

TIEFLING SUBRACES

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SUBRACES

When you choose the subrace of your tiefling character, you can choose one of the following options, in addition to those in the *Player's Handbook*.

Aquatic Tiefling

Aquatic tieflings are typically descendants of great oceanic beings. These tieflings are resilient creatures adapted to the farthest reaches of the deep and seldom making their way to the water's surface for any reason. Many carry an innate affinity for illusory magic and are excellent at disengaging from unwanted situations they may find themselves in.

Ability Score Increase. Your Constitution score increases by 1, and one other ability score of your choice increases by 2.

Abyssal Resistance. You have resistance to cold damage. This trait replaces the Hellish Resistance trait in the *Player's Handbook*.

Scion of the Depths. You have a swimming speed of 30 feet, and you can breathe air and water.

Legacy of the Seas. At 1st level, choose one of the following cantrips: *ray of frost*, *shape water*, or *thunderclap*. When you reach 3rd level, choose one spell from the following, of which you can cast as a 2nd-level spell: *fog cloud*, *frost fingers*, or *sanctuary*. Finally, when you reach 5th level, choose one spell from the following: *create or destroy water*, *mirror image*, or *misty step*. You can cast each spell once with this trait and regain the ability to do so when you finish a long rest. Constitution is your spellcasting ability for these spells. This trait replaces the Infernal Legacy trait.

Languages. You can speak, read, and write Common and Aquan. This trait replaces the

standard Languages trait in the *Player's Handbook* for tieflings.

Deep Tiefling (Leihion)

Subterranean tieflings, also known as *leihion*, are often demonic in their physical characteristics. They are usually found in small gatherings of families or wandering in isolation. The leihion are attuned to the magics of the earth, able to alter or otherwise use natural formations to their advantage in many facets of their lives. These tieflings often bear spikes of either bone or even crystal across their bodies, dark skin, and forked tails.

Ability Score Increase. Your Intelligence score increases by 1, and one other ability score of your choice increases by 2.

Superior Darkvision. Your darkvision has a radius of 120 feet.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (*Perception*) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Heart of the Abyss. At 1st level, choose one of the following cantrips: *dancing lights*, *magic stone*, or *mold earth*. When you reach 3rd level, choose one spell from the following, of which you can cast as a 2nd-level spell: *distort value* (targeting only gemstones and precious metals), *earth tremor*, or *silent image*. Finally, when you reach 5th level, choose one spell from the following: *darkness*, *shadow blade*, or *spider climb*. You can cast each spell once with this trait and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells. This trait replaces the Infernal Legacy trait.

Languages. You can speak, read, and write Common, Undercommon, and Abyssal. This trait

replaces the standard Languages trait in the *Player's Handbook*.

Seraph Tiefling

Thought to be blessed by celestials, the seraph tieflings roam the skies, generally spreading cheer and mischief in their wake. Many of these tieflings are feathered with brightly coloured eyes. Those who are particularly in-tune with their celestial blood may carry golden, rune-like markings across their bodies.

Ability Score Increase. Your Charisma score increases by 1, and one other ability score of your choice increases by 2.

Thunderous Resistance. You have resistance to thunder damage. This trait replaces the Hellish Resistance trait in the *Player's Handbook*.

Legacy of the Skies. At 1st level, choose one of the following cantrips: *gust*, *lightning lure*, *thaumaturgy*. When you reach 3rd level, choose one spell from the following, of which you can cast as a 2nd-level spell: *feather fall*, *thunderwave*, or *zephyr strike*. Finally, when you reach 5th level, choose one spell from the following: *invisibility*, *levitate*, *warding wind*. You can cast each spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells. This trait replaces the Infernal Legacy trait.

Flight Variant. You have a flying speed of 30 feet while you aren't wearing heavy armor. You may choose to have this trait replace the Legacy of the Skies trait.

Languages. You can speak, read, and write Common and either Auran or Celestial. This trait replaces the standard Languages trait in the *Player's Handbook*.

Woodland Tiefling

The woodland tieflings are descended from those touched by the beast gods. Often, they bear horns resembling beasts and they are adept to blending into their natural surroundings. These tieflings live off of the land, typically in small communities, though many carry an intense curiosity that leads them to explore away from the place that they originated from.

Ability Score Increase. Your Wisdom score increases by 1, and one other ability score of your choice increases by 2.

Heart of the Grove. At 1st level, choose one of the following cantrips: *druidcraft*, *primal savagery*, or *thorn whip*. When you reach 3rd level, choose one spell from the following, of which you can cast as a 2nd-level spell: *animal friendship*, *entangle*, or *longstrider*. Finally, when you reach 5th level, choose one spell from the following: *barkskin*, *earthbind*, or *pass without trace*. You can cast each spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells. This trait replaces the Infernal Legacy trait.

Fleet Footed. Ability checks made to track you have disadvantage, and you can move across difficult terrain made of nonmagical plants and undergrowth without expending extra movement. This trait replaces the Chameleon trait.

Chameleon. You have the ability to magically alter the colour of your skin. You have advantage on Dexterity (*Stealth*) checks even when you are attempting to hide in foliage, heavy rain, falling snow, mist, and other natural phenomena that lightly obscure you. This trait replaces the Fleet Footed trait.

Languages. You can speak, read, and write Common and Sylvan. This trait replaces the standard Languages trait in the *Player's Handbook*.