Hidden Races

d20 system

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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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)

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+1 Strength, +1 Constitution, +2 Charisma

Alignment

Any, though usually evil.

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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	Inviolate 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.