood to blood contact. The nature of the disease carried by the Clot determines the save DC to resist infection. Some particularly virulent diseases also modify the Clot's Challenge Rating. Diseases use the same systems as outlined in *Contagion Revised Edition Chapter 12: Rules and Mechanics*. This list is by no means exhaustive, and GMs are encouraged to create their own diseases.

*Table: Diseases*

Disease	Save DC (CR modifier)	Incubation Period	Initial Damage	Secondary Damage
Common Cold	Save DC 12 (CR +0)	12-24 hours	1 CON	1d2 CON
Small pox	Save DC 15 (CR +0)	2d4 days	1 STR	1d2 STR
Hantavirus	Save DC 14 (CR +1)	One day	1d2 STR 1 CON	1d2 STR* 1d2 CON*
Necrotizing fasciitis	Save DC 13 (CR +1)	1d6 days	1 CON	1d3 CON*
West Nile virus	Save DC 15 (CR +2)	1d4 days	1 DEX 1 CON	1d2 DEX 1d2 CON*
Hepatitis	Save DC 20 (CR +3)	One week	1 CON	1d2 CON**
HIV	Save DC 25 (CR +4)	Three months	1 STR 1 DEX	1 STR 1d3 CON**

\*If damage is sustained, make a second saving throw to avoid 1 point being permanently drained (instead of damaged).

This damage continues being dealt per incubation period until resisted, properly treated, or the target dies.

\*\*This disease is incurable and the target will eventually succumb to its effects, though treatment can certainly extend life. Each successful save vs. secondary damage earns one month of extended time until the next save must be made (beyond the normal incubation period of the disease)

# HELL'S HENCHMEN

## Creeping Pustule

The Creeping Pustule is a variety of ooze that resembles a sickly-yellow and red mass of chunky-style pus with traces of blood. As the ooze moves it absorbs air, which bubbles through the creature and gives the appearance of constant bloody eruptions along the creature's surface. This also gives off a strong odor of decay. While some of its victims die of a massive bacterial infection sometime after contact, the Creeping Pustule's chief purpose is to permanently scar and disfigure its prey - the more beautiful and vain the victim, the better. The Creeping Pustule usually attacks victims in their sleep, where it can catch them off guard and do the most damage before the victim can react. Typically, it will adhere to the victim's face and smother them until they stop struggling, at which time it will allow them to breathe. All the while, the ooze is injecting flesh-eating bacteria into the victim's pores, moving on to the rest of the body after the face is suitably 'colonized'. The bacteria itself only rarely infects the blood stream or internal organs, but can slowly spread from the affected area over time. Even if treated, the skin will be scarred from many painful, skin-splitting cyst eruptions. Ironically, most victims die by secondary infections of the open wounds. The 'survivors' usually end up committing suicide.

### Species Traits

#### Advancement:

5-8 HD (Small),  
9-11 HD  
(Medium)

Creeping Pustule (Small Ooze)					
CR	4	DEF	13 (+1 size, +1 DEX, +1 natural)	BAB	+3
STR	12	Touch	12	Grapple	+4
DEX	13	Flat Footed	12	Reach	5'
CON	12	HD	4d10+4	FS	5' by 5'
INT	0	HP	26	Saves	
WIS	1	MAS	N/A	FORT	+2
CHA	1	INIT	+1	REF	+2
CP	8	SPD	20' climb	WILL	-1
Attack	+4 melee (1d6+1 plus disease, pseudopod)				
Full Attack	+4 melee (1d6+1 plus disease, pseudopod), -1 melee (1d6 plus disease, pseudopod)				

**Alignment:** None

**Feats:** None

**Skills:** None

### Special Abilities

#### Blindsight (Ex)

The Creeping Pustule is acutely capable of detecting vibrations within 40', allowing it to function as well as a sighted creature regardless of visibility conditions. Beyond 40', treat all targets as having full concealment.

#### Climb (Ex)

Able to secrete a sticky mucus-like substance, the Creeping Pustule is capable of movement along walls and ceilings without penalty.

#### Disease (Ex)

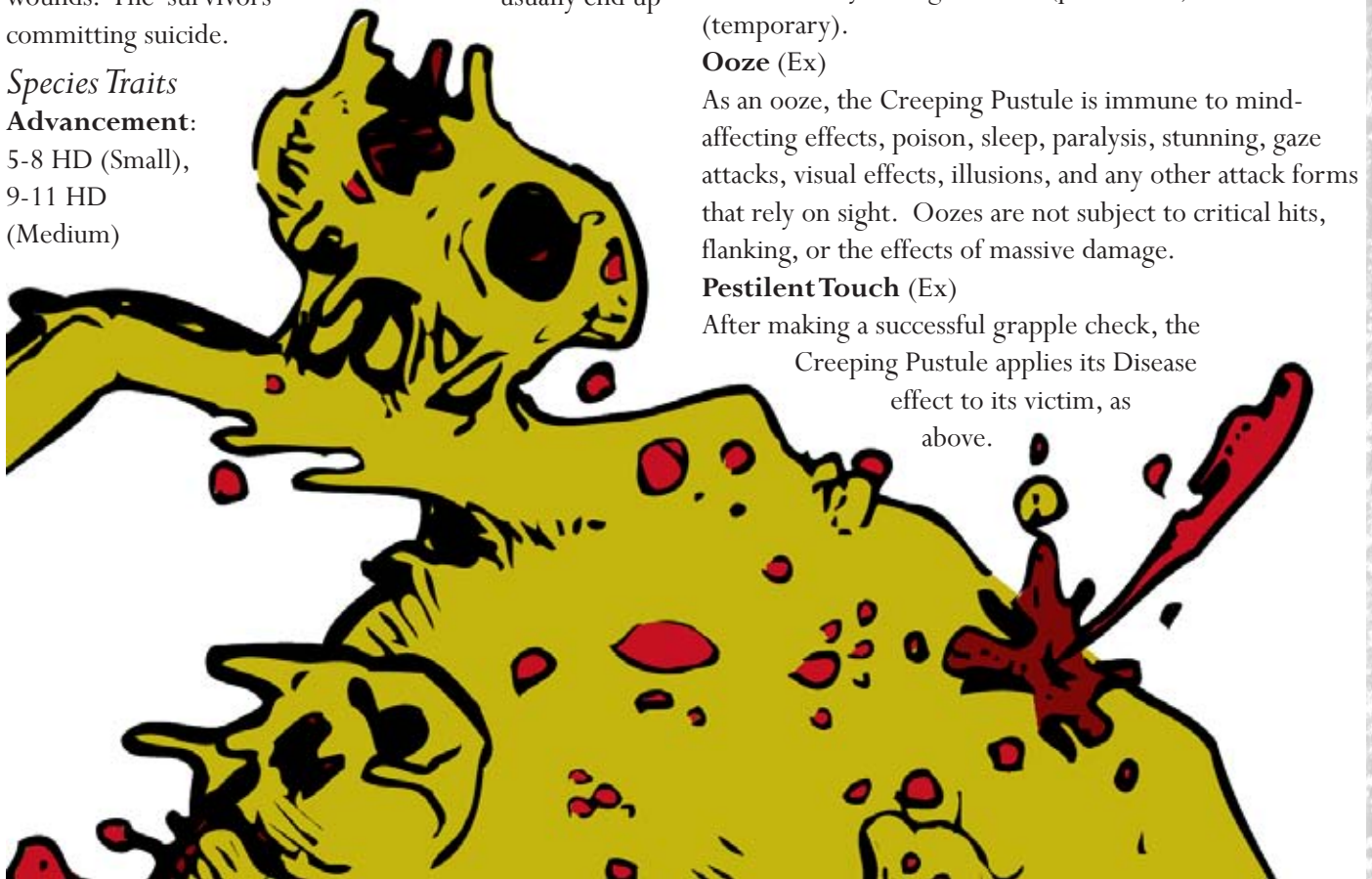
The Pustule's attacks carry a disease called Skin Split Fever (Fort [DC12] negates; incubation period 1 day; initial and secondary damage 1 CHA (permanent) and 1 CON (temporary).

#### Ooze (Ex)

As an ooze, the Creeping Pustule is immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and any other attack forms that rely on sight. Oozes are not subject to critical hits, flanking, or the effects of massive damage.

#### Pestilent Touch (Ex)

After making a successful grapple check, the Creeping Pustule applies its Disease effect to its victim, as above.





# HELL'S HENCHMEN

## Floaters

The earliest report of this ooze is recorded in an old folk tale known as “Curlean on the shore”. The tale speaks of a young woman named Curlean that was well loved by her village. One day, she went to the water’s edge to do her family’s washing. Those back at the village could hear her sweet voice on the wind as she sang a song about her beloved Terjohn, who had gone to war the spring before.

No one thought too much about it when her sweet melodies died away. When her screams echoed up from the shore, they ran to her as fast as they could.

By the time they got there, it was too late. All the poor villagers could do was stand helplessly by as what appeared to be the sea itself drug Curlean out to her watery death. The last they saw of her was her tear-stained face.

This once ignored ooze became a kind of fashion plate for awhile amongst the Barbas. The versatility and sheer destructive power of the ooze quickly led it to become a most prized creation.

They are now favored as a kind of “home security” system and can be found in numerous lakes and moats around the world.

Floaters are translucent ooze that lives in water. They are generally not aggressive but do respond quickly and mercilessly to stimuli. They are efficient killers that pull their victims under the surface to drown. They are generally placed in lakes and moats as traps, although a few skilled assassins have placed small Floaters in their target’s drinks. When the mark takes a sip, the swallowed Floater expands

Floater (Medium Ooze)					
CR	2	DEF	12	BAB	+4
			(+1 DEX, +1 natural)		
STR	13	<i>Touch</i>	10	<i>Grapple</i>	+5
DEX	11	<i>Flat Footed</i>	10	<i>Reach</i>	5'
CON	18	HD	1d10	FS	5' by 5'
INT	-	HP	23	Saves	
WIS	9	MAS	N/A	FORT	+2
CHA	8	INIT	3	REF	+0
CP	1	SPD	30'	WILL	+2
Attack	+5 melee slam (1d6+1)				
Full Attack	+5 melee slam (1d6+1)				

and chokes the victim. Once the victim is dead, the Floater will slide down his throat, leaving no obvious trace of foul play.

Floaters grow to their environment and can be very large.

### Species Traits

**Advancement:** Large (2-7 HD), Huge (8-15 HD)

**Alignment:** Neutral

**Feats:** *Stealthy, Toughness*

**Skills:** Hide +2, Listen +2, Move Silently +3, Swim +2, Survival +2, Concentration +1

### Special Abilities

#### Blindsight (Ex)

Floaters can sense creatures and objects up to 60' away.

#### Constrict (Ex)

Floaters can constrict their victims, dealing 2d6+7 points of bludgeoning damage.

#### Ooze (Ex)

Floaters are immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Floaters are not subject to critical hits, flanking, or the effects of massive damage.





# HELL'S HENCHMEN

## Digesters

Formed from stomach acid and other internal fluids, the Digester literally devours its victims. When creating a Digester, the Barbas typically seeks a human cannibal to sacrifice. The cannibal is then gutted, and his stomach acid, bile and phlegm are harvested and transformed into a Digester.

Digesters appear as churning, pustulant masses of ichor. They tend to slither along the ground, grabbing unsuspecting victims and slowly devouring their flesh. Aside from the innate ability to eat anything they contact, they are also capable of utilizing a small measure of their victim's power. If the victim of a Digester attack possesses any Extraordinary, Spell-like, or Supernatural abilities, the Digester can attempt to utilize those abilities. For this reason, Barbas tend to use Digesters against supernatural foes.

### Species Traits

**Advancement:** Standard Ooze

**Alignment:** Chaotic Evil

**Feats:** None

**Skills:**

None



### Special Abilities

#### Ability Duplication (Su)

A Digester who damages an opponent can utilize one of that opponent's Extraordinary, Spell-like or Supernatural abilities. The GM chooses which ability is targeted. The Digester has access to this ability for a number of rounds equal to the damage dealt in the initial attack. A digester can only make use of one "borrowed" ability at a time, though the Digester may channel a previously borrowed ability before its normal

Digester (Medium Ooze)					
CR	4	DEF	10	BAB	+0
STR	13	<i>Touch</i>	10	<i>Grapple</i>	+0
DEX	11	<i>Flat Footed</i>	10	Reach	5'
CON	13	HD	1d10	FS	5' by 5'
INT	—	HP	15	Saves	
WIS	13	MAS	N/A	FORT	+1
CHA	3	INIT	+0	REF	+0
CP	1	SPD	30'	WILL	+1
Attack	+1 melee 1d6 slam				
Full Attack	+1 melee 1d6 slam				

duration expires in order to duplicate a different ability (with a successful attack). Digesters are not subject to prerequisites or level requirements for mimicked abilities; though they do use their own stats in conjunction with those borrowed capabilities.

#### Acid Resistance 20 (Ex)

A Digester ignores the first 20 points of acid damage from any single attack.

#### Acid Touch (Ex)

Any contact with a Digester deals 4d6 points of acid damage.

#### Blindsight (Ex)

Digesters have Blindsight at 60'.

#### Ooze (Ex)

Digesters are immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks,

visual effects, illusions, and other attack forms that rely on sight. Digesters are not subject to critical hits, flanking, or the effects of massive damage.



# HELL'S HENCHMEN

## Holocaust Host

When an act of genocide is committed, the legions of Hell (if they aren't already involved) are drawn to the site like a magnet. Each caste has a use for the remains. But when there is almost nothing left the Barbas slink in and take over. They take the leftover pieces of flesh and earth and use them to create one of the caste's most horrifying creations. A Holocaust Host is an immense, giant sized, mass of decayed body parts and the material that formally housed their remains, be it mud, dirt, sand or ash. The Host emits the sound of the howling souls of its victims. This sound can paralyze even the hardest soul in abject fear.

### Species Traits

**Advancement:** none

**Alignment:** Chaotic Evil

**Feats:** *Cleave, Great Cleave, Power Attack*

**Skills:** Listen: +10, Spot +9

### Special Abilities

#### Damage Reduction

(Su)  
Holocaust Hosts have damage reduction 5/- and thus ignore the first 5 HP of damage from any attack.

#### Darkvision (Ex)

Holocaust Hosts enjoy darkvision at a range of 60'

#### Fear Aura (Sp)

The howls of torment unleashed by the Holocaust Host cause all creatures within 50' of it to make Will saves (DC 18) or suffer the effects of the *fear* spell.

#### Improved Grab (Ex)

If the Holocaust Host hits with its slam attack, the victim takes normal damage and the Holocaust Host attempts to start a grapple as a free action without provoking an attack

Holocaust Host (Huge Ooze)					
CR	15	DEF	19 (-2 size, +11 natural)	BAB	+12
STR	28	<i>Touch</i>	8	<i>Grapple</i>	+29
DEX	10	<i>Flat Footed</i>	19	Reach	15'
CON	21	HD	16d8 +64	FS	15' by 15'
INT	6	HP	136	Saves	
WIS	11	MAS	N/A	FORT	+15
CHA	10	INIT	+4	REF	+4
CP	12	SPD	30'	WILL	+7
Attack	+21 melee slam (2d10+9)				
Full Attack	+21 melee slam (2d10+9)				

of opportunity. No initial touch attack is required.

### Ingest Corpses (Su)

By ingesting bodies the Holocaust Host is able to heal its wounds. It regains 5 Hit Points for every body it ingests. It can never gain more Hit Points than its maximum. Corpses ingested by the Holocaust Host can never be restored to life.

### Ooze (Ex)

Holocaust Hosts are immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Oozes are not subject to critical hits, flanking, or the effects of massive damage.

### Swallow Whole (Ex)

If the Holocaust Host begins its turn with an opponent held in a grapple it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it absorbs its victim. Once inside the Host the victim takes 1d10+5 points of bashing damage each round. A successful grapple check allows the swallowed creature to extract itself from the inside of the Host's body and return to the surface, where another successful check is needed to get free.





## Nitre Crawler

Commonly found in cemeteries and crypts, Nitre Crawlers are oozes crafted from chemicals that are produced by rotting corpses. These chemicals can be refined into explosives, a principle that the Barbas use to full advantage when crafting the Nitre Crawler. Nitre Crawlers are essentially ambulatory traps. These creatures will drop onto an unsuspecting victim in an attempt to suffocate them. Most creatures will attempt to rip the Nitre Crawler off of their face, not realizing that the ooze is explosive. When the Nitre Crawler is inevitably damaged in the scuffle, it explodes, often decapitating the unwary victim.

Barbas often use Nitre Crawlers as a last ditch distraction to facilitate an escape. The creatures are relatively simple to create, and the Barbas are more than happy to toss a horde of Nitre Crawlers at a group of pursuers in order to fight another day.

### Species Traits

**Advancement:** 2–3 HD (Small) 4–10 HD (Medium)

**Alignment:** Neutral Evil

**Feats:** None

**Skills:** None

### Special Abilities

**Blindsight** (Ex)

Nitre Crawlers have Blindsight at 60’.

**Explosive** (Ex)

Nitre Crawlers are explosive. If the Nitre ooze is reduced to 0 HP, it explodes, dealing 3d6 HP of damage with a burst radius of 10’ (Reflex DC 15 for half damage).

Note that the Nitre ooze may grasp its opponent, via Smother. If a Nitre Crawler has grappled a victim, that victim may not make a Reflex save to avoid damage, instead making a Fortitude save (DC 15). If this Fortitude save fails, the victim takes double damage.

**Smother** (Ex)

With a successful attack, the Nitre Crawler can wrap itself around a victim’s face, cutting off his air supply. The victim must make a Strength or Escape Artist check (DC 15) to escape

Nitre Crawler (Tiny Ooze)					
CR	1	DEF	12	BAB	+0
			(+2 size)		
STR	6	Touch	12	Grapple	+0
DEX	10	Flat Footed	12	Reach	2’
CON	10	HD	1d10	FS	2’ by 2’
INT	–	HP	5	Saves	
WIS	1	MAS	N/A	FORT	+2
CHA	1	INIT	+0	REF	+0
CP	1	SPD	5’	WILL	–5
Attack	+0 melee wrap (1 HP)				
Full Attack	+0 melee wrap (1 HP)				

this fate. Failure causes the victim to suffer the effects of suffocation.

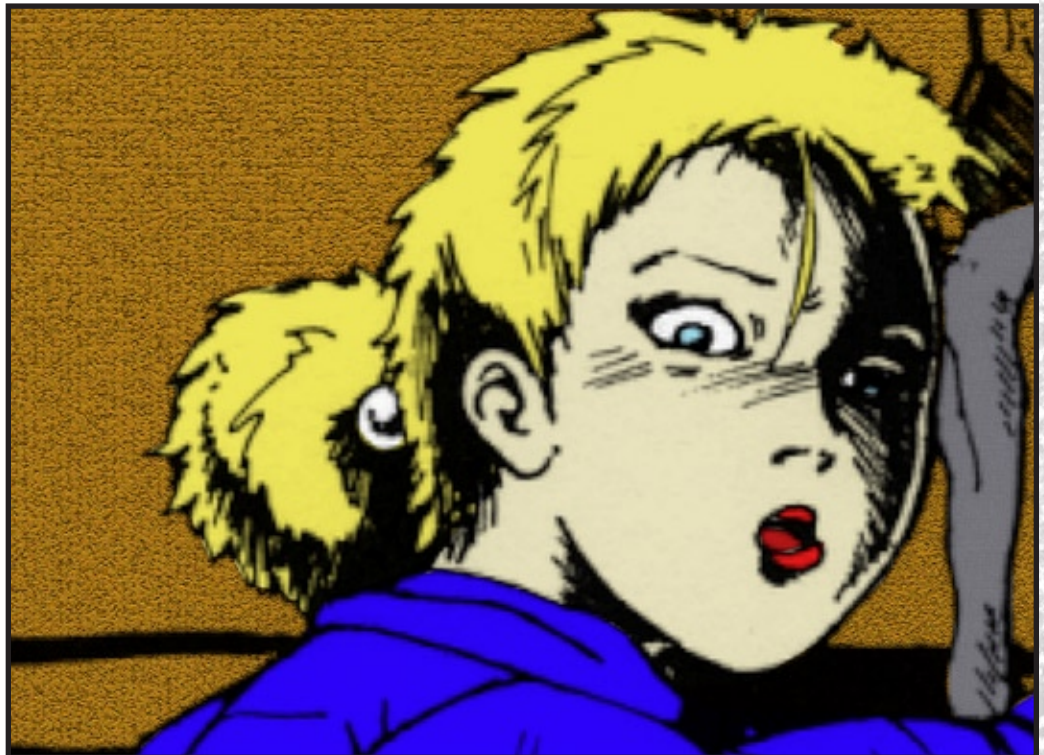
The victim of a Nitre Crawler’s Smother attack may also attack the Nitre Crawler with weapons. Attacking a smothering Nitre Crawler deals damage to both the Nitre Crawler and its victim. Dealing even 1 HP of damage dislodges the Nitre Crawler, but if the Nitre Crawler is reduced to 0 HP as a result of the attack then it explodes as detailed in the Explosive ability.

**Translucent** (Ex)

Nitre Crawlers are very difficult to see, requiring a Spot check (DC 15) to see. This may be modified by environmental conditions (such as darkness).

**Ooze** (Ex)

Nitre Crawlers are immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Nitre Crawlers are not subject to critical hits, flanking, or the effects of massive damage.





# HELL'S HENCHMEN

## Piggybackers

Piggybackers are typically used in conjunction with other oozes. Comprised of a chemical compound similar to DMSO, Piggybackers allow any chemical mixed with them (including local dirt, fungus, and other oozes) to enter a target's bloodstream through the skin. This direct introduction of the carried chemicals or oozes can have a wide variety of effects, depending on the nature of the carried substance.

It is important to note that a target infected by a Piggybacker will be immediately aware of his dilemma. If any substance carried by a Piggybacker has a taste or odor, the target will immediately be overcome with a strong waft of the carried substance. This potent sensory input can be disorienting regardless of the carried substance, but is particularly nasty when mixed with sewage or blood, for example.

Piggybackers are fairly simple to create, and not terribly effective by themselves. It is in conjunction with other oozes that the true horror of the Piggybacker can be displayed. On rare occasions a Piggybacker is sent against another target without an attached ooze. Most often the Piggybacker is dosed with a poison and sent on a mission of assassination.

Piggybackers assume the appearance of whatever substance they are mixed with. A blank Piggybacker, carrying no other substance, looks like a pool of water.

### Species Traits

**Advancement:** Standard Ooze

**Alignment:** Neutral Evil

**Feats:** None

**Skills:** None

### Special Abilities

**Blindsight** (Ex)

Weaker than the average ooze, Piggybackers receive Blindsight at 30'.

**Melding** (Ex)

Piggybackers can meld their chemical composition with that of another ooze, or with any mundane liquid or powder. This requires only a single turn of contact. When melded with a mundane substance, the Piggybacker gains

Piggybacker (Small Ooze)					
CR	1 (+2)	DEF	12	BAB	+0
STR	9	<i>Touch</i>	(+1 size, +1 DEX) 11	<i>Grapple</i>	+0
DEX	13	<i>Flat Footed</i>	11	<i>Reach</i>	4'
CON	9	HD	1/2d10	FS	4' by 4'
INT	—	HP	10	Saves	
WIS	10	MAS	N/A	FORT	-1
CHA	1	INIT	+1	REF	+1
CP	1	SPD	30'	WILL	-3
Attack	+0 melee (1d4 slam)				
Full Attack	+0 melee (1d4 slam)				



certain

properties of that substance such as being poisonous or flammable.

Essentially, the Piggybacker acts

as if it were a mobile pool of the melded substance.

When melded with another ooze, the other ooze gains the Piggybacker's ability to introduce itself into a target's bloodstream. This intensifies the effects of the melded ooze, adding a +5 to the save DC to resist any of the melded ooze's offensive effects based on physical contact.

**Ooze** (Ex)

Piggybackers are immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Piggybackers are not subject to critical hits, flanking, or the effects of massive damage.

**Skin Soaking** (Ex)

This is the Piggybacker's ability to introduce itself (and any carried substance) into a target's bloodstream via contact with the target's skin. On a successful touch attack, the Piggybacker is able to soak itself into the target's skin. There is no save to resist Skin Soaking, though saves to resist secondary effects (i.e. poisons or diseases) are possible.



# HELL'S HENCHMEN

## Unthinkables

Named for their horrific and inhumane composition, Unthinkables are oozes made from bio-waste that has been discarded from abortion clinics. Barbas with truly blasphemous creative urges bind together the blood, placenta, and unborn fetuses into unholy and abhorrent creatures. Unthinkables typically look like a bloody paste with fetal body parts jutting out at random intervals. Their primary attack consists of enveloping their victims and gnawing on them with half-formed mouths. In the creation process, many Barbas place shards of bone or artificially enhanced teeth in the head sections of the fetuses in order to allow the ooze to chew on its victims. Small wounds are opened throughout the victim's body. Each wound is typically negligible, but the combination of several locations on the body being chewed on is sufficient to cause low levels of damage.

Some Barbas develop a twisted paternal relationship with their Unthinkables. A few even go so far as to name the creatures. These Barbas are far less likely to utilize their Unthinkables as cannon fodder.

### Species Traits

**Advancement:** Standard Ooze

**Alignment:** Chaotic Evil

**Feats:** None

**Skills:** None

Unthinkable (Medium Ooze)					
CR	2	DEF	11	BAB	+1
			(+1 DEX)		
STR	13	<i>Touch</i>	10	<i>Grapple</i>	+1
DEX	11	<i>Flat Footed</i>	10	<i>Reach</i>	5'
CON	10	HD	2d10	FS	5' by 5'
INT	—	HP	20	Saves	
WIS	9	MAS	N/A	FORT	+0
CHA	3	INIT	+1	REF	+0
CP	2	SPD	20'	WILL	-1
Attack	+2 melee 1d6 bite or +2 melee 1d6 slam				
Full Attack	+2 melee 1d6 bite or +2 melee 1d6 slam				

### Special Abilities

#### Blindsight (Ex)

Like most oozes, Unthinkables have Blindsight at 60'.

#### Fear Aura (Ex)

Due to their horrific nature, Unthinkables project a very low-grade aura of fear. Weak willed observers who see an approaching mass of abortion waste tend to panic as their minds try to deal with the horror that they face. Anyone seeing an Unthinkable must succeed at a Will save (DC 12) or become panicked.

#### Ooze (Ex)

Unthinkables are immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Unthinkables are not subject to critical hits, flanking, or the effects of massive damage.





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