



Astonishing Races

Tiefling

Written by Kim C Frandsen



Astonishing Races

THE TIEFLING

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"The path to paradise begins in hell" - Dante Alighieri

Astonishing Races: Tiefling gives the race a full-racial review and expansion, emulating the style of the "Core Races" as detailed in books like the *Pathfinder Roleplaying Game: Advanced Race Guide* and others. Astonishing Races: Tiefling aims to give players of the devilish yet fickle tiefling immersive, world-neutral materials and support for almost any kind of play. Included are new and expanded options for alternate racial traits and subtypes, favored class options for all the base, core, hybrid, and occult classes, and 6 racial archetypes. The book also has new racial rules for tiefling equipment, feats, traits, magic items, spells and more

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Tiefling

Physical Description: Descending from fiendish roots, the victims of ancient brushes with dark forces, tieflings represent both the free will and stubbornness of mortals and the physical forms of the darkness that every mortal hides in their hearts, unable to deny the lure of the dark forces that inhabit the nether.

Tieflings are social outcasts wherever they go. Being only part fiend they do not fit in with their otherworldly ancestors, nor do they fit in with the mortals surrounding them.

This conflict between mortal and immortal influences and the dark passion of their fiendish ancestors define the tieflings both mentally and physically.

Able to exercise free will, many choose to defy their fiendish roots and become great heroes, while others embrace the vile taint at their core. This free choice and their own nature lead many tieflings to leave their home and strike out into new areas and environments, trying to find out where they fit into the grand design of the multiverse.

Flexible in body and mind tieflings often take up the mantle of the scholar or descend into the bowels of the criminal underworld, both areas where their often questionable morals and strange nature serve them well.

Tieflings are an incredibly diverse race, with physical traits from their fiendish forebears often coming to the forefront. Horns, tails, small wings and more are all traits of the tiefling.

Each tiefling is affected to a lesser or greater degree by their dark sire, with the unnatural traits often being traceable back to that particular fiend, even if the tiefling doesn't know their particular ancestor.

Tieflings descended from a Barbazu (Bearded Devil) for example, might have a bone-growth resembling a beard and red scales, while an

unfortunate descendant of a Lemure might have a face that resembles molten skin, only loosely adhering to a humanoid frame.

These two tieflings, while both descended from devils native to Hell are clearly distinct from one another, and would bear no similarity to the otherworldly beauty of a tiefling descended from a Succubus.

The mortal side of the tiefling is much easier to trace, but these are generally suppressed by the dark taint of the fiend in their family tree. One general rule applies to the appearance of tiefling, that they stand out from the crowd and receive negative attention because of it, regardless of the circumstances.

Tieflings descend from a mix of fiendish as mortal stock, but not every mortal race can beget tieflings. This dubious honor is reserved for humanoids only, with humans being the most common mortal race in this mix.

Society: Tieflings stand apart from normal society. Born to mortal parents, sometimes centuries after a fiendish tryst, Tieflings have no part in lower planar society. Turning to mortal society offers them no respite or peace either, as their appearance and abilities make them stand out.

In civilized societies, they are normally shunned, but on occasion, especially among monstrous humanoids, they are considered blessed by the gods themselves. Therefore you can find tieflings in all walks of life, from sewer cleaners and beggars among elves, humans and their like to emperors and rulers among gnolls, goblins and orcs.

Some tieflings accept the status quo of their circumstances, but most do not. Often ambitious, these tieflings struggle for most of their lives to find acceptance for those of a goodly nature, while others embrace their heritage and seek for others to fear and obey them or to destroy the veneer of civilization that they believe many races cling fruitlessly to.

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Rarely, tieflings join up with others of their kind, creating their own “society within society”. Sometimes this is an actual town or village, but more commonly, due to the prejudice of those around them, these take the form of clubs or societies, kept secret from those who do not show the curse of their ancestry.

These clubs or societies are run and ruled by tieflings whose forebears leaned towards lawful behaviour. Chaotic tieflings rarely join up, but those that do tend to create murderous cults or circles among evil tieflings, while those who lean towards good join or incite rebellions against oppressive regimes.

Relations: Relationships with other races are difficult for tieflings, due to their conflicted nature and scandalous origins. This manifests in different ways among the civilized and monstrous races.

Dwarves generally consider tieflings to be something of an abomination and guards watch closely when a tiefling walks the streets and walls of dwarven communities. Once the tiefling has proven himself to be better than her heritage would indicate, the dwarves will treat him with the respect that she has earned. Should the tiefling show himself to be of a villainous bent, the dwarves will nod their heads, saying they expected this all along and let their laws deal with the culprit.

Like dwarves, the elves consider tieflings to be a violation of nature, but they try (not always successfully) to withhold judgement from the tiefling herself, instead reserving their scorn for the parents or ancestors who should have known better. This ostracizing of the parent is so pervasive that many elven parents leave the tiefling to the care of an orphanage and move away to avoid this taint.

Gnomes are likely the most accepting of tieflings, and while they might consider the ancestors reckless for trucking with fiends, they cannot help

but admire the audacity shown in having such a relationship. They look upon tieflings with wonder, marvelling at the multitude of ways that their heritage is apparent, and many gnomes seek out romance and relations with tieflings, swearing that after the fiery passions of a “near-fiend” every other mortal lover pales in comparison.

Half-elves and half-orcs see tieflings as kindred



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RANDOM STARTING AGES

Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
20 years	+4d6 years	+6d6 years	+8d6 years

¹ This category includes barbarians, oracles, rogues, and sorcerers,

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

GROWING OLDER

Middle Age ¹	Old ²	Venerable ³	Maximum Age
35 years	53 years	70 years	71 + 2d20 years

¹ At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

² At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

³ At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	4 ft. 10 in.	+2d10 in.	120 lbs.	+(2d10x5 lbs.)
Female	4 ft. 5 in.	+2d10 in.	85 lbs.	+(2d10x5 lbs.)

spirits, suffering from many of the same prejudices, and they often make room in their hearts and homes for them. Special mention should be made of half-orcs raised among orcs. These half-orcs tend to view the tieflings with envy and as rivals, because while they are physically weaker, tieflings tend to be smarter (similar to how half-orcs tend to be smarter than full-blooded orcs) and combined with their innate powers, these tieflings often rise to positions of power, positions that the half-orcs would otherwise fill.

Halfings have a complicated relationship with tieflings, as they embody the carefree living, and damn the consequences of halfings, but the mere presence of the tiefling shows that certain choices carry a price, one that is not always paid by the person responsible. Halfings therefore tend to distance themselves from tieflings in general, but a tiefling born to halfing parents will find itself showered in love by the parents as they try to

make up for the wrongdoing of their ancestors. This often leaves the young tiefling confused as others avoid him, while the parents remain overly protective.

Tieflings are most prolific among humans and most humans who live in a large town or city will have encountered one. This leads to a strange dual-faced relationship. When in a town or area with regular contact with tieflings the tiefling finds acceptance (though not necessarily respect or welcome), but in rural areas that same tiefling represents the physical embodiment of fiendish corruption, regardless of her actual heritage.

In most human areas, tieflings find themselves relegated to menial and dirty jobs that no one else wants, such as sewer cleaning or in extreme cases slaves. It is thus no surprise that many turn to crime as a way to improve their fortunes, with the tiefling sitting spider-like in a web of intrigue, robberies and murder, pulling at strings here and there to garner

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more wealth, more power or to instill fear of this criminal mastermind. More than any others though, tieflings living among humans have the ability to influence their own path and exercise free will in where they want their future to take them.

While the “civilized” races tend to view tieflings with distrust, disgust or even fear, the reactions among the barbarian humanoids are quite different. There they are accepted and respected and are able to capitalize on opportunities they would otherwise not have had. Gnolls are particularly notable for this, as they believe that they descended from a great demonic goddess. They look upon tieflings with awe, seeing them as being closer to their ancestral roots or one step closer to achieving the Gnoll image of perfection.

Alignment and Religion: It is an unfortunate fact that tieflings have a tendency to succumb to the darkness in their hearts and souls, as the tainted influence of their dark ancestors makes its presence felt. That is not to say that all tieflings are evil, far from it, but there is a majority of them where this is the case.

While most are evil on a small scale, some tieflings are true monsters, committing the worst crimes known to mortals, with no vices unturned. Sometimes even their fiendish relations take note of the depravities of a single tiefling and the fiend finds himself championing that tiefling once she passes into the afterlife.

Neutral tieflings are somewhat less common than evil ones. Generally these are the ones that want to live out their lives in peace and seek acceptance by the community surrounding them. Often they end up as judges, barristers and others who protect their little part of society by taking part in it.

Good tieflings are pressured to prove that they need to be better than any of the peers that surround them. If part of a knightly order, the tiefling has to outshine them. The same is the case for any of them joining a benevolent monk order or even volunteering at

Tiefling Racial Traits

+2 Dexterity, +2 Intelligence and -2 Charisma

(0 RP): Tieflings are quick in body and flexible in mind, but their strange nature leaves them inherently unnerving.

Native Outsider (3 RP): Tieflings are outsiders with the native subtype.

Medium (0 RP): Tieflings are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed (0 RP): Tieflings have a base speed of 30 feet.

Darkvision (Included with Type): Tieflings can see perfectly in the dark for up to 60 feet.

Skilled (4 RP): Tieflings gain a +2 racial bonus on Bluff and Stealth checks.

Spell-like ability (2 RP): Tieflings can use darkness once per day as a spell-like ability. The caster level for this ability equals the tiefling's class level.

Fiendish Resistance (3 RP): Tieflings have cold resistance 5, electricity resistance 5 and fire resistance 5.

Fiendish Sorcery (1 RP): Tiefling sorcerers with the Abyssal or Infernal bloodlines treat their Charisma score as 2 points higher for all sorcerer class abilities.

Languages: Tieflings begin play speaking Common and either Abyssal or Infernal. Tieflings with high Intelligence scores can choose from the following: Abyssal, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Infernal and Orc.

TOTAL RACIAL POINTS: 13

While more powerful than all of the Core Races, the tiefling as a race presented above is similar to Featured Races and Uncommon Races found in the *Pathfinder Roleplaying Game: Advanced Race Guide*.

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the local orphanage to help out. They work hard to overcome the prejudice inherent against their race and, given time, become some of the most central pillars of the community, whether it is because they champion lost causes or if they lend a helping hand for the midwife with each delivery. Regardless, these tieflings try to outshine their fellows in the community and prove that they can rise above their humble and ignoble roots.

When it comes to religion, tieflings vary as greatly as their physical forms do. Some are humble servants of the gods, some are loud fanatics of a cause while others disregard religion altogether, wondering what gods would allow a pairing that could result in a tiefling.

Of the tieflings that turn to evil and religion, it is often dark fiends, instead of gods, that receive their attention, as the tieflings share a bond with this dark lord or lady. These tieflings are frequently fanatical, spouting the ideology of their foul religion to whomever wants to hear it. In some cases the tieflings do not care if the ideology falls upon welcoming ears, and instead they view sentients as convenient sacrifices.

Adventurers: Like other mortals, tieflings adventure for many different reasons. Power, greed, knowledge and wealth are all valid reasons for tieflings to leave home.

For good-aligned tieflings especially, the reasons for adventuring might well be different. Often they seek acceptance, respect and even comradeship among like-minded individuals. For many, the journey is more important than the end goal, as they find themselves addicted to the open arms of their companions, finding comfort there, when the rest of the world turns away from them.

The natural tendencies of the tiefling tend to turn them towards the path of the rogue and the scholar, but many find themselves feeling as comfortable in other classes due to their fiendish heritage, with a tiefling descended from a brute becoming a barbarian, while one whose ancestor is a cunning

manipulator of faith becoming a superb cleric.

The only professions that tieflings are rarely seen in are druid, rangers and paladins. For the first two, they find it difficult to connect with the natural world. For the paladin, it is not a matter of personal honor or code, but outside pressures that affect them, as others find it difficult to accept a paladin with this sort of family tree. They are constantly questioned and tested, taxing even the most patient of tieflings.

In the end, tieflings, like other mortals, enjoy the mixed blessing of free will and can pursue any career that they wish.

Language and Names: Tieflings take and receive names from the societies in which they were born or live. Sometimes these will be common first and surnames and on occasion they will be nicknames (though not always nice ones).

Tieflings that have thrown off the mantle of the societies in which they were born, take names of their own choosing. Chosen names tend to be rather guttural with plenty of hissing, an ironic nod to their dark ancestry, that some tieflings cannot resist.

Male Names: Baru, Dellisar, Gorgron, Hessh, Maldrek, Molos, Nokven, Sarvin, Shoremoth, Temerith, Voren, Zoren.

Female Names: Allizsah, Endie, Indranna, Kasidra, Kilarra, Maris, Mellisan, Mordren, Nisha, Sushvenneh

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Alternate Racial Rules

Due to the variety of possible ancestors for tieflings, each of them can vary greatly from the next. Note that it is possible for tieflings to have many different ancestral fiends, if they hail from a family with a particularly dark and murky past.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of existing tiefling racial traits. Consult your gamemaster before selecting any of these new options.

Acidic Sweat (4 RP): In the past, one of your ancestors had a tryst with a Babau, or assassin demon, and some of its abilities have passed on to you. Due to your acidic and slimy sweat, you gain a +2 racial bonus to Escape Artist checks and you do a further 1d4 points of acid damage when using unarmed attacks. This racial trait replaces skilled.

Alternate Sanity (3 RP): Descending from a Derghodaemon has always been tough. You hear voices that no one else does, and you see things that aren't there. Most people would have gone insane from this, but somehow you draw strength from it. You gain a +2 racial bonus on saves against mind-affecting spells and effects. This racial trait replaces fiendish resistance.

Beastly Brutality (1 RP): The backs of your hands have serrated edges, reminiscent of your forebear, the Shemhazian demon, and its mantis legs. Whenever you use unarmed attacks, you threaten a critical hit on a roll of 19-20 and do X3 damage, as you rip your target open. This racial trait replaces fiendish sorcery.

Beguiling Liar (4 RP): Many tieflings find that the best way to get along in the world is to tell others

what they want to hear. These tieflings' practice of telling habitual falsehoods grants them a +4 racial bonus on Bluff checks to convince an opponent that what they are saying is true when they tell a lie. This racial trait replaces skilled.

Blend into the Shadows (4 RP): Shadows seem to cling to your form, a testament to the power of your Shadow Demon ancestor. During any conditions other than bright light, you get a +2 racial bonus on Stealth checks and you may always take 10 on Stealth checks to remain hidden, even if rushed. This racial trait replaces skilled.

Blood of the Messenger (1 RP): Slightly stunted, compared to your fellows, reddish skin and vestigial horns is proof that one of your ancestors had a relationship with a Quasit. As a result of this you have gained a measure of this tiny abyssal messenger's powers and you are able to cast *sending* once per day. This racial trait replaced fiendish sorcery.



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Body Spikes (2 RP): Coming from Hamatula stock has left you marked, with your body covered in razor-sharp spikes and thorns. Anyone performing a grapple or unarmed attack on you suffers 1d4 points of damage. Furthermore you can use these spikes in combat to cause a further 1d4 points of piercing damage when unarmed. This racial trait replaces your skill bonus on Bluff.

Bred for Battle (2 RP): Weapons, battle and death in combat comes naturally, courtesy of the Purrodaemon involvement in your family's past. As a result you gain Martial Weapon Proficiency OR Weapon Focus in the weapon of your choice. This racial trait replaces the tiefling's spell-like ability.

Cage of Ribs (1 RP): Your internal anatomy is drastically different to that of other mortals. Like one of your ancestors, a Gylou (or Handmaiden devil), your ribcage has an empty hollow. You can use this to hide any item of size Small or smaller, getting a +10 racial bonus to Stealth checks to hide the item in question. (The cage is restrictive and should a living creature hide there, she will start to suffocate in 1d4 rounds. Unwilling creatures cannot be placed inside the cage). This racial trait replaces fiendish sorcery.

Calling the Darkness (2 RP): A part of your family was entrenched in the hierarchy of one of the lower planes in ages past, and some of the power gained still lives on in you. When you take the Improved Familiar feat, you may always choose to take a Cacodaemon as a familiar. Furthermore, you gain the ability to consume Soul Gems (as described in the Cacodaemon's Soul Lock ability) as if you were an evil outsider. Note that consuming a soul in this way remains an evil act. This racial trait replaces your spell-like Ability.

Cool as Ice (3 RP): They say ice water run in the veins of certain people, but in your cast that's almost true. Your cold and calculating manner is courtesy

of your relationship with a Gelugon (or Ice devil). As a result you get a +2 racial bonus against any fear or emotion effects. This racial trait replaces fiendish resistance.

Dark Ocean Blessing (2 RP): You have webbing between your fingers and toes, as well as small gills on your neck. Along with a frog-like mouth, these are the traits gained from a dark affair in your family's past with a Hydrodaemon. You gain the aquatic subtype, giving you a swim speed equal to your movement speed and the ability to breathe underwater. This racial trait replaces your Spell-like Ability.

Demonic Charms (2 RP): You've always had an easy time getting others to do your bidding. Charming and devious, you give off a "bad boy/femme fatale" air that attracts others. Courtesy of your Succubus inheritance you gain a +2 racial bonus to Deception checks when seducing members of the opposite gender. Furthermore your Leadership score from the Leadership feat never decreases from causing the death of followers, as it is obvious that a bad person, like you, would act this way. This racial trait replaces your skill bonus on Stealth.

Dretchling (2 RP): You are the unfortunate inheritor of someone who had questionable tastes at best. At some point in the past, that person engaged with the lowest of a demonic lifeforms, a Dretch. As a result, you are surrounded at all times by foul vapors, though you consider yourself lucky that at least you don't smell like a Dretch. You have the ability to increase the amount of vapors so once per day you can cast *fog cloud*. This racial trait replaces your spell-like ability.

Empty Stomach (1 RP): You look emaciated, no matter your actual weight, and you have hyena-like

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features, including a horrible laughter. This is due to your Meladaemon heritage. This heritage allows you to continue on, in spite of hunger and thirst. You ignore the fatigued condition from starvation and thirst, and you gain a +5 racial bonus to Constitution checks to avoid damage from starvation or thirst. This racial trait replaces fiendish sorcery.

Fall of Civilization (2 RP): You're surrounded by an uncomfortable feeling that civilization and all life is headed towards an inevitable doom. As a descendant from an Olethrodaemon, you have learned to focus this feeling on a single target. Once per day, you can cast cause fear and you get a +2 racial bonus on Intimidate checks. This racial trait replaces your spell-like Ability.

Feathers of the Fallen Angel (4 RP): Where other tieflings look fiendish, instead you appear angelic to the untrained eye. Hailing from Erinyes stock, wings protrude from your shoulder blades. Closer inspection reveals that the wings resemble those of a predator, with feathers falling out and regrowing continuously, while the molten feathers melt away within seconds. This gives the tiefling a fly speed of 30 feet, with clumsy maneuverability. This racial trait replaces skilled.

Fiendish Sprinter (1 RP): Some tieflings have feet that are more bestial than human. Whether their feet resemble those of a clawed predator or are the cloven hooves common to many of their kind, tieflings with this trait gain a 10-foot racial bonus to their speed when using the charge, run, or withdraw actions. This racial trait replaces skilled.

Gaze of the Abyss (3 RP): Your gaze holds the promise of a painful death, like your Nabassu ancestor, though much less potent. As a free action once per day, you can activate your gaze attack. All living creatures within 30 feet must succeed on a

Fortitude Save (DC 10 + Charisma modifier) or be stunned for 1d4 rounds. This racial trait replaces fiendish resistance.

Gelatinous Body (2 RP): Descending from the lowest of devils, the Lemure, your body acts like a gelatinous blob. The malleability of your body allows you to squeeze into tight spaces and helps to protect you. You gain a +2 racial bonus on Escape Artist checks and your AC is treated as 4 higher when determining critical hits. This racial trait replaces your Skill Bonus on Bluff.

Horned Body (1 RP): Horns cover your body, sprouting everywhere from head and arms to knees and ankles. Descending from a Kalavakus, or horned demon, the horns are of incredible strength and you have learned to use them. Whenever you are trying to disarm an opponent, when you are unarmed, you count as armed and you gain a +2 racial bonus on the check. This racial trait replaces fiendish sorcery.

Horns of the Hellbeast (3 RP): Some tieflings have vestigial horns, but in your case, those horns are prominent. Taking the form of bull's horns, antlers, ramshorns or any other type of horn, these show your ancestor as being a Cornugon, or horned devil. Due to the presence of the horns, you gain a free gore attack whenever you charge, resolved as a secondary attack (resulting in a -5 to hit). The damage is 1d6+½ strength for a medium sized character. This racial trait replaces fiendish resistance.

Known to the Ferryman (1 RP): You have always appeared older than your actual age, which took awhile to get used to. Due to your Thanadaemon heritage, this does not affect you and your appearances stops aging at middle age. You do not suffer the negative effects of getting older. You still die from old age at the end of your lifespan. This racial trait replaces fiendish sorcery.

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Mad Intuition (4 RP): Your brutish appearance is proof that your blood carries the taint of a Nabasu, but your appearance belies the intelligence that lies beneath. When learning new spells or formulae, you gain a +2 racial bonus on the Spellcraft check to add a spell to your spellbook and when using metamagic feats, they require 1 level less when applied to a spell, to a minimum of 1. This racial trait replaces skilled.

Master of Hell (2 RP): Having descended from one of the infamous Pit Fiends, you have gained a measure of power over the lower forms of devils. Whenever you cast a *summon monster* spell, all animals and magical beasts are summoned with the fiendish templates. You may summon only monsters with the Lawful and Evil subtypes when casting *summon monster IV* or higher. Furthermore any monsters with these subtypes or the fiendish template are affected as if you had the Augment Summoning feat. This racial trait replaces your spell-like Ability.

Nauseating Touch (3 RP): Foul poisons and pollutants seep from your pores, courtesy of your Hezrou ancestor. Anyone grappled by you must make a Fortitude save (DC 10 + Constitution modifier) or be nauseated. The nausea ends 1 round after the grapple ends. This racial trait replaces fiendish resistance.

Nether Life (3 RP): Your body is cold to the touch, and there is a corpse-like pallor to the color of your skin. This is the physical evidence of your family's relationship with an Astradaemon. More important than the physical attributes or your heritage are the abilities bestowed on you. You do not live in the present like others, but have an impact on both the immediate past and the near future. Once per day you can focus your presence and obscure the lines of past, presence and future, and you can cast *displacement* as a spellcaster of the same level as you. This racial trait replaces the spell-like ability and fiendish sorcery racial traits.

Prehensile Tail (2 RP): Many tieflings have tails, but some have long, flexible tails that can be used to carry items. While they cannot wield weapons with their tails, they can use them to retrieve small, stowed objects carried on their persons as a swift action. This racial trait replaces fiendish sorcery.

Purge by Fire (4 RP): An aura of flames surround you at all times. Warm to the touch, it is not hot enough to start a fire, but it does give off the same amount of light as a torch.

This is the inheritance from your ancestor, a Puragus or Immolation devil. As a standard action, once per day, you can cause your aura to erupt, doing 2d6 points of fire damage to anyone within 10 feet. (Reflex save DC 10 + charisma modifier for half damage).

As a free action you can suppress the aura, so that it no longer sheds light or heat. This racial trait replaces skilled.

Razorbeard (2 RP): Hidden among your ancestors is a Barbazu, or bearded devil, which manifests in razor-sharp growths along your jaw, in a bearded shape.

This gives you a natural attack doing 1d6 points of damage (for a medium character, 1d4 if small), treated like a bite attack. This racial trait replaces your spell-like Ability.

Recall the Past (1 RP): Your memory is almost perfect, and you've always been able to relay information quickly and effectively. This is due to your forebear a Zebub, or accuser devil. Similar to your ancestor you can impart your knowledge of recent events to a willing subject.

You can impart any scene that you have witnessed in the past 24 hours to a willing subject. This take round per hour of the scene and the recipient gets all the information in a flash of insight, though the imparted scene is visual only. The information

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relayed cannot be tampered with, though the tiefling can control when the imparted scene starts and stops. This racial trait replaces fiendish sorcery.

Scaled Skin (3 RP): The skin of these tieflings provides some energy resistance, but is also as hard as armor. Choose one of the following energy types: cold, electricity, or fire. A tiefling with this trait gains resistance 5 in the chosen energy type and also gains a +1 natural armor bonus to AC. This racial trait replaces fiendish resistance.

Seeding the Air (2 RP): Feathers replace the hair on your head in a circular pattern, giving you a vulture-like appearance. Like the fiend you descended from, a Vrock, you are able to release spores from your feathers. Unlike those of your ancestor, they are not deadly.

As a standard action, you can release a cloud of spores in a 20-foot circle around you as per a *fog cloud spell*. This racial trait replaces your spell-like Ability.

Self-serving (2 RP): Descending from a Ceustodaemon has left you with a keen sense of self-preservation and the ability to survive hardships that others could not.

Whenever you are the cause of lethal damage to yourself (Such as falling damage or casting a *fireball* centered on yourself) you take 1 die less damage, to a minimum of 1. (I.e. taking 2d6 points of damage becomes 1d6, 2d8+2 becomes 1d8+2, but it could not reduce 1d6 points of damage to 0). This racial trait replaces your spell-like Ability.

Silver-Tongued Liar (4 RP): Claiming a Bdelevitra, or belier demon, as a forebear, has gifted you with honeyed words and a pleasing manner. You gain a +2 racial bonus to Deception checks and you automatically know if you are the target of *discern*



lies or similar divination magic. (Though you do not automatically know who has cast the spell). This racial trait replaces skilled.

Slime Anatomy (2 RP): Your body has always been somewhat malleable and you have noted that you are able to contort limbs and move organs around, far beyond what is normally possible for a being of your size. Because of your Omox demon ancestry you are able to squeeze through areas as if you are one size smaller. (i.e. a Medium-sized character would be able to squeeze through areas sized for a tiny character, in effect squeezing as if you are of Small size). This racial trait replaces your Skill Bonus on bluff.

Soul Seer (3 RP): Rare tieflings have a peculiar sight that allows them to see the state of a creature's soul. They can use *deathwatch* at will as spell-like ability. This racial trait replaces the spell-like ability and fiendish sorcery racial traits.

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Sting of Madness (3 RP): Like your ancestor, the Vrolikai, you have a poisonous stinger and tail. As a standard action, you can make an attack with it, at your normal attack bonus. Anyone hit must make a Will save (DC 10 + charisma modifier) or be *confused* for 1 round as mad visions and hallucinations affect the target's senses. A successful save means that the target is staggered for 1 round instead. This racial trait replaces fiendish sorcery and your spell-like ability.

Strengthened Bone Structure (3 RP): Hailing from Osyluth, or bone devil, stock has given you a stronger bone structure and bone spurs protrude from your skin at all joins. This grants you the ability to shrug off attacks that would incapacitate other mortals. Whenever you suffer a critical hit, you have a 20% chance to negate the critical attack and only suffer the normal damage. (This works similarly to the armor quality *fortification* and stacks with the armor qualities) This racial trait replaces fiendish resistance.

Swarmlord (3 RP): Being a descendant from a Leukodaemon, you have always looked pale and ill, even though you are in fine health. Flies and vermin swarm around you and you have a measure of control over them. Once per day you can turn them into a breath weapon, with a 30 foot cone range. Anyone caught in the cone take 2d6 points of damage. A successful Reflex save halves the damage (DC 10 + Constitution modifier). Anyone failing the save is sickened for one round. This racial trait replaces fiendish sorcery and your spell-like ability.

Tentacled Horror (2 RP): Your forebear, the Piscodaemon, gifted you with the tentacles that are now growing from your face, giving you an octopus-like appearance. These tentacles give you an extra limb that can hold or use items, though they cannot be used for weapons or attacks, as they are not strong

enough. These tentacles are roughly the size of fingers, giving you an extra slot for magic rings. (To a maximum of 3). This racial trait replaces your spell-like Ability.

Transgression Against Nature (2 RP): Your small stature and devilish appearance is due to the Imp that inserted itself into your family tree. Your size changes to Small and you can cast *invisibility* once per day. This replaces your spell-like Ability.

Unspoken Wishes (4 RP): As one of the most common fiends to manipulate mortals, it is not surprising to find a Glabrezu in your family's past. Like your ancestors you have an uncanny ability to read others around you and assume a form pleasing to them. You gain a +2 racial bonus to Sense Motive and can cast *disguise self* once per day. If you designate a target (a free action) when you cast the spell, it will give you a +5 racial bonus on Deception checks made against that target. This racial trait replaces your spell-like Ability and your skill bonus on Stealth.

Vestigial Wings (2 RP): Some tieflings possess a pair of undersized, withered, or stunted wings like a mockery of those of their fiendish forbear. Sometimes these wings are leathery, like those of a bat. Other times they are covered with a scattering of black, red, or violet feathers. Rare manifestations can take even more bizarre forms. These wings do not provide the lift required for actual flight, but do have enough power to aid flight attained by some other method, and grant a +4 racial bonus on Fly skill checks. This racial trait replaces skilled.

Weapons Master (3 RP): Descending from a line of great warriors and tacticians, the influence of a Marilith is clear in your family. Like your ancestor you have an affinity with weapons. You can choose a weapon that you own, and spend 8 hours attuning it to you. After the attunement period the weapon

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performs as a +1 weapon if it's type (if previously non-magical). An already magical weapon adds a +1 bonus (a +1 weapon performs as +2 and so on, to a maximum of +5). This attunement lasts until another weapon is attuned. Anyone else using the weapon ends the attunement immediately. This racial trait replaces your spell-like Ability and fiendish sorcery.

Whiplasher (1 RP): A long time ago, a Balor found it's way into your family and the influence has lain dormant since. With you, it resurfaced once more and you have inherited some of your infamous forefathers ability with a whip. A tiefling with this traits treats a whip as a light weapon for the purposes of two-weapon fighting, and can inflict lethal damage on a foe regardless of the foe's armor. This racial trait replaces fiendish sorcery.

VARIANT TIEFLING HERITAGES

Presented here are alternate tieflings descended from specific combinations of fiends and mortal races. Players may choose one of the following heritages for their tiefling in place of the traditional tiefling racial features (which are assumed to be born from less pure or mixed heritages). Each heritage presents new features that replace default tiefling racial traits, as well as well as other custom race traits. Each heritage also includes typical personalities and appearances, and likely places of origin for these unique breeds of tiefling.

Gorghest

For aeons barghests and goblins have been linked through both tradition and actual interbreeding. Some scholars believe that barghests might be the ancestors of the common goblinoids. The truth will likely be forever hidden as the goblins have forgotten and even the eldest barghests no longer care.

Heritage: Goblin and Barghest

Alternate Ability Modifiers: +2 Str, +2 Dex, -2 Cha. Gorghests are strong and dextrous, but they are not very personable.

Change Shape (SU): A gorghest can assume the shape of a wolf as per a *beast shape I* spell at will. This takes a full round action to complete. This racial trait replaces the spell-like ability.

Skill Bonus: A gorghest gets a +2 racial bonus to Survival checks. This replaces the skill bonus on Bluff checks.

Modern day gorghests are the result of countless years of mixed breeding. Usually a mix of the common goblin and barghests, gorghests can in principle result from breeding between any goblinoid and barghests. Physically a gorghest stands between 5½ and 6½ feet tall and weigh around 200 pounds, standing well above their goblin cousins. They tend to be muscular and all have wolfish features, such as canines, hairy bodies and wolflike ears.

This results in a tiefling who is bigger and tougher than the common goblins. As such they ascend to leadership of their tribe, often turning the local tribes into a horde and setting them on the path of war.

Soulsliver

Most tieflings can trace their lineage back to a fiend of some sort, but soulslivers are not among them. Instead soulslivers are created when mortals accidentally consume larvae, the fiendish soulfodder.

Heritage: Planar

Alternate Ability Modifiers: +2 Int, +2 Cha, -2 Con. Soulslivers are smart and charming, but their lack of an actual ancestor leaves them physically weakened.

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Fiendish Wizardry (Ex): Soulsivers gain a +1 caster level to all Illusion spells. This racial trait replaces fiendish sorcery.

Different Focus: A Soulsliver gain a +2 racial bonus to Deception and Diplomacy. This racial trait replaces skilled.

Planar Affinity (Ex): Soulsivers find that they can easily bypass physical and planar barriers, sliding through reality. When casting spells with the teleportation description, the Soulsliver increases the maximum distance travelled by 50%, and if a miss occurs, the distance is reduced by 50%. This racial trait replaces fiendish resistance.

Unlike other tieflings, Soulsivers are not tied to a specific type of ancestral fiend, but instead, she is tied to the planar fabric that holds the Lower Planes together. They develop diverging powers, based on the lower planes to which they hold their connection.

Soulsivers do not exhibit the same physical traits that define the fiendish heritage of other tieflings. A Soulsliver stands as tall as a normal human, though he only weighs the same as an elf, giving the Soulsliver a thin and worn out look. Their coloration varies as much as their mortal ancestors, but where other mortals have bright, vivid colors, the Soulsliver is muted and vice versa. For example a Soulsliver whose parent had a pale muted skin color and striking black hair, would have a vivid skin tone, likely a bright white, and faded grey hair.

Soulsivers, due to their planar connection, tend to be quite charming, but the diluted mortal blood in their veins leaves them physically weakened and as such, they often find themselves as counsellors and advisors as opposed to leading from the front.

Croaker

Some mixes of mortals and fiends are particularly common due to their physical similarities. Croakers are an example of this, as they are a mix of boggards and bezrou demons.

Alternate Ability Modifiers: +2 Str, +2 Con, -2 Int. - Croakers are strong and hardy, but they are somewhat savage.

Terrifying Croak (Su): Once per day, a croaker can, as a standard action, emit a loud and horrifying croak. Any creature within 30 feet of the croaker must make a Will save (DC 12+charisma modifier (this includes the +2 racial bonus from Echoing Croak, see below) or become shaken for 1d4 rounds. Creatures that are already shaken become frightened for 1d4 rounds instead. This racial trait replaces the tiefling's spell-like ability.

Echoing Croak (Ex): When casting any spell with the sonic descriptor, a croaker adds a +2 racial bonus to the save DC. This +2 racial bonus also applies to the Terrifying Croak racial ability (see above). This racial trait replaces fiendish sorcery.

Born in the Swamps (Ex): A croaker has the amphibious and Swamp Stride special qualities. This means that the croaker has a 30 foot swim speed and can move in water without making Swim checks. Furthermore the croaker can breathe both water and air, and always treats Swim as a class skill. A croaker can move through difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a croaker normally. This racial trait replaces skilled.

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Favored Class Options

The following options are available to all tieflings who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Tieflings know better than most how the various vapors, potions and substances can affect a body, having seen upon themselves how the mix of mortal and fiendish blood can affect a person. They have managed to channel this knowledge into their craft. *As a favored class tieflings add +1/2 to the alchemist's bomb damage.*

Arcanist: Tieflings gravitate towards the arcane arts, with it being almost literally a part of their being, as they are closer to the magical energies that bind all of existence together. *As a favored class tieflings choose ½ spell and add this to their spellbook. The spell chosen must be one level lower than the maximum spell level that the tiefling can cast.*

Barbarian: Generally speaking, tieflings are rare as Barbarians, as most of the societies that would have contact with fiends would be developed, civilized and corrupt, to allow for the wizards that summon these being from the nether. Some still become barbarians, especially among the tieflings known as Croakers. These barbarians embrace the rage and hatred that is part of their heritage and channel it against their enemies. *As a favored class tieflings add +¼ to hit and damage on the first attack of each round.*

Bard: Tiefling bards channel the loneliness and longing of a being who is neither mortal nor otherworldly being, into their haunting performances. Tiefling bards are able to conjure up mental images

along with their performances causing their audience to feel as if they are experiencing it for themselves. *As a favored class tieflings can subject their audience to the shaken condition as part of a normal performance. This lasts for ½ round, to a minimum of 1 round. A successful save against the normal performance also negates the shaken condition.*

Bloodrager: Bloodrager tieflings are a terror on the battlefield, using the horns, scales and other features of their fiendish heritage to inflict horrendous, seeping wounds that may kill a man even after the bloodrager has moved on. *As a favored class tieflings inflict a further +¼ points of bleeding damage, whenever he causes damage in melee. This bleeding lasts for 1d6 rounds. Each opponent can only have 1 bleeding wound at a time and multiple wounds on the same target only serve to increase the duration. (With 2 attacks the bleeding effect would last 2d6 rounds and so on).*

Brawler: Some tieflings, especially the descendants of brutish fiends, enjoy the visceral feeling of melee combat. Relying on their innate abilities, tiefling brawlers can strike and retreat with astonishing speed. *As a favored class tieflings add +½ dodge bonus to her Armor Class, when wearing medium or lighter armor.*

Cavalier: Tiefling cavaliers are rare, as many animals dislike their unearthly presence and shy away from them. As such tiefling cavaliers often end up with unique mounts or hand rear their normal mount to get them used to their company. This prolonged exposure allows the tiefling cavalier to extend their natural resistances to their mount. *As a favored class the tiefling's mount gains +½ resistance to the same resistances as the tiefling. (Typically cold, electricity and fire).*

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Cleric: Tieflings find that, like other mortals, they sometimes need divine guidance. This is particularly true for those who have trouble reconciling their dual mortal and fiendish natures.

Even when they embrace the holiest of causes and most zealous of works, they find that they can access their inner connection to the Lower Planes. *As a favored class a tiefling adds ¼ spell to their Domain spell list. This spell must be at least 1 level lower than the maximum level that the cleric can currently cast. The spell must be selected from the Chaos, Evil or Law Domain spell lists. Once the spell list is chosen it cannot be changed.*

Druid: Tieflings find that their connection to the natural world is tenuous at times, strained by their fiendish nature. Tieflings druids attempt to use this to their advantage and enforce their will better on creatures not of this world. *As a favored class tieflings gain a +1 racial bonus when using wild empathy on magical beasts and animals with the fiendish template.*

Fighter: Like other fighters, Tiefling fighters train for years to reach mastery of certain weapons. Tieflings find that they have a particular affinity for weapons traditionally associated with fiends. *As a favored class tieflings add +½ to hit and damage when using spears, tridents, whips and chain weapons.*

Gunslinger: Tieflings find that they easily adapt to the life of the gunslinger. The quick draw and the showdown all seems natural to the tiefling. *As a favored class tieflings add +½ to the gunslinger's CMB when attempting a dirty trick or trip.*

Hunter: Tiefling hunters achieve an extraordinary connection with their pets, overcoming the natural animosity that animals feel towards those of otherworldly origins. *As a favored class the tiefling's pet adds +2 hit points.*

Inquisitor: Hellfire and brimstone are the tools of the tiefling inquisitor. Regardless of their origin or faith tiefling inquisitors are able to channel their fiendish nature into their work. This and their thirst for knowledge serves them well in their work. *As a favored class tieflings add a +½ on Intimidate checks and Knowledge checks to identify creatures.*

Investigator: Being of fiendish descent can be an advantage in certain professions. Tiefling investigators are able to use the latent abilities of their heritage to further their research. *As a favored class tieflings add a +¼ bonus on all knowledge checks and they double this when using Poison Lore. (i.e. +½ on checks with Poison Lore).*

Kineticist: Tieflings have a particular affinity for fire, harking back to their roots in the Lower Planes. Tiefling kineticists have an even deeper, innate, understanding of the fiery elements. *As a favored class tieflings add +½ points of fire damage to their attacks. (This is added after any burn expenditure or any increases from grappling).*

Magus: Some things come naturally to tieflings and magic is one of these as it runs in their blood. They find that they can draw more power from this internal resource than other magi. *As a favored class a tiefling adds ¼ points to her arcane pool.*

Medium: Tiefling mediums find themselves in a unique position, bridging the gap between the physical, the planar and the metaphysical realms of existence, conversing freely with entities of all types. This also means that they need to keep a much stronger grip on themselves or risk losing their identity. *As a favored class tieflings add a +½ bonus to Will saves.*

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Mesmerist: Deceit, lies and trickery run thick within the inherited psyche tieflings and they are able to keep people enthralled in a web of half-truths and intrigue. Mesmerist have learned to use this to their advantage and are able to spin lies and new beliefs from out of nowhere. *As a favored class tieflings gain ½ mesmerist tricks.*

Monk: Tieflings often find that their life is chaotic and that many other creatures have trouble accepting them for who they are. Tiefling monks find peace and order within themselves and learn to channel their fiendish nature outwards to a useful end. *As a favored class tieflings treat their natural attacks as ¼ enhancement bonus for the purposes of overcoming damage resistance. (i.e. a 4th level monk treats their natural attacks as a +1 weapon, while a 16th level monk would treat is as +4).*

Occultist: The dual nature of mortal and immortal fiend often clashes in the psyche of most tieflings. As a result, Tieflings tend to be strong-willed and inquisitive, devouring knowledge at every opportunity. The occultist is able to channel this mental strength into his abilities. *As a favored class tieflings add ½ point of mental focus.*

Oracle: Like other oracles, tieflings attempt to read the future and gain information about the world, through the signs that surround them. Tieflings most often read these signs in their own blood, trusting to their fiendish blood to show them the truth. *As a favored class tieflings add ¼ revelations. These must all come from the same mystery, chosen from these: Ancestor, Apocalypse, Flame or Intrigue.*

Paladin: More so than any other mortal, tieflings find that the path of the paladin is straight, narrow and full of potholes, created by their own conflicted nature. Those few able to resist the siren call of their own heritage become stronger and more self-reliant

as a result. *As a favored class tieflings add +1 to the amount of damage the paladin heals with lay on hands, but only when the paladin uses that ability on herself.*

Psychic: The mind of most creatures is a fascinating place, but few minds are as jumbled and confusing as that of a tiefling. The dualistic nature of the tiefling has given them a mental reserve that is deeper and stronger than that seen in most others. *As a favored class tieflings add ½ point to their phrenic pool.*

Ranger: Preying on the weak, stalking the strong and the art of the hunt fascinates certain tieflings. They find that they have a particular knack for noting things that are out of place and finding solutions where others cannot. *As a favored class tieflings add ¼ to Perception and Survival checks.*

Rogue: Trickery, deception and deceit are all words that others use to describe tieflings. Some few reject this and train in ways to become more effective at destroying the remnants of their past, hunting down fiends at every opportunity. *As a favored class tieflings add +½ to sneak attack damage dealt to creatures with the outsider type.*

Shaman: Like other shamans, tieflings commune with the spirits of the world. They often find that they can talk to those of the planes as well, and gain an understanding for how these influence the natural world that surrounds the mortal tiefling. *As a favored class, tieflings add one spell from the druid spell list that isn't on the shaman spell list to the list of spells that the shaman knows. This spell must be at least 1 level below the highest spell level that the shaman can cast.*

Skald: The rage at the core of the Skald feels natural to the tiefling. They feel the injustice of their birth keenly, the weight of judgement passed onto them by other mortals for their unfortunate birth and the frustration of being unable to shed this resentment

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that others feel towards them. In this tieflings learn to access their inner reserves of rage, driving them onto greater feats of strength. *As a favored class bonus tieflings gain a further $\frac{1}{5}$ rage power.*

Slayer: Tieflings often find that tasks involving death and destruction comes easily to them, courtesy of their ancestry, so it comes as no surprise that many of them gravitate towards the path of the Slayer. Adept at finding weaknesses in even the strongest targets, they can take down even the toughest opponents. *As a favored class bonus tieflings gains add $\frac{1}{5}$ to their attack rolls when attacking a flanked target.*

Sorcerer: Magic runs in the blood of the tieflings. For sorcerers this is literally the truth, as their bond with their infernal ancestors remains strong enough for them to access powers not normally available to mortals. *As a favored class Tieflings add $+\frac{1}{2}$ to the number of times per day the sorcerer can use the corrupting touch infernal bloodline power, or $+1$ to the total number of rounds per day the sorcerer can use the claws abyssal bloodline power. The sorcerer must have the applicable power to select these bonuses.*

Spiritualist: Knowing that they are likely headed towards the lower planes once they die, the tiefling Spiritualist finds the remains of the deceased that stay on the Material Plane to be endlessly fascinating. This fascination manifests itself in the tiefling's ability to enhance and change the form of its' associated Phantom. *As a favored class tieflings add a $\frac{1}{4}$ dodge bonus to the Phantom's Armor Class.*

Summoner: Summoners of all sorts are able to summon and control both eidolons and creatures of all sorts. Their own connections with the planes beyond means that they're able to develop a deeper connection and understanding of other creatures, especially ones that are not part of the natural order. *As a favored class tieflings add $+1$ hit point or $+1$ skill rank to the summoner's eidolon.*

Swashbuckler: Always being able to cut a dashing figure is central to the image of the swashbuckler and few are more outrageous and attention grabbing than the outlandish appearance of the tiefling. They are well aware of this and use this to their advantage whenever they can, impressing the masses and outwitting the dull. *As a favored class bonus tieflings add $+\frac{1}{2}$ to all Bluff and Diplomacy checks.*

Vigilante: The terror that haunts the night. The unseen threat. The masked hero. The bane of criminals. All descriptions that could fit a vigilante, but for the tiefling these become the truth. Often unable to show their real face in public, but still wanting to serve, the mask (whether physical or emotional) becomes the tieflings public face. Her enemies come to fear the unmasked tiefling, who shows them the face of justice and retribution. *As a favored class tieflings add $\frac{1}{2}$ to Intimidate checks when in their vigilante identity.*

Warpriest: Tieflings come from a conflicted environment, with their dualistic nature often pulling them in several directions at once. Tiefling warpriests manage to overcome their nature and dedicate themselves to a single cause or deity. Provided with the direction they needed, these tieflings throw themselves into the fray. *As a favored class tieflings gain another $\frac{1}{4}$ per day, that she can use fervor.*

Witch: Trucking with the unknown, communicating with fiends and strange behavior are among the many myths surrounding witches. Often, especially for tieflings, these myths are only too true. But where other mortals fear to tread, that is where the tiefling witch plies her trade. *As a favored class the tieflings familiar gains resistance 1 against cold, electricity, or fire. Each time the witch selects this reward, increase the familiar's resistance to one of these energy types by 1 (maximum 5 for any one type). If the witch ever replaces this familiar, the new familiar has these resistances.*

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Wizard: Tieflings find that magic runs in their blood, but it is unpredictable in how it chooses to manifest and cannot always be trusted or is the wrong tool for the task at hand. For some tieflings this is a state of flux that they cannot abide, so they dedicate themselves to the study of magic. Being inquisitive and smart by nature, tiefling wizards often find themselves unlocking powers unavailable to others. *As a favored class wizards select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +½ to the number of uses per day of that arcane school power.*

Racial Archetype

The following racial archetypes are available to tieflings.

ABYSSAL BRUTE (BARBARIAN ARCHETYPE)

The abyssal brute is more akin to a force of nature than she is to a normal person, channeling their innate powers as they rage, abyssal brutes become a flaming beacon of destruction. Focusing entirely on destroying his opponent the abyssal brute leaves herself open to counter attacks, but with the flames surrounding the brute, that is rarely a problem. An abyssal brute has the following class features.

Tower of Rage (Sp): Whenever the barbarian rages, she gains a +2 insight bonus to hit and damage, but takes a further -2 to Armor Class. This replaces the barbarian's fast movement.

Fires of Doom (Sp): At 2nd level whenever the abyssal brute rages they become surrounded by a 5 foot aura of flames. Anyone in contact with the aura takes 1d6 points of fire damage. This damage increases

by 1d6 for every 3 levels beyond 2nd. A reflex save (DC 10 + ½ class level + constitution modifier) This ability replaces the barbarian's uncanny dodge and improved uncanny dodge.

FIEND FLAYER (MAGUS ARCHETYPE)

Some tiefling magi can tap the dark energy of their fiendish blood to enhance their arcane and combat talents. By physically carving away their tainted flesh, they can use its dark energies to enhance their powers, call forth weapons from thin air, and bypass enemies' strongest defenses. A fiend flayer has the following class features.

Infernal Mortification (Su): At 1st level, a fiend flayer can sacrifice some of his own infernal blood to add to his arcane pool. Sacrificing blood in this way is a standard action. For every 2 points of Constitution damage the fiend flayer takes in this way, his arcane pool increases by 1 point. Any arcane pool points gained in this way and not spent disappear the next time the magus prepares his spells. Unlike normal ability score damage, this damage cannot be healed by way of lesser restoration. Only time can heal the Constitution damage taken by way of infernal mortification. This ability cannot be used if the fiend flayer's Constitution damage is equal to or greater than 1/2 his Constitution score.

Fiendblade (Su): As a swift action, as long as the fiend flayer used infernal mortification that day to increase his arcane pool, he can conjure forth a weapon using this arcana. Doing so costs 2 points from his arcane pool. The weapon can take the form of any single one-handed melee weapon the fiend flayer is proficient with. This weapon starts as a weapon with a +1 enhancement bonus, but for every four levels beyond 3rd the fiend flayer possesses, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 19th level. This summoned weapon lasts for 1 minute.

At 5th level, these bonuses can be used to add any of

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the following weapon properties to the fiendblade: *anarchic, axiomatic, dancing, flaming, burst, frost, icy burst, keen, shock, shocking burst, speed, or unholy.*

These bonuses and properties are decided when the arcane pool points are spent and cannot be changed until the next time the fiend flayer uses this arcana. Another creature cannot wield the fiendblade; if it leaves the hand of the fiend flayer, it dissipates in a wisp of red smoke that smells of burning blood.

A fiend flayer can only have one fiendblade in existence at a time. If he uses this ability again, the first fiendblade disappears.

Bypassing Strike (Su): The fiend flayer can expend 1 point from his arcane pool as a swift action to allow one melee or spellstrike attack he makes before the end of his turn to ignore an evil outsider target's damage reduction.

FIENDISH VESSEL (CLERIC ARCHETYPE)

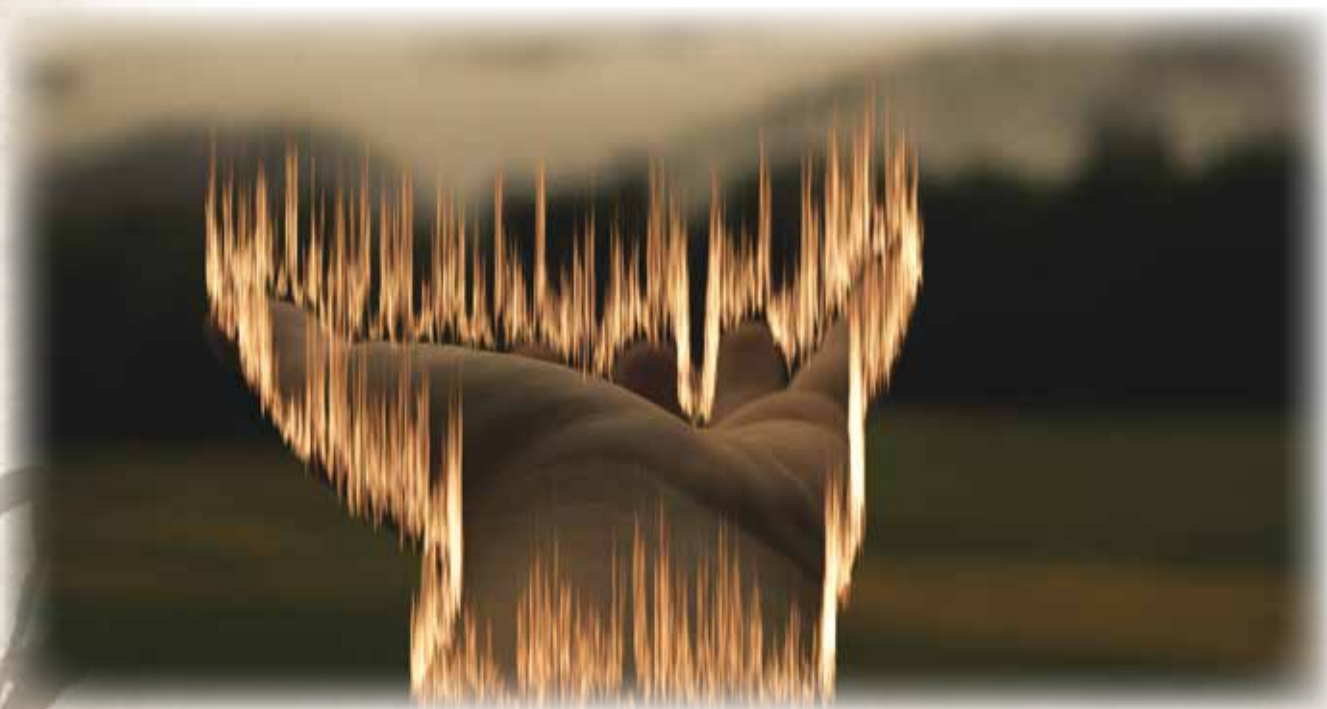
Many clerics pray to or make evil bargains with fiendish powers, devoting body and soul to the insane

plans and wicked aims of their despicable patrons. But these mortal clerics are often just shallow beings searching for quick power or the caress of true and final oblivion—few truly grasp the full scope of the entities they worship. Fiendish vessels, through their fiendish heritage, share an innate connection with their patron, and that connection grants them understanding and power. A fiendish vessel has the following class features.

Alignment: Unlike normal clerics, a fiendish vessel's alignment must match her patron's.

Domains: A fiendish vessel must select the Daemon, Demon, or Devil subdomain as one of her domain choices, based on the fiendish patron she chooses to serve.

Channel Evil (Su): At 1st level, a fiendish vessel, rather than channeling positive or negative energy, instead channels the pure evil power of her fiendish patron. This ability is similar to channeling negative energy, but instead of healing undead and dealing



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damage to living creatures, this blast of evil energy automatically heals evil creatures and debilitates good creatures within its burst.

Channeling this evil causes a burst that affects all creatures in a 30-foot radius centered on the fiendish vessel. In the case of evil creatures, the amount of damage healed is equal to 1d4 points of damage and increases by 1d4 at every two levels beyond 1st (to a maximum of 10d4 at 19th level). Good creatures in the burst receive a Will saving throw to negate this damage. Good creatures that fail their saving throws are sickened for 1d4 rounds. Good creatures with a number of Hit Dice less than or equal to the fiendish vessel's class level – 5 that fail their saving throws are nauseated for 1 round and then sickened for 1d4 rounds instead. The DC of this save is equal to 10 + 1/2 the fiendish vessel's level + the fiendish vessel's Charisma bonus. Neutral creatures are unaffected by this burst of evil energy.

A fiendish vessel may channel this energy a number of times per day equal to 3 + her Charisma modifier. Doing so is a standard action that does not provoke attacks of opportunity. A fiendish vessel can choose whether or not to include herself in this effect. A fiendish vessel must present her unholy symbol or use her familiar as the divine focus for this ability.

For the purposes of feats that affect channel energy, this ability counts as channeling negative energy. If the feat changes the way the fiendish vessel channels or deals damage with her channeling, use the amount of damage this ability heals evil creatures to determine the damage-dealing potential of the affected ability. For instance, if a 5th-level fiendish vessel takes the Channel Smite feat, her channeling deals an additional 3d4 points of damage to living creatures on a successful hit (though they may save to negate the damage).

This ability replaces channel energy.

Fiendish Familiar: At 3rd level, a fiendish vessel's patron rewards her with a fiendish servant. The fiendish vessel gains an imp, quasit, or cacodaemon familiar based on the patron she worships. This ability

is identical to the wizard's arcane bond with a familiar and the Improved Familiar feat, using the fiendish vessel's character level in place of the wizard level.

This tiny fiend acts like a perverse, manifest moral compass. Furthermore, this familiar can act as a living divine focus and unholy symbol for her spellcasting if the fiendish vessel so desires, which means that when she uses her channel evil ability, its burst can be centered on the familiar instead, as long as that familiar is within 30 feet and line of sight. A fiendish vessel's familiar tends to be fawning and subservient to the fiendish vessel. Should her familiar die, the fiendish vessel's patron replaces the familiar with an identical one within 1 week, without the need for a special ritual. Furthermore, the fiendish familiar gains the following special abilities beyond the standard familiar special abilities.

Fiendish Augury (Sp): At 3rd level, the fiendish vessel can ask the familiar whether a particular course of action will bring good or bad results for her in the immediate future. This ability acts like the augury spell, with a caster level equal to the fiendish vessel's level, with the familiar acting as the mouthpiece for the spell. This ability can be used once per day.

Fiendish Divination (Sp): At 9th level, the fiendish vessel can use a more powerful form of divination to gain intelligence from her patron through her fiendish familiar. This ability acts like the divination spell, with a caster level equal to the fiendish vessel's level; the familiar acts as the mouthpiece for the spell. This ability can be used once per day.

Extra Divination (Sp): At 13th level, the fiendish vessel can gain intelligence from her patron more often each day. She can use fiendish divination up to 3 times per day.

Fiendish Summoning: When casting summon

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FIENDISH PATRONS

The following describes some of the more common patrons.

Archdevil	Alignment	Areas of Concern	Domains	Favored Weapon
Baalzebul	LE	Arrogance, flies, lies	Air, Death, Evil, Law	Spear
Belial	LE	Adultery, deception, desire	Charm, Destruction, Evil, Law	Ranseur
Dispater	LE	Cities, prisons, rulership	Evil, Law, Nobility, Trickery	Heavy mace
Mephistopheles	LE	Contracts, devils, secrets	Evil, Knowledge, Law, Rune	Trident
Demon Lord	Alignment	Areas of Concern	Domains	Favored Weapon
Abraxas	CE	Forbidden lore, magic, snakes	Chaos, Evil, Knowledge, Magic	Whip
Baphomet	CE	Beasts, labyrinths, minotaurs	Animal, Chaos, Evil, Strength	Glaive
Dagon	CE	Deformity, the sea, sea monsters	Chaos, Destruction, Evil, Water	Trident
Shax	CE	Envy, lies, murder	Chaos, Destruction, Evil, Nobility	Dagger
Horseman	Alignment	Areas of Concern	Domains	Favored Weapon
Apollyon	NE	Pestilence	Air, Darkness, Destruction, Evil	Scythe
Charon	NE	Death	Death, Evil, Knowledge, Water	Quarterstaff
Szuriel	NE	War	Evil, Fire, Strength, War	Greatsword
Trelmarixian	NE	Famine	Earth, Evil, Madness, Weather	Spiked gauntlet

monster spells, a fiendish vessel is limited to summoning fiendish creatures and evil outsiders of the same alignment as her patron.

HELLISH LEGIONNAIRE (FIGHTER ARCHETYPE)

Some tieflings are raised in the martial traditions of Hell and one of the paths open to such a tiefling is that of the Hellish Legionnaire. Trained to safeguard and assist spellcasters of all sorts, the Hellish Legionnaire specializes in ensuring the safety of his comrades in arms.

Class Skills: The hellish legionnaire adds Spellcraft and Use Magic Device to his class list.

Assist the Master (Ex): At level 3 a hellish legionnaire grants any adjacent ally a +2 bonus to caster level checks and a +2 shield bonus to that ally's Armor Class, whenever the ally casts a spell. This replaces the fighter's armor training at that level.

Call to Power (Ex): At level 5 any ally adjacent to the hellish legionnaire adds a +2 to any spell's save DC, as the Legionnaire channels his innate magical abilities into supplementing theirs. This replaces the fighter's weapon training at that level.

Hellfire becomes You! (Su): At level 7 any ally adjacent to the hellish legionnaire adds a further 2d6 points of fire damage to any damaging spell that they cast. This replaces the fighter's armor training at that level.

OUTRIDER OF THE APOCALYPSE (CAVALIER ARCHETYPE)

The Outriders of the Apocalypse are historically tied to the Horsemen of the Apocalypse, but in time, their methods and training spread beyond the limitations originally enforced upon them, and now these light and nimble cavaliers can be found almost everywhere, serving as scouts and light forces harassing the enemy's line.

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Armor Proficiency: A outrider is proficient with light and medium armor, and with shields (with the exception of tower shields). This replaces the cavalier's normal armor proficiencies.

Infernal Mount (Ex): The outrider's mount gains the fiendish template and becomes a magical beast, though you may still treat it as an animal when using Handle Animal, wild empathy, or any other spells or class abilities that specifically affect animals.

Nimble Rider (Ex): An outrider of the apocalypse can apply his dexterity modifier to his mount's armor class provided it is higher than the mounts. This replaces the cavalier's tactician.

Aspect of War (Ex): At 3rd level, an outrider of the apocalypse learns to make more devastating charge attacks while mounted. The cavalier receives increases the critical damage by a full step on a charge while mounted (going from X2 to X3 and so on). This replaces the cavalier's charge.

Aspect of Famine (Ex): At 6th level, an outrider of the apocalypse gains the benefits of the Mobility feat so long as she is mounted. Additionally, the outrider deals double damage while using a one-handed slashing weapon from the back of a charging mount, as though using a lance. This replaces the bonus feat gained at 6th level.

Aspect of Pestilence (Ex): At 9th level outriders and their mounts become immune to all magical and non-magical disease. If exposed to a disease (i.e. a situation that would require a saving throw) the outrider can choose to be a carrier of the disease. For the next 24 hour, the outrider's attacks will now confer the disease with the same conditions as the original attack. (Same save DC, duration and so on). This replaces the cavalier's greater tactician.

Aspect of Death (Ex): At 17th level The outrider becomes an avatar of destruction. All critical attacks now confirm automatically if the horseman is mounted. This replaces the cavalier's master tactician.

QLIPPOTH (SORCERER BLOODLINE)

The taint in your blood is undeniable, and mad visions clutter your mind at all times. You react by instinct more than by conscious thought and you remain unpredictable.

There is a taint in your blood, one that is alien and bizarre. You tend to think in odd ways, approaching problems from an angle that most would not expect. Over time, this taint manifests itself in your physical form.

Class Skill: Knowledge (planes)

Bonus Spells: *confusion*, *lesser* (3rd), *hideous laughter* (5th), *suggestion* (7th), *confusion* (9th), *feeblemind* (11th), *suggestion*, *mass* (13th), *insanity* (15th), *symbol of insanity* (17th), *dominate monster* (19th).

Bonus Feats: Augment Summoning, Combat Casting, Deceitful, Dodge, Improved Initiative, Iron Will, Skill Focus (Knowledge [planes]), Spell Penetration

Bloodline Arcana: Whenever you cast a spell of the compulsion subschool, increase the duration of the spell by 50% (minimum 1 round). This bonus does not stack with the increase granted by the Extend Spell feat.

Bloodline Powers: Qlippoth sorcerers grow increasingly mad as they gain in level, as evidenced by their powers.

Touch of Madness (Sp): At 1st level, you can cause

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a creature to become dazed as a melee touch attack. This effect persists for a number of rounds equal to 1/2 your sorcerer level (minimum 1). Creatures dazed by this ability radiate an aura of evil, as if they were an evil outsider. Multiple touches do not stack, but they do add to the duration. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Qlippoth Resistances (Ex): At 3rd level, you gain resist acid 5 and a +2 bonus on saving throws made

against mind-affecting spells and abilities. At 9th level, your resistance to acid increases to 10 and your bonus on saving throws against mind-affecting spells and abilities increases to +4.

Embracing Original Sin (Ex): At 9th level, you gain a +2 inherent bonus to your Constitution. This bonus increases to +4 at 13th level, and to +6 at 17th level.

Added Summoning (Su): At 15th level, whenever you summon a creature with the qlippoth subtype or the fiendish template using a summon monster spell, you summon one additional creature of the same kind.

Form of Madness (Su): At 20th level, 3 times per day as a standard action you can reveal the true nature of madness hidden within you. Anyone within line of sight must make a Will save (DC 10 + 1/2 your level + your charisma modifier). Creatures that fail the save are affected by a *feeblemind* effect and permanently blinded. Anyone making the save is *confused* for 1d4 rounds.

New Racial Rules

The following options are available to tieflings. At the GM's discretion, other appropriate races may also make use of some of these.

TIEFLING EQUIPMENT

Tieflings have access to the following equipment.

Table: Tiefling Equipment

Name	Cost	Weight
Croaker's Shield	70 gp	50 lbs.
Fiendgore unguent	75 gp	1 lb

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Whip-blade	20 gp	10 lbs.
Vile Draught	1,000 gp	- lb.

CROAKER'S SHIELD

Created by the tiefling subrace known as croakers, this large leather shield has a strong wooden frame, but is unusually deep for a shield. While it functions as a heavy wooden shield in combat, it can easily be flipped, so that the curve of the shield forms the bottom, making it into a basket boat, that can be either steered with a pole or rowed with pair of oars. (with the same stats as a row boat).

FIENDGORE UNGUENT

When this unguent—prepared with vile alchemical reagents and the gore of fiends—is applied to a wounded tiefling or evil outsider (not currently at maximum hit points), it momentarily transforms the essence of the target into something even more fearsome and demonic. While under the effects of a fiendgore unguent, a tiefling or an evil outsider gains a +2 circumstance bonus on Intimidate checks and a +1 circumstance bonus to the DC of all spells with the fear descriptor that they cast. Applying the unguent is a delicate process, requiring a full-round action, and can only be properly applied to a willing or helpless creature. If applied to a creature other than a tiefling or an evil outsider, it sickens the creature instead. The unguent's effects (either beneficial or harmful) last for 1 minute.

VILE DRAUGHT

This fiery liquid was created by fiends when a mortal host was ready to be sent into the afterlife. When consumed, a vile draught is a poison with the following stats:

Type: poison (ingested); **Save** Fortitude DC 15
Onset 1 minute; **Frequency** 1/minute for 6 minutes;

Effect 1d3 Con damage; **Cure** 2 saves

Anyone dying from the vile draught comes back to life an hour later as an Abyssal Larvae.

The vile draught had an unexpected side-effect on those connected to the planes. When consumed by an outsider or native outsider, it heals the imbiber for 3d8+5 points of damage and grants the imbiber a +5 resistance bonus on their next Fortitude save, as it anchors them in the current world.

WHIP-BLADE

A Whip-blade is a series of connected links, with sharpened blades attached to the side of each link. Acting like a whip in most ways, the blades of the whip-blade is capable of cutting chunks of flesh from the target. Unlike other reach weapons, the whip-blade can be used when grappling, in effect using the links to saw through an opponent.

A whip-blade is an exotic weapon, but a martial weapon for tieflings.

(Exotic) One-handed Melee Weapon

Whip-blade **Cost:** 20 gp; **DMG (S):** 1d6; **DMG (M):** 1d8; **Critical:** x3; **Range:** -; **Special:** disarm, reach, trip, usable in grappling

TIEFLING SPECIAL MATERIALS

Tieflings have developed the following special materials well suited to their needs and various homelands.

COLDWRACK SILVER

Some tieflings take up the mantle of demonslayer, fiend-hunter or lower planar enforcer. Laying waste

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to anyone in their way, these tieflings cannot always be certain of the opponents they face. So they took the matter to master smiths and coldwrack silver was the result.

Using silver mined deep underground, coldwrack silver is smelted without using any form of light and hammered into shape in cold forges. Only once the weapon is finished is it allowed to see any form of light.

Coldwrack silver is a dark metallic silver, stained with flecks of coal and iron. It is as strong as steel, but counts as both cold iron and silver when overcoming damage reduction. This price of coldwrack silver is added to the price of the normal weapon. Only masterwork weapons can be made of coldwrack silver. (So the price below is on top of the masterwork cost.

Table: Coldwrack Silver Modifiers

Weapon Type	Item Price Modifier
Arrow	+10 gp
Light weapon	+100 gp
One-handed weapon	+500 gp
Two-handed weapon	+1,000 gp



TIEFLING FEATS

Tieflings have access to the following feats.

ANCESTRAL SCORN

The fury you harbor for your fiendish ancestors gives evil outsiders great reason to fear you.

Prerequisites: Intimidate 5 ranks, tiefling.

Benefit: Whenever you successfully demoralize an outsider of the evil subtype with an Intimidate check, it becomes sickened for 1 round in addition to being affected by the normal effects of being demoralized. If you beat the DC by 5 or more, the creature is nauseated for 1 round instead.

Normal: Demoralizing a foe with a successful Intimidate check causes it to become shaken for 1 round, +1 round for every 5 by which you beat the DC.

ARMOR OF THE PIT

Your fiendish traits take the form of a protective scaly skin

Prerequisites: Tiefling.

Benefit: You gain a +2 natural armor bonus.

Special: If you have the scaled skin racial trait, you instead gain resistance 5 to two of the following energy types that you don't have resistance to already: cold, electricity, and fire.

BANNER OF DOOM (COMBAT)

The mere sight of your fiendish banner is enough to send ripples of fear through your enemies.

Prerequisites: Base attack bonus +8, banner class feature, tiefling.

Benefit: As long your banner is clearly visible, all enemies within 60 feet take a -2 penalty on saving throws against fear. This penalty does not stack with other effects that provide enemies with penalties on saving throws against fear.

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BLINDING SNEAK ATTACK (COMBAT)

When you strike from the cover of darkness, you inject foes with a fraction of your foul magic.

Prerequisites: Base attack bonus +5, darkness spell-like ability, sneak attack class feature, tiefling.

Benefit: When you successfully deal sneak attack damage to a foe while you are within an area of magical darkness, you temporarily blind your opponent for 1 round. A successful Fortitude save (DC 10 + the amount of sneak attack damage dealt) negates this effect.

EXPANDED FIENDISH RESISTANCE

You gain extra fiendish resistances.

Prerequisite: Tiefling.

Benefit: Pick one of the following energy types that you do not already have resistance to: acid, cold, electricity, or fire. You gain resistance 5 to that energy type.

Special: You can take this feat multiple times. Each time you do, pick another energy type you do not have resistance to. You gain resistance 5 to that energy type.

FIENDISH DARKNESS

You can use your darkness spell-like ability more often.

Prerequisites: Darkness spell-like ability, tiefling.

Benefit: You can use darkness three times per day as a spell-like ability.

Normal: Tieflings can use darkness once per day as a spell-like ability.

FIENDISH FACADE

You are easily mistaken for a member of another race. Your fiendish physical traits are normally hidden by clothing or appear to be markings of another race.

Prerequisites: Must be taken at 1st level, tiefling.

Benefit: You gain a +5 racial bonus on Disguise checks when attempting to impersonate a particular

race. You must select the race you are able to impersonate when you select this feat, and thereafter you cannot change the race you have chosen. That race must be Medium size.

FIENDISH RESILIENCE

You dodge energy attacks with amazing agility.

Prerequisites: Dex 13, evasion class feature, tiefling.

Benefit: Choose one of the following energy types that you have resistance to: cold, electricity, or fire. Anytime you make a Reflex saving throw against an attack that deals the selected type of energy damage and is subject to your evasion class feature, you gain a +4 competence bonus on the save.

Special: You can take this feat multiple times. Each time you take it, you select a different qualifying energy type.

FIEND SIGHT

Your eyes develop keener sight in dim light and darkness.

Prerequisites: Darkvision 60 ft., tiefling.

Benefit: You gain low-light vision and your darkvision improves to 120 ft.

Special: You can take this feat twice. When you take it a second time, you gain the see in darkness universal monster ability.

FURY OF THE TAINTED (COMBAT)

The unstoppable anger you feel toward do-gooders and self-proclaimed saints makes you a force to be reckoned with.

Prerequisites: Cha 13, rage class feature, tiefling.

Benefit: While raging, you gain a +4 competence bonus on saving throws made against spells and effects with the [good] descriptor.

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GRASPING TAIL

Your tail becomes more useful.

Prerequisite: Tiefling.

Benefit: You can use your tail to grab stowed items.

While you cannot wield weapons with your tail, you can use it to retrieve small, stowed objects carried on your person as a swift action.

Special: If you have the prehensile tail racial trait, you can use your tail to grab unattended items within 5 feet as a swift action as well as to grab stowed objects carried on your person; you can hold such objects with your tail, though you cannot manipulate them with your tail (other than to put them in your hand).

IMPROVED FIENDISH DARKNESS

Your innate ability to shroud others in darkness is further empowered.

Prerequisites: Fiendish Darkness, darkness spell-like ability, caster level 3rd, tiefling.

Benefit: You gain a +2 bonus to your effective caster level when using your darkness spell-like ability. In addition, whenever you cast a spell with the [evil] descriptor that targets another creature, you can spend a swift action to apply the effects of your darkness spell-like ability to the spell cast, with the darkness effect centered on the spell's target. Using the darkness spell-like ability in this way expends all three uses of it for the day, and it cannot be used if fewer than three uses of it remain for that day.

IMPROVED FURY OF THE TAINTED (COMBAT)

Your hatred for goodness is rivaled only by your ability to repel it.

Prerequisites: Cha 13, Fury of the Tainted, base attack bonus+8, rage class feature, tiefling.

Benefit: While raging, you gain spell resistance

equal to 10 + your class level against spells with the [good] descriptor.

MONSTROUS MASK

Your fiendish physical traits give you a twisted and fearsome appearance that strikes fear into others' hearts.

Prerequisites: Tiefling, must be taken at 1st level.

Benefit: You get a +5 racial bonus on Intimidate checks made against all creatures of the humanoid type.

OVERGROWN APPENDAGE

One of your limbs or appendages is much larger than normal.

Prerequisites: natural attack, tiefling

Benefit: Choose one of your natural attacks. This attack now does damage as if you were one size larger.

SMELLING OF LIFE

You have the nose of a predatory fiend and you can smell mortal flesh nearby.

Prerequisites: Tiefling

Benefit: You gain scent as per the universal monster ability. This only applies to living creatures (i.e. any creature with a constitution score).

TERRIFYING MASK

Your fiendish visage has made you a truly terrifying spectacle to behold, and you can force others to betray their feelings with a single look.

Prerequisites: Cha 13, Monstrous Mask, tiefling.

Benefit: Anytime you can make a Sense Motive check to get a hunch or detect whether someone is trustworthy or not, you can choose to instead make an Intimidate check at a -2 penalty. This ability only works on creatures of the humanoid type.

The Tiefling

WICKED VALOR

The fiendish blood that courses through your body causes your wounds to heal faster than usual.

Prerequisites: Con 15, Diehard, Endurance, tiefling.

Benefit: When you regain hit points by resting, you heal double the normal amount of damage. This feat does not stack with items or effects that also affect the amount of damage you recover from while resting. This feat only functions with a full night's rest; complete bed rest is not affected by this feat.

TIEFLING TRAITS

Only tieflings may select one of these traits. These traits are not alternate racial traits, but instead designed to be used with the trait system introduced in the *Pathfinder Roleplaying Game: Advanced Player's Guide* and most often chosen at character creation.

Blood of the Fallen: Instead of descending from a fiend, you descend from a fallen celestial being. You gain access to the racial traits normally only accessible to an aasimar and can replace 1 racial trait for another at the same RP cost.

Cagebreaker: You've escaped from both physical and the prison of misconception. As such you gain a +1 trait bonus to Escape Artist checks.

Fell Grip: You've learned to hold onto everything that's important to you, especially your weapons. You gain a +1 trait bonus against being disarmed.

Orphaned: Your parent left you and you were raised in an orphanage. This influenced your early childhood heavily. You gain to the race traits of your childhood orphanage. (Please note that these are the Race Traits, not the Racial Traits).

TIEFLING MAGIC ITEMS

Tieflings have access to the following magic items.

DARKSIRE AMULET

Price 9,000 gp; **Slot** neck; **Aura** faint abjuration; **CL** 3rd; **Weight** 1 lb.

This small iron locket contains some token—a scale, a shaving of a horn or claw, or lock of burning hair—from a fiend. When worn by a tiefling, if he has cold, electricity, or fire resistance, this amulet increases that resistance by 5. Furthermore, it provides a +4 insight bonus on Diplomacy skill checks made to influence evil outsiders.

CONSTRUCTION REQUIREMENTS

Cost 4,500 gp

Craft Wondrous Item, resist energy, creator must be a tiefling, half-fiend or true fiend.

HALO OF INNER CALM

Price 16,000 gp; **Slot** head; **Aura** strong abjuration **CL** 15th; **Weight** 1 lb.

This silvery ring looks like a halo. When worn by a tiefling it hovers just above his head, though it still uses the head magic item slot. It helps to calm the baser emotions and the dark whispers that plague tieflings, granting the wearer a +4 resistance bonus on saving throws against all spells with the emotion descriptor. When worn by a tiefling of a good alignment, it provides spell resistance 13 against spells with the evil descriptor and a +2 sacred bonus on saving throws.

CONSTRUCTION REQUIREMENTS

Cost 8,000 gp

Craft Wondrous Item, *holy aura*, creator must be a tiefling of good alignment

RIFTSPLITTER

Price 20,820 gp; **Slot** none; **Aura** moderate teleportation; **CL** 9th; **Weight** 10 lbs.

This coldwrack silver +1 whip-blade feels warm to the touch. A smell of sulphur emanates from the red leather grip.

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Once per day, as a full round action, Riftsplitter can open a portal to one of the lower planes if currently on the material plane. Only the wielder and up to 5 others (chosen by the wielder may pass) can pass through this one-way portal.

The lower plane to which the portal opens is the one most closely associated with the character based on alignment. (A lawful character would go to Hell, a neutral character to Abaddon and a chaotic character to the Abyss).

When wielded by a tiefling, the tiefling can choose which of the 3 planes that she wants the portal to open to instead.

If the portal is opened from one of the lower planes, it will one back to the material plane. When traveling between the planes, the portal opens within 1d100 miles from the intended location.

CONSTRUCTION REQUIREMENTS

Cost 11,820 gp

Craft Magic Arms and Armor, plane shift, creator must be a tiefling

TIEFLING SPELLS

Tieflings have access to the following new spells.

Damnation Stride

School conjuration (teleportation) [fire]; **Level** sorcerer/wizard 5, summoner 4, witch 5

Casting Time 1 standard action

Components V

Target you (teleportation) and creatures within a 10-foot-radius burst (burst of flame) (see text)

Duration instantaneous

Saving Throw Reflex half, see text; **Spell Resistance** no

This spell functions like dimension door, except you leave behind a burst of fire. Choose one corner of your starting square. A 10-foot-radius burst of flame explodes from that corner the moment you leave, dealing 4d6 points of fire damage.

hellmouth Lash

School transmutation [acid, electricity, or fire]; **level**

sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

Upon casting this spell, your tongue transforms into an energy whip weapon that can deal acid, electricity, or fire damage. You choose what type of energy damage the spell deals when you cast it. You attack with your tongue as if it were a whip, except you make touch attacks with it and it can harm creatures with armor or natural armor bonuses. You are considered proficient with this weapon. A successful touch attack with the tongue deals 1d8 points of energy damage per two caster levels (maximum of 5d8 points of damage at 10th level).

While the spell is in effect, you cannot speak, cast spells requiring verbal components, or activate items requiring command words.

The spell has the acid, electricity, or fire descriptor, depending on what type of energy damage you chose when you cast it.

The Might of hell

School transmutation; **Level** cleric/oracle 7, sorcerer/wizard 7 **Domain:** evil 7, glory 7

Casting Time 1 standard action

Components V, S, (DF)

Range touch

Effect 1 target for every for level of the caster

Duration 1 round/level (D)

Saving Throw Will (harmless); **Spell Resistance** no

This spell functions like *righteous might*, except that it allows multiple targets to be affected and all affected targets gain fire resistance 10.

The Tiefling

Random Tiefling Features

Presented below are random features a tiefling might possess. None of the following features grant characters any special power in excess of their usual abilities.

Random Tiefling Features

d100	Feature
01	Your feet are a couple of inches longer than a human's and you have 6 toes.
02	You have 4 vestigial horns sprouting from your forehead.
03	Your eyeballs a black orbs, with a fluid, slick look to them.
04	You don't have any external ears. Instead you have two small cones on the side of your head that serve the same function.
05	You have half again as many teeth as a normal human.
06	Your head has several pronounced bony ridges under the skin.
07	You have vestigial wings on your back, that resemble bat wings.
08	Your tongue is forked, causing you to hiss a lot.
09	You have no lips and spittle constantly dribbles down your face.
10	You have a 3rd eye in the middle of your forehead. You can't see through it, but it watches everyone.
11	Your have no nose, instead there's a flat piece of skin.
12	Your nostrils are flared wide, like those of a bat.
13	Your tail isn't scaly like most tieflings, instead it's like that of a rat.
14	Your hair is long and dreadlocked. When you cut it, it's back again the next morning.
15	You've only got 3 fingers and a thumb on each hand.
16	Your eyes are big, wide and can move independently like those of a chameleon.
17	Whenever you are angry, illusory flames seem to lick across your skull.
18	Your eyelids close vertically rather than horizontally

19	Your canines are extremely pronounced and impossible to conceal, resulting in people sometimes mistaking you for a vampire.
20	Your skin subtly changes color to match your surroundings, though it is not camouflage.
21	Your skin color changes so that it clashes most violently with the colors around you, making finding clothes that match you a bit of a problem.
22	Your laughter is extremely deep and ominous
23	When you talk people can hear crackling fires in the background.
24	Your skin feels like sandpaper due to the tiny scales that cover your body.
25	Your tail is barbed
26	Your tail ends in a vestigial stinger.
27	You smell of sulphur when you sweat
28	When walking barefoot part of your foot print always resemble goat hooves.
29	Your knees bend backwards when you walk.
30	You have a magnificent set of antlers growing from your forehead.
31	You're able to unhinge your jaw, making you able to bite over things that shouldn't be possible.
32	You feel an urge to always avoid dogs. It's like they know something is wrong with you.
33	Dogs DO know something is wrong with you and always bark at you, even the ones that know you.
34	Your touch causes plants and flowers to die, though living creatures are unaffected.
35	Your heart beats at double the speed of a human.
36	You're able to rotate your head around like an owl.
37	Your body is covered in runes and tattoos. As you were born with them, you don't know their meaning.
38	Whenever you drink anything, it always tasted of blood.
39	You are completely bald. A mohawk of bone growths covers your head instead.
40	Your eyes are the color of embers, flaring into bright flames when you get emotional.
41	The back of your arms is covered in vulture feathers.
42	Two scaly protrusions rise up from your shoulders.
43	You have the legs of a goat.
44	Your fingertips are not covered in scales, unlike the rest of you.
45	Bone growths rise from your cheeks to your eyebrows giving you almost a visor made of bone.

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46	Shadows seem to follow you wherever you go, as you somehow always stand in shadow.	65	Your skin is nearly translucent, and in particular the patterns of your veins and arteries are clearly visible. No amount of sunlight will tan your skin.
47	You have a disconcerting habit of sticking your hands directly into the fire, when cooking at a campsite.	66	The back of your skull has a bone ridge with odd peaks, like a crown on the back of your skull.
48	Whenever you touch anything made of wood, you leave behind a burnt handprint, though it is not warm enough to set it aflame.	67	Your horns are not on your head but on the sides of either or both hands giving the appearance of extra fingers
49	You talk to yourself. But when you do, you also answer yourself in a much deeper, slower voice.	68	You have a nub that protrudes just enough to usually be visible instead of a full tail.
50	You look completely like a normal human and nothing stands out as fiendish, apart from your two small nubs of horns on your forehead.	69	You have vestigial horns, but they turn opposite directions from one another, rather than a more classic appearance.
51	Your tail, however graceful, has an odd bend in it that makes it click when you twitch it.	70	Your entire body is extremely hirsute, with a layer of nearly fur across your entire body that grows back if shaved or groomed with remarkable speed.
52	The inner fire of your eyes make it difficult to hide in the dark, unless you close them.	71	Your skin blushes at odd times and in ways that seem unnatural — as if your hand were embarrassed, or a single ear turning bright red, while the other remains neutral.
53	You have a single horn that sprouts from the top of your head just where your hairline would begin, most similar to a rhinoceros.	72	You have a skin blemish that appears as a closed third eye.
54	A diminutive set of moth-like wings, all dull greys and browns, spout from your shoulder blades.	73	One foot has thick, blackened, and broken toenails.
55	Your nose and mouth have a hardened beak, like a bird of prey, though you may still have a ghastly humanoid like mouth and teeth inside.	74	You have an unnatural fear of bright colors.
56	Your cheekbones protrude out at a sharp angle that ends with actual bone projecting from the flesh of your face. Your jawline and other bones close to the surface may be similar.	75	Your fingers curve abnormally or even backwards.
57	No hair grows on any part of your body, from a bald scalp to smooth skin on arms and legs, etc.	76	You refer to yourself in the third person.
58	There appears to be some dark, seething thing moving underneath your skin at all times, though no amount of searching for it will reveal any actual anomaly	77	Small lights like candles react to your presence when you are angry, either growing brighter or snuffing out.
59	Patches of your skin are scaly, as though from a skin disease.	78	You prefer to eat meat that is raw or barely cooked.
60	Your eyes glow red in the darkness when viewed by those with darkvision.	79	When you speak words and phrases related to religious doctrine (good or bad), your voice takes on a low and resonating tone.
61	You have vestigial horns, but one is significantly larger than the other, leading to a slightly lopsided appearance.	80	Creatures that are considered evil are drawn to you. This could be rats, bats, and snakes, or even less conventional creatures.
62	Your nose is more of a bony protrusion than humanlike.	81	You have abnormal pupils, like those of a goat or a cat.
63	Your ears, while perfectly functional, look more like the wings of a bat or similar non-ear structure.	82	When on holy ground or in the church of a good deity, you leave scorched footprints.
64	Your hair is coarse, more akin to twine or hemp than true hair, and causes scratches when fingers or the like are run through it.	83	Your knuckles have bony protrusions that ache in cold weather.
		84	Your hair has the appearance and texture of metal wires, usually copper or bronze. If your hair is removed, it becomes rusted and worthless within minutes of being removed.
		85	Your teeth have the appearance of a predator, such as a shark or an alligator.

The Tiefling

86	You perpetually smell of some odd substance, such as ash, or wormwood.
87	Milk sours in your presence, and cream curdles, while domesticated animals become agitated.
88	Your presence causes a thin layer of frost to appear on glass or metallic surfaces.
89	When you whisper, your voice takes on an especially menacing and raspy tone.
90	In your presence, skull-like objects will appear in the background of reflective surfaces.
91	You are preternaturally likely to be misidentified as a criminal by the local constabulary.
92	Any hair on your body appears greasy and unwashed after a few minutes of cleaning.
93	In total darkness, your eyes project a small red dot that can be seen by normal vision.
94	When you are near a fire, it appears to reach for you, but does not accidentally harm you.
95	The veins in your body glow through your skin as if your blood is on fire.
96	When you speak, smoke comes out of your nostrils.
97	Insects and leeches that feed off of your blood turn bright red and grow slightly larger.
98	Your spit burns like a very weak acid.
99	You have a vaguely fishy appearance, as though you had some strange fish ancestry.
100	When you sleep, you sleep talk about evil planes and dark prophecies.

Astonishing Races

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