

Hidden Races



d20
system

H. Haddaway

A SOURCEBOOK
FOR USE WITH
CONTAGION

Contagion: Hidden Races



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If you are too incompetent to figure that out, you should seek professional help immediately. Our apologies to the vast majority of people to whom this message does not apply.

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The world of **Contagion** is a dark and mysterious place. In the shadows, the forces of Heaven and Hell wage a centuries-old war, with the souls of mankind as the prize. Occasionally humans are dragged into this conflict, used as pawns by the divine and the infernal.

At various points in history, both sides in the War have manipulated humans, changing them into something different. Angels select Slayers from the human masses, funneling divine power into otherwise normal men and women, and pressing them into service as warriors in God's Army.

Demons, using the souls of sinners as clay and mortar, have crafted Hellspawn to fight their battles for them. All manner of blasphemous creatures have been birthed in service to Lucifer and his rebels. Each breed of Hellspawn is more terrifying than the last.

Sometimes, a group of humans is changed in a fundamentally similar way. Cursed by powerful demons, these humans become a splinter race. Twisted by demonic magic, these races gain strange abilities, but always at a steep price.

Cross breeding between human offshoots also produces new racial traits. When disparate curses carried in genetic material mingle in a mother's womb, the results have historically proven to be unpredictable at best, and terrifying at worst.

This book details new races available to player characters in **Contagion**. Each is unique, with its own advantages and shortcomings. Each race has special abilities and weaknesses, and each has a rich and full history, which will be detailed below. Whether you are a player in a Contagion campaign, a Gamemaster looking for a new antagonist, or an OGL aficionado seeking something new and interesting, the races below will enrich your gaming experience.

A NOTE ON HUMAN RACIAL VARIANTS:

People are unique and individual. They come in all shapes and sizes. In the world of Contagion, this is just as true as in real life. Many players like to play characters that are outside of the average build. For this reason, we have included rules for humans that are afflicted with Dwarfism and Gigantism.

Dwarves and giants are not separate races. These characters are one hundred percent human. However, rather than bog down characters with additional feat selections or complicated rules modifications, we have included Human (Dwarf) and Human

(Giant) as unique racial options for players to choose. The decision to depict dwarves and giants as racial variants is based on game mechanics and convenience. In no way do we wish to imply that people with Dwarfism and Gigantism are somehow anything other than human. Please take the following information as it is intended, to enrich your gaming experience.

Human (Dwarf)

Dwarves are simply humans who are smaller in size and stature. Through a genetic disorder or hormonal imbalance, humans afflicted with dwarfism typically grow to a less than average height. Many dwarves find themselves facing difficulties in daily life, as they live in a world constructed for larger humans. Though some dwarves succumb to low self-esteem and other psychological issues because of these difficulties, most are perfectly capable of leading normal lives.

Hit Die

By character class

Ability Modifiers

+2 Dexterity, +2 Constitution, -2 Charisma

Alignment

Any

Skill Penalties

Being a human offshoot, Dwarves receive no skill penalties.

Racial Features

Dwarves receive the following racial features:

Human

Dwarves are simply humans with a genetic condition.

As a result, dwarves are considered human for all purposes of game mechanics including class selection, feat



selection, racial changes, and supernatural abilities. Dwarves are the result of genetics, not magic, and as such have no inherent supernatural qualities.

Size: Small

Dwarves receive a +1 Defense modifier and a +1 bonus on melee attacks while facing Medium sized opponents. This also grants the dwarf a +4 size modifier on Hide checks. For full information on the effects of Small size, see Contagion: Revised Edition.

Slow and Steady (Ex)

Dwarves have a base speed of 20 feet. Dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium and heavy load (unlike other creatures, whose speed is reduced in such situations). However, due to their low center of gravity, dwarves are less likely to be tripped or to stumble. Dwarves gain a +4 species bonus on ability checks to resist bull rush and trip attempts when standing on the ground (but not when climbing, riding, or otherwise not standing firmly on the ground).

Challenges

None. Any difficulties that a dwarf may encounter due to size are covered under the size rules.

Human (Giant)

The opposite of dwarves, giants are those rare humans who, due to genetic disorders or hormonal imbalances, are much larger in size than the average human. While typically not quite as inconvenienced as dwarves with regards to functioning in their daily lives, giants tend to draw slightly more attention than dwarves. People will notice a giant in a crowd far easier than a dwarf, and many giants experience social difficulties beginning in adolescence. The same psychological issues that can result from dwarfism may manifest in giants. Like dwarves, many giants are fully capable of living normal lives, paying little or no attention to their differences from “normal” folks.

Hit Die

By character class

Ability Modifiers

+2 Strength, +2 Constitution, -2 Dexterity

Alignment

Any

Skill Penalties

Being a human offshoot, giants receive no skill penalties.

Racial Features

Giants receive the following racial features:

Human

Giants are simply humans with a genetic condition. As a result, giants are considered human for all purposes of game mechanics including class selection, feat selection, racial changes, and supernatural abilities. Giants are the result of genetics, not magic, and as such have no inherent supernatural qualities.

Powerful Build (Ex)

The physical stature of giants lets them function in many ways as if they were one size category larger. Whenever a giant is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the giant is treated as one size larger if doing so is advantageous to him.

A giant is also considered to be one size larger when determining whether a creature’s special attacks based on size (such as improved grab or swallow whole) can affect him. A giant can use weapons designed for a creature one size larger without penalty.

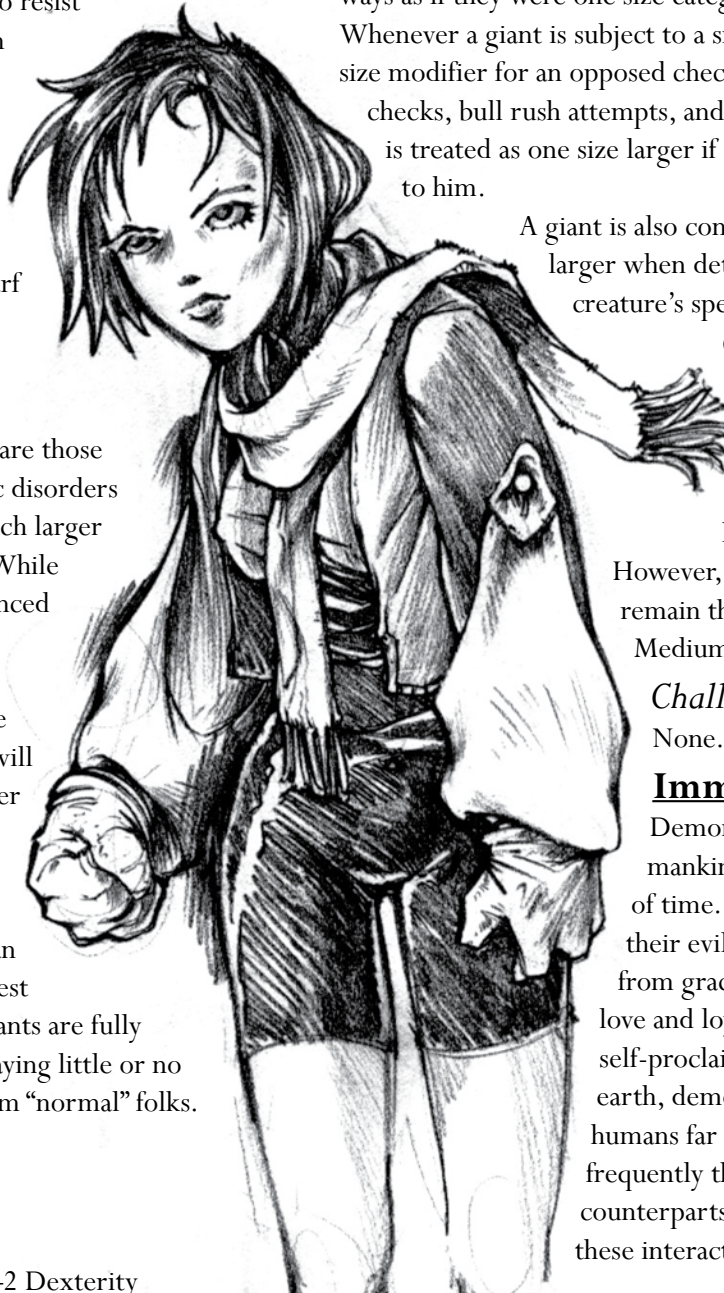
However, his space and reach remain those of a creature of Medium size.

Challenges

None.

Immunda

Demons have walked among mankind since the beginning of time. Many demons, despite their evil twisted nature, fell from grace because of a misguided love and loyalty to humanity. As self-proclaimed princes of the earth, demons have interacted with humans far more intimately and frequently than their angelic counterparts. Throughout history, these interactions have occasionally



led to physical unions. Whether used as a method of persuasion or torture, or occasionally out of twisted love, demons have bedded humans repeatedly throughout the centuries. Immunda are the bastard children of these blasphemous unions.

Immunda gain great power from their demonic parentage. Each caste of demons passes on a unique genetic trait to their half-human offspring. It is a fraction of the demonic parent's infernal power, but this power is often enough to allow the Immunda to intimidate and cajole weaker humans into obedience. Immunda also gain the ability to recognize magics of their parent's caste. This ability is a great boon and has led many Immunda to seek out and manipulate Magi and Pagans who dabble in the mystic arts. Being an Immunda does carry certain drawbacks as well. Most Immunda tend to be as twisted and evil as their demonic parents. Many Immunda tend to behave in a fashion similar to a demon of their parents caste. Children of Chammadi tend to find themselves obsessed with death and necrophilia. Children of Malphas find themselves gifted with a horrific sense of dark humor. Even those rare Immunda who suppress these urges still find themselves compelled to behave in shameful and sinful ways, and constantly struggle to fight the darkness within. Most of these "soft" Immunda are not long for this world as their divine enemies slay them in battles fueled by misunderstandings, if their own guilt does not drive them to suicide first.

Demonic parents, leaving their bewildered human partners to raise their offspring alone, often abandon Immunda. Many human parents of Immunda are driven mad by the terrible actions of their children. Many Immunda spend their youths in and out of juvenile detention facilities or foster homes. Other, subtler Immunda learn to conceal their dark predilections early in life, convincing their families that they are perfect little angels. Some demons keep human companions for the sole purpose of breeding. In an infernal mockery of human families, these demons assume an active role as parents. The Immunda rarely benefits from such direct attention, as their demonic parent is typically ill tempered and prone to abusive behavior. Because of the hostile domestic environment such Immunda are raised in, these unfortunate children tend to be among the most horrifying monsters that walk the earth. Bred by insanity and raised in cruelty, these Immunda are vessels of corruption and sin.

Hit Die

d10 or by character class (whichever is higher)

Ability Modifiers

+1 Strength, +1 Constitution, +2 Charisma

Alignment

Any, though usually evil.

Table: Caste Blessing

Parental Caste	Supernatural Ability
Marchocia	Breath Weapon: (Cone of Fire, deals 1d6 per character level. Cone is 5ft long per character level. Reflex save for half damage DC 10 + (Immunda character level)
Malphas	Damage Reduction: equal to the Immunda's character level. Lasts for 1d4 rounds + 1 round per character level per use.
Succubae	Inviolable Mind: These Immunda are immune to mind-affecting effects, fear, and paralysis. Lasts for 1d4 rounds + 1 round per character level per use.
Leviathans	Energy Drain: The Immunda may elect to apply one negative level to a victim after a successful claw attack. This grants the Immunda 5 temporary Hit Points (Fort save DC 10 + Immunda character level to resist permanent level loss after 24 hours).
Barbas	Pseudopod: The Immunda can generate an ooze-like pseudopod, which allows them to manipulate objects and make additional attacks with his full strength. Lasts for 1d4 rounds + 1 round per character level per use.
Mastim	Ability Damage: The Immunda may elect to deal 1d3 + character level points of temporary Wisdom damage instead of Hit Point damage with a successful claw attack. This damage heals at a rate of 1 point per day.
Ornians	Fate's Blessing: The Immunda may add +20 to the result of a single attack roll, save, or skill check. Alternatively, the Immunda may add +15 to DEF for a single round.
Chammadi	Command Undead: The Immunda may command undead creatures. A commanded creature falls under the mental control of the Immunda, who can give mental orders to a commanded creature as an attack action. The Immunda can command any number of creatures whose total Hit Dice don't exceed his character level. He may voluntarily relinquish command in order to establish command on different creatures. Lasts for 1d4 rounds + 1 round per character level per use.

Skill Penalties

–12 Skill points at 1st level, –3 Skill points per level afterward.

Racial Features

Immunda receive the following racial features:

Caste Blessing (Su)

Immunda receive a supernatural ability based on their demonic parent’s caste. This supernatural ability may be activated once per day at no cost. Subsequent uses of the Immunda’s caste blessing within a 24-hour period require the use of a Contagion point.

Low-Light Vision (Ex)

Immunda can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Recognition

(Su)
Like their demonic parent, Immunda immediately recognize magic related to their parent’s caste as such.

For example, an Immunda with Chammadi ancestry instantly recognizes Necromancy spells and effects and the offspring of a Marchocia knows a Magus’ fireball for what it is: a perversion of divine creation. No roll is needed to use this ability.

Retractable Claws (Su)

Immunda may use their sharp claws to deal lethal (slashing) damage instead of subdual damage with an unarmed attack. The claw attack of an Immunda deals 1d3 + Strength modifier points of damage. Attacks made with these natural weapons do not provoke attacks of opportunity. Feats such as Combat Martial Arts may increase the amount of damage

dealt.

Extending or retracting these claws is considered a move action. An Immunda may not benefit from these claws unless they are extended. While extended, the claws are obvious to all but the most casual observation. An Immunda may keep their claws extended or retracted at their discretion.

Skill Bonuses (Ex)

Immunda gain a +2 species bonus on Intimidate and Spot skill checks.

Challenges

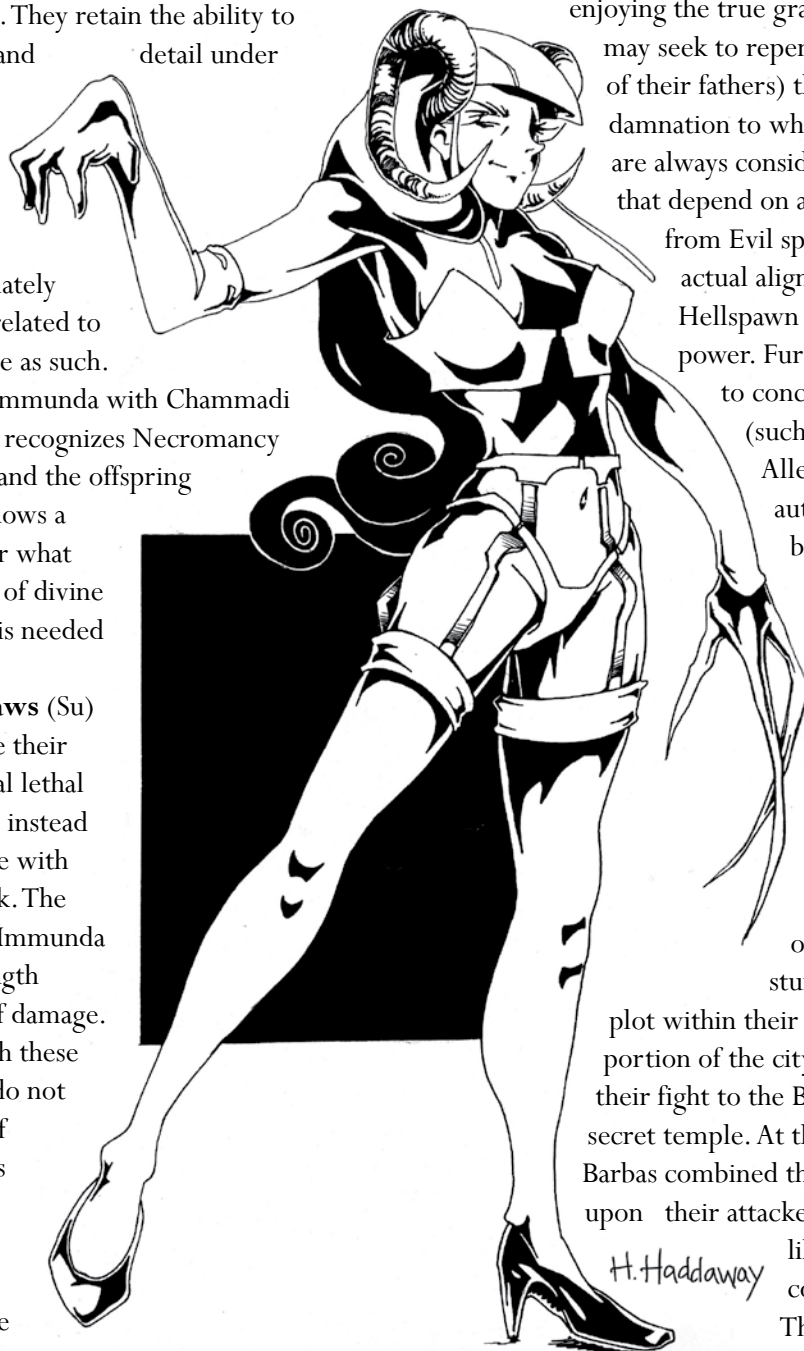
Damned

Immunda are damned by the very nature of their blood. Their infernal parentage prevents Immunda from ever enjoying the true grace of God. While rare Immunda

may seek to repent for their sins (and the sins of their fathers) they can never truly escape the damnation to which they were born. Immunda are always considered evil with regard to effects that depend on alignment (such as a Protection from Evil spell) regardless of the Immunda’s actual alignment. Immunda are considered Hellspawn with regard to a Clergy’s aura power. Furthermore, any effect that seeks to conceal an Immunda’s alignment (such as an Infernalist’s Undetectable Allegiances class feature) automatically fails when employed by an Immunda. The stench of evil is far too prevalent on these tainted beings to be disguised.

Morlocks

Created by a trio of Barbas who had grown tired of the meddling of Vagrants, the Morlocks have the distinction of being the youngest supernatural race. In 2006, a band of Vagrants operating in Kolkata, India stumbled onto a horrific Barbas plot within their home city. Organizing a large portion of the city’s homeless, these Vagrants took their fight to the Barbas, attacking them in their secret temple. At the height of the battle, the three Barbas combined their power to lay a terrible curse upon their attackers, turning them into ooze-like humanoids. In the ensuing confusion, the Barbas fled. The leader of the band of Vagrants,



a man named Madhusudhana Harijan, called the newly cursed together and fled into hiding in Kolkata's unkempt brick sewers. The curse had made the Vagrants monstrous in appearance. Their flesh was transmuted into filthy ooze, which collected filth and debris that the poor souls came into contact with. Their bodies retained a humanoid shape, but they could no longer pass for human without covering the majority of their flesh.

Over the following weeks, Harijan and his band learned to cope with their new bodies. Experimentation and necessity taught the Vagrants to adapt to their new forms. Soon, they began to learn how to reshape themselves, growing larger or smaller as needs dictated. They also learned to push themselves through small openings like liquid. Some of the Vagrants found it too taxing to live with their new curse. Harijan pleaded with his followers to keep faith. He swore that they would find justice, and that the demons responsible for their terrible transformation would pay for what they had done.

A lifelong fan of Jules Verne, Harijan adopted the name of the subterranean race from *The Time Machine* to describe his brood. Recovered from battle and driven to vengeance, the newborn Morlocks crept forth from their underground haven to seek revenge. They scoured the streets of Kolkata seeking the Barbas who had damned them. Their search was in vain.

The Morlocks soon learned that the Barbas who had cursed them left town shortly after their grand battle. Determined to find their enemies, many Morlocks began to travel abroad in an effort to hunt the demons. Harijan and a few of his close companions remained in Kolkata to maintain the Morlock home. The rest of the Morlocks scattered to the corners of the globe to pursue their agenda of vengeance against the Barbas. Now the Morlocks struggle to understand their unique condition and find their place in the world. Very little is known about the Morlocks, even by the Morlocks themselves. They have learned that they can breed, and that their gestation period is much shorter than a human's. The first successful Morlock birth took place in early 2007. It is unknown if the Morlocks can breed with members of other races, but given the horrific appearance of Morlocks, it seems unlikely that anyone is willing to try.

Hit Die

By character class

Ability Modifiers

+2 Dexterity, -4 Charisma

Alignment

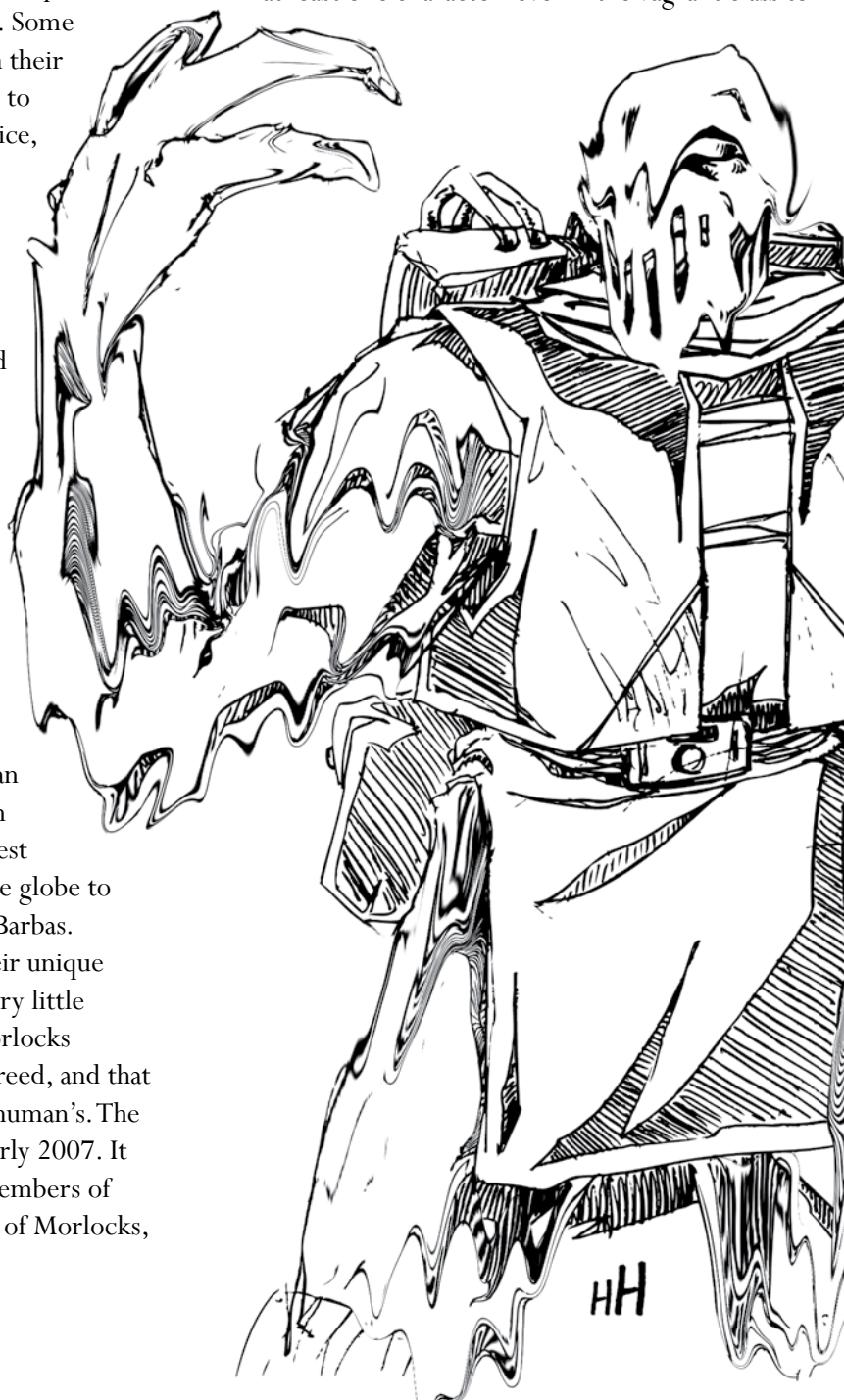
Any

Skill Penalties

-4 at 1st level, -1 per level thereafter

Requirements

A character must be born a Morlock and cannot become one later in life. All Morlocks who were products of the Barbas curse were members of Harijan's coalition of homeless. As a result, all Morlock characters must have at least one character level in the Vagrant class to



reflect their status as underprivileged wretches. All Morlocks are of Middle Eastern descent, though their appearance no longer indicates any sort of human parentage. All Morlocks speak Bengali and English as native tongues.

Racial Features

Morlocks receive the following racial features:

Blindsight (Ex)

Morlocks use nonvisual senses, including sensitivity to vibrations and scent, to perceive their surroundings. While technically blind, Morlocks can maneuver and fight as well as a sighted creature. Invisibility and darkness are irrelevant to Morlocks. Morlocks enjoy Blindsight to a range of 100 feet.

Extra Hit Points (Ex)

As creatures of plasm, Morlocks receive an extra 10 Hit Points at character creation.

Fluid Form (Su)

By taking a full round action, a Morlock can squeeze itself through any opening that air or liquid can seep through. While seeping through openings in this fashion, a Morlock is considered helpless, but takes half damage from piercing and slashing attacks.

Immunities (Ex)

Due to their protoplasmic physiology Morlocks are immune to poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Morlocks are not subject to critical hits, flanking, or the effects of massive damage.

Pseudopods (Su)

Morlocks can extend pseudopods from their gelatinous forms. These prehensile tendrils of ooze can manipulate objects and exert enough strength to move a 5-pound object. While these pseudopods cannot damage opponents, using the pseudopods in combat does grant the Morlock a +4 bonus to grapple checks as its tendrils assist in grabbing opponents.

With the expenditure of a Contagion Point, a Morlock can infuse his pseudopods with strength, allowing them to exert force equal to the Morlock's Strength ability score.

This grants the Morlock an additional attack per turn, and counts as a slam attack which deals 1d6 + Strength modifier damage.

Pseudopods can reach anything within the Morlock's threat range.

Slam Attack (Ex)

Morlocks gain a slam attack which deals 1d6 + Strength modifier damage.

Variable Size

Morlocks are capable of stretching and molding their

protoplasmic forms, altering their basic size. While remaining humanoid in shape, this change in size can have an effect on the Morlocks fighting capabilities. Morlocks can voluntarily shift between Small, Medium, or Large size as a move action. Each size grants the Morlock certain bonuses and penalties.

Small: This grants Morlocks a +1 Defense modifier and a +1 bonus on melee attacks while facing Medium sized opponents. This also grants the Morlock a +4 size modifier on Hide checks. For full information on the effects of Small size, see [Contagion: Revised Edition](#).

Medium: No changes. This is the default size for a Morlock.

Large: This confers upon the Morlock a -1 Defense modifier and a -1 penalty on melee attacks while facing Medium sized opponents. This also grants the Morlock a -4 size modifier on Hide checks. The Morlock however gains a +4 to all grapple checks, a +4 to intimidate skill checks, and 5 bonus Hit Points while Large sized. For full information on the effects of Large size, see [Contagion: Revised Edition Chapter 12: Rules and Mechanics](#).

Skill Bonus

Morlocks gain a +4 species bonus on Hide, Move Silently, and Tumble checks. Morlocks also receive a + 10 species bonus on Escape Artist checks.

Challenges

Cold Susceptibility

Morlocks cannot abide the cold, taking double damage from cold-based attacks. Furthermore, in areas of extreme cold (freezing or below) Morlocks take a -2 penalty to all actions due to sluggishness and discomfort.

Inhuman

Morlocks retain the basic shape of a human being, with two arms, two legs, a torso, and a head. Unfortunately the similarities end there. Morlocks are comprised of detritus, sand, and slime, making it very difficult for these unfortunates to pass for human. A Morlock must cover himself from head to toe in heavy clothing to conceal his true nature. This requires appropriate clothes and a Disguise check (DC 15) before a Morlock can hope to venture out into human society without revealing its true nature.

Mistaken Identity

Because the Morlocks are a young race, and few people outside of the Morlock community are even aware of their existence, most characters assume that Morlocks are Hellspawn. Morlocks tend to be mistrusted, if not outright attacked, by non-Morlocks who discover their true nature.

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