

DUNGEONS & DRAGONS[®]

Player's Handbook[®] Races

TIEFLINGS[™]



ROLEPLAYING GAME SUPPLEMENT

Matthew Sernett

PLAYER'S HANDBOOK® RACES: TIEFLINGS™

Matthew Sernett

You bear the mark of evil.

One ancient transgression echoes down through the generations to you, bestowing an inheritance of wrongdoing written across your face and form. This curse flows in your blood, and it taints every interaction you have, from the day you're born until the day you die.

To be a tiefling is to be defiant—defiant of the stares, proud despite the whispers, and sure of yourself regardless of a heritage of darkness. Tieflings laugh in the faces of those who would judge, sneer at those filled with ignorant fear, and stand tall amid all the accusations, spoken or unspoken.

To play a tiefling is to wield the power granted by an ancient evil, and to adopt the sly grin and twinkling eye. With a tiefling character, you play the part of the ne'er-do-well who doesn't mean any harm, the rake with a heart of gold, the reluctant hero, the rogue scholar tempted by forbidden knowledge, or the anti-hero who stalks the shadows while trying to fight his own darker nature.

This book is your guide to creating and playing a tiefling character. It provides a comprehensive introduction to the history, beliefs, behavior, and attitudes of tieflings in the world of the DUNGEONS & DRAGONS® game. It explores these elements by presenting a wealth of resources for developing your character: background

elements, feats, powers, paragon paths, and an epic destiny to help your character embody the struggle he or she faces both in the world and from within his or her own skin.

The book focuses on developing your character as a person with background and motivation: a person who is distinctively a tiefling. Game elements can only go so far to bring your character to life. But by combining these game elements with story background and personal quirks and foibles, you can turn your character into a living, breathing part of the campaign world.

This book doesn't include racial feats, paragon paths, and other material appearing in other sources, either in print or online. Because the game is constantly growing and expanding, no index to those game elements would stay up to date for long, but fortunately, there's an easy reference at your disposal: the D&D Compendium, found at www.wizards.com/dnd. Even if you're not a *D&D Insider*™ member, you can use the Compendium to search for lists of feats, paragon paths, and other options designed expressly for tieflings. If you are a *D&D Insider* member, you can also use the D&D Character Builder to create and maintain your tiefling character, allowing you to always have up-to-date options at your fingertips.

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TIEFLINGS

Lucius shook the cobwebs out of his head and found his thoughts straying to the eternal question. Was it simply in his nature to lie, steal, cheat, and betray? As he pondered, he tested a front tooth with his tongue. It seemed solid. The others did as well. Taking joy from beating a helpless person apparently didn't lead to this goon being any good at it. He grinned.

"It was the horns, then, huh? They gave me away?"

The next punch came like clockwork. Lucius ducked his head at the last moment, taking the blow just above the eyes. Though slightly stunned by the impact, he was rewarded by a howl of pain and the cursing of his captor.

"What the hell was that?" laughed the blond human as he hopped down from a table he'd been lounging upon.

"Ow! The devil moved his head! I punched his horns," the heavysset guard growled, cradling his right hand. "Quit laughing, Barris! It really hurts!"

"You're such a twit, Durven," Barris said as he moved behind the chair to which they had tied Lucius. "Here. I'll hold him, and you hit him good this time."

Lucius twisted in his seat, but Barris gripped his horns tightly and pulled his head back. The ruffian was strong despite his slight build, and Lucius knew he couldn't shake his head free.

Durven paced a few steps while shaking his injured hand. Lucius occupied himself by sucking on his throbbing teeth and trying to relax. Balasar told him once that the best place to take a punch was on the forehead. Check. That was easy. Balasar also told Lucius to tense his neck and move into the blow. Said it would stop your skull from wobbling about like the head of a rag doll. Easy enough for Balasar; he had a neck like an ox. Lucius hadn't thought moving into the blow made much sense, but he welcomed any strategy that might improve his situation.

Durven flexed his fingers a few more times and made a meaty ball of his right hand. He stepped in close and slowly cocked his arm back, studying Lucius's face like an archer aiming at a bull's-eye.

Lucius watched the tension build in Durven's fat face as the brute stared dimly down at the tiefling's narrow countenance. The human's gaze focused on a point below Lucius's left eye, just above where his earlier teeth-ringing shot had landed.

Lucius had a sudden, unwelcome vision of his teeth sitting on a dusty shelf somewhere in the barracks of the Bane worshipers. He tried to shake the thought from his head but found his movements too constrained by Barris's grip. The tiefling's focus returned to Durven just in time to see the eager twitch of the guard's right eye, betraying the imminent release of another punch.

Lucius spat, spraying Durven's face with saliva and blood. Durven staggered blindly back, and Barris loosed his hold while uttering an oath. "They say there's a curse in our blood," said Lucius with a laugh. Durven wiped his face and fixed the grinning tiefling with a gaze that promised death, but then the door to the tiny chamber banged open.

"What's going on in here?" roared the dragonborn who strode through the doorway and then slammed the door shut. The newcomer was half again as brawny as Durven and wore a uniform that fit twice as poorly. It was, however, the uniform of a Prelate General, something that Lucius and the soldiers of Bane immediately recognized.

"Sir! Sir, General Sir! Prelate General, I mean," stammered Durven with a quick bow. "We're interrogating this prisoner. He was caught sneaking through the temple."

For his part, Barris simply bowed and scuttled over behind Durven, keeping his mouth shut and his posture straight.

"Interrogating?" the Prelate General asked suspiciously. "Have you even asked him any questions?"

Durven looked to Barris for help, but the other man stared straight ahead and said nothing. "Uh. Well, not really, sir. Sir Prelate, sir," muttered Durven. "No, we were softening him up first."

"I see," the dragonborn growled in response. "Well then, tiefling, are you a thief or a spy?"

"Both, actually." Lucius grinned, revealing bloody teeth. "I came to the temple to learn the truth behind the rumors of an alliance between the temple and the besieging hobgoblins. And to lay my hands on the protection money you've been extorting from the locals for years."

Durven and Barris glanced at one another nervously at this revelation of the temple's villainy, but the Prelate General continued his line of questioning, "And what did you find?"

"Ah, see, now that's interesting," Lucius replied, his eyes alight at the intrigue. "I had wondered how the temple communicated with the hobgoblins outside the city. Any signals would be noticed by the soldiers on the walls. I figured it was magic, but it wasn't clear just how the temple would aid the goblinoids when the time came." Lucius paused for suspense, loving the drama of storytelling.

"Well?" barked the Prelate General.

"A teleportation circle! I found it in the dungeons. They've already brought in some bugbear heavies to supplement their forces and several goblin sapper teams. I figure they plan to use the sappers to bring down the walls that protect the royal district. Then the other forces they've ported in will attack the city gate from the inside."



“I see you have it all figured out,” murmured the dragonborn. “Do you think you could find the teleportation circle again?”

“Undoubtedly.”

Durven and Barris looked at one another in some confusion about this exchange. It was rare for interrogations to go so well.

“So . . .” said the Prelate General in a low voice, staring intently at Lucius.

Lucius nodded his head in a half-salute, half-affirmation. Then he shrugged his slim shoulders as the ropes binding his hands to the back of the chair dropped away. Before the two guards could react, Lucius slid off the seat and spun behind it.

Barris started forward, drawing his sword, but Lucius simply continued his spin with the chair in hand. As the guard’s blade cleared its sheath, Lucius brought the chair down on Barris’s head. Barris crumpled to the floor in a clatter of sword and armor.

Durven never knew what hit him. The dragonborn’s shoulder slammed the boorish man against the wall with the force of a charging bull, knocking him senseless to the floor.

Lucius moved to the dragonborn and clapped a hand on his powerful shoulder where it blended into his oxlike neck. Before he could utter a word, the door opened again.

“Will you two quit messing around?” hissed the dwarf woman in the doorway. “We have work to do! Balasar, you shouldn’t encourage him. All this messing about with disguises and getting captured! A year ago we would have just kicked down doors until we found what we needed.”

“I remember, Helja,” interjected Lucius as he gathered his things from the table. “I also remember not ever knowing where we were going and having the culprits get away from us more than once.”

“Besides,” said Balasar as he ripped the Prelate General’s uniform away from his scaled form, “I wanted to show Lucius how much he has taught me.”

“You did an excellent job, but the prelate’s uniform was a risk,” said Lucius as he struggled into his leather armor.

“Nah,” replied Balasar as he helped Lucius buckle a shoulder strap. “These Banites see stripes on a shoulder and they snap to. I knew if I came in with the right attitude, they’d buy it. Pretend you belong—”

“And people will believe you do,” finished Lucius. “Unless you’re a tiefling, of course.”

“Of course.”

“Ahem,” grumbled Helja from the doorway. “If you two are done patting each other on the back, maybe we can get down to business.”

“Right, then,” Lucius replied as he pushed past the dwarf wizard. “You guys follow me. I know the way.”

A HISTORY OF EVIL

Long ago, so long that none but immortals can remember it, a human kingdom called Bael Turath expanded into a grand empire. As with all great empires, Bael Turath built itself up on the prostrate backs of conquered kingdoms. Assuredly, some conquests were just, and the world was better off without Bael Turath's enemies. Of course, the people of the growing empire also fought and died in many wars for less than noble reasons.

Also as with all great empires, at its height Bael Turath was closest to its fall. It strained under the pressures of ruling defeated peoples. Noble houses schemed to carve out their own kingdoms or to replace their betters in the halls of power. Civil wars, seceding territories, assassination plots, famine, plague—Bael Turath endured all these threats to its existence and survived by only the barest of margins.

The ruling family and others among the nobility prayed for a means of securing their country and their eternal dominion. Bael Turath had lasted for centuries, and they hoped to ensure its continuance for centuries more.

Alas, their prayers were answered.

The most avaricious, the most domineering, and the most paranoid—including the emperor himself—began to dream of a new age. They awoke from fevered sleep with visions of the future still floating before their bloodshot eyes. The empire could be saved. Indeed, it could grow to rival the greatest nations of history, perhaps even surpass them. Their noble lines would extend on into eternity. What price could outweigh eternal glory?

With the full force of the emperor's will behind them, chosen nobles were permitted to perform dark rituals that would put them in contact with the powers that would help them maintain their rule: the devils of the Nine Hells. This association with the devils showed the emperor the way. A month-long ritual, the Bloodfire Moon, would set Bael Turath on the path to true greatness. The head of every noble house had to participate. Those who would not did not survive that bloody month. They and all their families died on the sword or the altar.

Hundreds blood-signed their names in the Athanaeum, the temple where the first summoned devils appeared. Each noble house made a bond with a fiend through arcane pacts with names such as the Iron Crown of Madness, the Scarlet Claw of Hunger, Night's Loving Void, the Million Pains of Eternal Torment, the Heart of Fire and Iron, and the Cage of the Unnamed Master.

When the ritual ended and the last soul was bent to evil, the nobility of Bael Turath transformed. There

could be no doubt who ruled the empire now. Their pacts had given the nobles hellish power, and their bodies bore the mark of devilry. They had become tieflings, and any born of their bloodlines would bear the mark of their sins forever.

The power of hell and the nobles' shared vision of dominion not only secured Bael Turath but drove it to unsurpassed strength and incredible size. As the decades rolled on, the horror of the time of the Bloodfire Moon faded, and the people of Bael Turath began to care more for victory than virtue and to yearn more for wealth than liberty.

This ancient time saw the rise of another of the world's greatest empires: Arkhosia, the dominion of dragons and their distant kin, the dragonborn. Such a great civilization as Bael Turath cannot long endure a rival, and after numerous skirmishes and lesser wars, the two nations engaged in the final War of Ruin. The slave armies and devils of Bael Turath clashed against the dragonborn clans and dragons of Arkhosia, and in battlefields awash with blood both empires were undone. In the dark age that followed Bael Turath's dissolution, tieflings spread far and wide.

TIEFLINGS AND THE GODS

Tieflings have a poor history with worship of deities. Many would say their race was born because prayers to the gods went unanswered. Others claim that Asmodeus spoke to the Emperor of Bael Turath, and the unwillingness of most tieflings to devote themselves to a god is because Asmodeus's hand still steers the fate of the race. Most tieflings don't concern themselves with the reason and are content to avoid bearing the yoke of faith in any power other than themselves.

More so than those of many other races, tieflings who worship deities do so for self-serving reasons. A dragonborn might seek to honor Bahamut by every word and deed, a halfling might see Melora's grace in the flight of a bird or the sparkle of a fish's scales, but a tiefling's thoughts rarely turn to a god unless the tiefling has need of something—and only then if it's likely the deity will deliver.

Although the occasion is rare, tieflings can be found among the clergy of virtually every faith, but even then not always for long. Avandra, Erathis, Ioun, the Raven Queen, and Sehanine offer tieflings more than the other non-evil gods, but devotees of Asmodeus, Bane, Tiamat, Vecna, and Zehir are more common.

Yet a tiefling who prays to Corellon on one occasion might appeal to Gruumsh on the next, giving little thought to that contradiction. Many therefore see tieflings as faithless and fickle, but their adaptability, both in belief and morals, has allowed them to survive in a world often unfriendly merely to their bodies' appearance rather than their souls' fidelity.



A SCATTERED LEGACY

In the period after the fall of Bael Turath, the world became a smaller place. Continent-spanning empires had been shattered into a thousand separate states. Survivors clung to each other and guarded themselves against the roving horrors unleashed during the War of Ruin. New monstrous societies flourished amid the ashes, and old evils stirred to claim their places in the sun once more. What were once considered petty fiefdoms of humanity could now be viewed as some of the mightiest nations of the age.

The fate of the tieflings during this dark time cannot be broadly categorized. Some found themselves blamed for the calamity and hunted. Others were seen as heroes of the past and the only hope against encroaching chaos. Many simply struggled to survive alongside humans and the members of other races.

In most places where humans were found, tieflings could be found also, although almost always in smaller number. Their ability to breed true with humans allowed tieflings to tenaciously cling to existence alongside their adaptable cousins. Yet their obvious physical differences have always set tieflings apart and exposed them to prejudicial treatment. A tiefling's appearance is a constant reminder of humanity's hubris and the danger that comes with the all-too-human tendency to take chances.

Today tieflings often share space with any group who'll have them. A city might host dozens or hundreds of tieflings, while a town might not have seen a tiefling darken its doors for generations. Communities of tieflings often live in protected enclaves, either particular neighborhoods or true fortresses, but just as often, a tiefling is a loner, a traveling seeker of power, comfort, or good fortune wherever it might lie.

The ruins of Bael Turath jut up from the ground or fester beneath the earth in many places. These reminders of the glories of the past often inspire thoughts of a new tiefling empire, resurrecting the legend that a chosen one among the tieflings will rediscover the Athanaeum and usher in a new age. But that dream for many tieflings is a nightmare for others. True tiefling nations, if they exist, must be hidden or small.

Some tieflings claim the "pure" blood of the old noble lines and establish aristocratic houses, but the truth of these claims can rarely be verified. Tieflings more often gain leadership over a people or place in the same ways that any human ruler might do so: through conquest, charisma, or manipulation. Whether such places are points of light or shadows in the darkness depends much upon the tieflings involved. Indeed, the fate of tieflings today lies very much in each individual's hands, although ancestral bargains might still force some price to be paid.

IGNOBLE NOBILITY

Every tiefling descends from aristocracy.

When the humans of Bael Turath damned themselves with devils' bargains, only the heads of the noble houses bound their families to hell. The common people retained their humanity. No one in Bael Turath who bore horns and a tail did not in some way relate to those who signed the original pacts.

Most tieflings alive today cannot accurately trace their ancestry to any particular house. Generations of tieflings partnering with each other—and with humans—have blurred the bloodlines of the noble houses, making it nearly impossible to trace the dark path of inherited guilt. However, some tieflings actively seek the truth of their past, and a few among them find it. Others simply find it comforting or useful to claim descent from a noble house, regardless of the truth of their birthright.

Many noble houses of Bael Turath existed over the centuries of its rule, but the memory of most died in the cataclysmic war that brought both it and Arkhosia to ruin. Some, however, live on in infamy. Storytellers weave tales of terror about these houses, hanging webs of fiction upon their true horrors. Some of the most notorious houses are described below, though none can say which parts of their stories are true and which are merely the fancies of bards.

For more information about some of the noble houses and locations mentioned below, you can check out *Vor Rukoth: An Ancient Ruins Adventure Site* or go to *D&D Insider* and read “Vor Kragal, City of Ash” in *Dragon* #364 and “Domains of Dread: Sunderheart, the Funeral City” in *Dragon* #368.

ACHAZRIEL, THE DESTROYER'S HOUSE

Unlike other houses, Achazriel takes its name not from an ancestral house but from the fame of a particular tiefling. The true house of Achazriel is lost to history, but the deeds of the tiefling general have given rise to many who call her an ancestor.

Achazriel led the slave armies of Bael Turath in one of the most devastating battles of the War of Ruin. She ended the ten-year siege of the Arkhosian citadel known as Razortear by completing a mammoth tunnel through the earth beneath Razortear's walls. When she led a charge of ten thousand through the tunnel, the towers of Razortear toppled from the quaking caused by their booted feet. The destruction of Razortear caused such great losses on both sides of the war that many scholars mark the battle as the moment when both great empires began to die.

Any tiefling drawn to a grand but ultimately doomed quest might believe that he or she emulates an ancestor who took part in the fall of Razortear. Also, a tiefling who displays a talent for bloody conflict—from barbarians to warlords—might be referred to by other tieflings as a “second Achazriel.” Many incorrectly take this as a compliment.

KAHLIR, HOUSE OF BLOOD

The ruin now known as the City of Ash was once called Vor Kragal, and House Kahlir is the most infamous noble family of that southern city. For untold centuries, this house was led by tiefling vampires. In fact, the last known leader of House Kahlir had grown so obese upon the blood of slaves and enemies that he dispensed with clothing lest it inhibit the movement of his bulk.

How a house so drenched in blood and so tied to undeath could produce living heirs is a source of many lurid tales: tiefling males breeding with female vampires, and even vampire mothers suckling tiefling babies with their own blood. Today, rumors persist that House Kahlir still exists as a clan of tiefling vampires who take living tieflings of their bloodline into their fold.

Tieflings who wish to add an air of grisly mystery to themselves sometimes claim ancestry in House Kahlir. Descendants of the house often have a knack for powers of stealth and shadow.

See the Scion of Blood background on page 9 for more information on how to add this noble house to your character's history.

INFERNAL WRATH

Earlier this year, Wizards of the Coast updated the tiefling's *infernal wrath* racial power to make it more potent and useful for tiefling characters. For the sake of completeness—and for those readers who don't regularly check our Rules Updates page online—we have included the new power here as well.

For all the latest updates to rules and game elements, visit www.wizards.com/dnd and click on “Rules Updates” in the Quick Links box on the right-hand side of the page.

Infernal Wrath

Tiefling Racial Power

You call upon the hellfire burning in your soul to punish your enemy.

Encounter ♦ Fire

Free Action Close burst 10

Trigger: An enemy within 10 squares of you hits you

Target: The triggering enemy in burst

Effect: The target takes 1d6 + Intelligence or Charisma modifier fire damage.

Level 11: 2d6 + Intelligence or Charisma modifier fire damage.

Level 21: 3d6 + Intelligence or Charisma modifier fire damage.

DREYGU, HOUSE OF LOVE

In the time before tieflings had come into the world, Harrak Unarth was known as the City of Carousal. This bright gem of Bael Turath served as a pleasure garden for the nobility of the empire. All manner of bright and exotic goods flowed to this wealthy city.

When a daughter of House Dreygu became enamored of a member of the enemy house of Kahnebor, both families sought to separate them by any means necessary, including failed murder attempts by both sides. But these star-crossed lovers, Ivania and Vorno, survived every plot and eventually came to merge their houses and rule Harrak Unarth in the emperor's name. Their undying love for one another supposedly kept them youthful despite the passing of many years.

But even love could not grant them immortality, and one day Vorno passed on. That day, a great tempest consumed Harrak Unarth, erasing it from the world and providing its posthumous title: City of Curses.

Though most sages claim that Ivania never bore children, that hasn't stopped romantically minded tieflings from claiming ancestry from the two or from their illicit affairs. The appeal of Ivania and Vorno's love story makes House Dreygu a regular choice for those who select an ancestry for themselves rather than seeking out the truth.

KAHNEBOR, HOUSE OF FEASTING

The house that gave birth to the fabled Vorno Kahnebor of Harrak Unarth was known far and wide for the fetes Vorno and his wife Ivania hosted during their long years of rulership. Of course, a darker tale has always followed in the shadow of this bright explanation of the house's moniker.

Long before Vorno and Ivania conquered their houses and became tieflings, House Kahnebor spent much of its money covering up the escapades of its male heirs. Young women who caught an heir's eye would often vanish from sight. Many assume they were spirited away to hide illegitimate children, but others whisper of bodies found in dark alleyways.

Vorno's name appears in some such tales, but anyone who could confirm the truth died when he and Ivania usurped control of their houses and eliminated all enemy relatives. Thus are reputations cleansed and new fables created.

Whatever the truth might be, tieflings today rarely claim ancestry to House Kahnebor, preferring to attach themselves to Ivania and House Dreygu. That doesn't stop others from attributing such heritage to tiefling enemies: "You have the table manners of a Kahnebor" is a particularly scathing insult among polite society.

ZANNIFER, THE RED HOUSE

As the story goes, a tiefling of House Zannifer was in flight from Harrak Unarth's fall when she mistook a cutthroat for her nephew due to his red surcoat. In truth, the brigand wore white, but his garb was soaked in the fresh blood of the selfsame nephew. Before the noblewoman could discover her error, the murderous rogue stabbed her, robbed her of her jewels and signet ring, and left her for dead.

Amazingly, she survived the attack, her bloody wounds proving just short of fatal. She dragged herself to shelter, leaving a crimson trail behind.

Today, members who claim this bloodline always wear something red, but their reasons vary. Some pay homage to the nameless noble, bearing a scarlet boutonniere or broach in honor of her wound. Others believe themselves descended from the cutthroat who used her signet ring to pass as a member of House Zannifar until the day he died. Such individuals wear red garments in honor of their ancestor's deception.

A few supposed descendants of Zannifer claim that the wearing of red is more than fashion—that failure to do so causes them to bleed spontaneously. What's more, they say that this condition can be staved off for a month by killing a criminal. Those who make their living in the underworld of society are often wary of tieflings wearing red.

The Crimson Curse background on page 8 offers a method of adding this house to your tiefling's story.

ZOLFURA, HOUSE OF ICE AND FIRE

The tieflings of House Zolfura claimed mastery of the elemental forces. Such was their power in the ancient Bael Turath city of Vor Rukoth that enemies entering certain sections of the city found themselves immolated by leaping flames or shredded by icy blades.

The last rulers of this house were a brother and sister. Krumos lived within a skin of ice that protected him from any blow, while blue-white flames perpetually engulfed his sister, Kaieta. Legend claims they could not move more than a few yards from one another, or the elemental forces encased in their bodies would explode. Rumors surround the fate of House Zolfura. Some claim the destruction of Vor Rukoth was wrought by House Zolfura; others say their house was a victim of the destructive forces that tore apart the city.

Tieflings who have a talent for arcane or elemental magic often claim ancestry to House Zolfura. Those of hot temper or cold attitude face mocking questions about Zolfura ancestry from other tieflings.

See the Fire in Your Veins background on page 8 for details on how to reflect your ancestry in this house.

NOBLE BACKGROUNDS

If you want to make your tiefling's ancestry an important factor in your character's life, consider choosing one of these background elements that reflect your house's history. These background elements (and the others presented throughout this book) work just like the ones in *Player's Handbook 2*. After choosing your background elements, you can (with your Dungeon Master's consent) select one of the following background benefits.

- ◆ Gain a +2 bonus to checks with a skill associated with your background.
- ◆ Add a skill associated with your background to your class's skills list before you choose your trained skills.
- ◆ Choose one language connected to your background. You can speak, read, and write that language fluently. Supernal, the language spoken by devils, makes a particularly appropriate choice.
- ◆ If you are using a campaign setting that offers regional benefits (such as the *FORGOTTEN REALMS*® setting), gain a regional benefit.

CRIMSON CURSE

You have the curse of a tiefling bloodline, but you bear a heavier burden than most. You suffer from the crimson curse of the House of Zannifer. Unless you wear something red, your skin oozes blood like sweat. This process has killed others when left unchecked, and it's a horror to behold—one you would rather not experience yourself. Fortunately, there is a kind of cure: All you need to do is kill a criminal once a month to keep the bleeding at bay. The curse is weirdly discriminating, however. Only those convicted of crimes by some authority serve its strange purpose, although even a pickpocket or tax evader will do.

How rapidly does your curse manifest? What red object do you wear to prevent bleeding? Have you ever purposely gone without wearing red and killed someone to stave off the curse? Have you or your relatives acted as an executioner or bounty hunter?

Associated Skills: Heal, Streetwise

FIRE IN YOUR VEINS

You have traced your ancestry to House Zolfura, not that you needed dusty tomes or wrinkled sages to tell you who you are. Elemental power flows through you like blood. You see the primordial forces in things in ways that others consider madness. A flash of lightning in the distance always sends a delirious thrill through your body, and when you look upon flames, your ears seem to detect the distant call of elemental beings.

Does your ancestry cause you to be interested in arcane or elemental magic, or do you abhor it because of the strange things you perceive? Are the things you see and hear when elemental forces are used around you true visions, or mere hallucinations? Do you seek the power wielded by your ancestors?

Associated Skills: Arcana, Intimidate

HOUSE OF LIES

You don't know the house from which you are descended. At least, you're not sure. Maybe it's one of the famous names. Maybe it's a minor family. Maybe your ancestry is so mixed up that you can trace your bloodline to a dozen houses. When asked, you tend to pick a noble house as the mood suits you, and sometimes you make one up on the spot just to sound impressive or mysterious.

Do you want to learn your true ancestry? How would you react if your true ancestry were established? Are you hiding something by lying about your family line?

Associated Skills: Bluff, History

MAKE YOUR OWN HOUSE

The empire of Bael Turath covered as much as half the world for centuries and gave rise to countless aristocratic families. Using the ideas here as inspiration, you can devise your own noble family and related background.

Consider how old your noble family might be. Can your surname be found below the emperor's in the Athanaeum in the ruins of Bael Turath? Is your house a more recent development? Might it still exist in some form?

Think about the things for which your house might be famous. Were its members despicable and depraved like so many others, or did they become tieflings under duress and seek to avoid being swept up into the nation's evil? Did your house own important slaves, participate in great battles, or

create an artifact? Where was your house based? Do any remnants of its holdings still stand?

Concerning the pact your ancestors made, is there a particular devil to whom they made a promise? What kind of power did they gain? Is that promise, the devil, or that power something that might affect your life?

What skills might your heritage grant you? Your background's associated skills should feel like a natural result of the history of your house and how it might affect you now. If you have a skill in mind before you invent your house, what cool details will justify your choice and give your Dungeon Master some fun ideas to work with?

TIEFLING NAMES

Tieflings have given names and family names just as humans do. Also like humans, they might have nicknames. Yet unlike the wide variety of names that humans adopt, traditional tiefling names all harken back to one empire: Bael Turath. Although the people of that great nation spoke Common, the noble lines of tieflings often used the Infernal tongue to communicate. While some tieflings have names that are words in Infernal, names given to tieflings frequently blend the sounds of both languages. Those rare tieflings who grow up in enclaves populated solely by tieflings certainly have traditional names, but tieflings born to the rough quarters of human towns often take a word that they believe describes themselves or how they wish to be seen and use it as a name.

Female First Names: Affyria, Armillia, Catastrophe, Daela, Domitia, Dorethau, Destamavia, Dispiria, Elchora, Hacari, Helephaestra, Iritra, Kalastry, Levatra, Malfia, Mecretia, Milvia, Mirel, Nericia, Pyranika, Samantia, Suristryn, Tenerife, Traya, Velavia, Xelestri, Zaidi.

Male First Names: Aethax, Ankhush, Arkadi, Armarius, Archidius, Balmoloch, Bastreth, Calderax, Corynax, Dacian, Daelius, Deimos, Demedor, Grassus, Halius, Incerion, Kalardian, Kamien, Kazamir, Kzandro, Lachim, Maetheus, Malfias, Marchion, Melech, Nensis, Prismeus, Syken, Theveus, Vaius, Xerek, Zaethian, Zeth.

Family Names: Amarzian, Arychosa, Carnago, Derafan, Domarien, Kaazinar, Khirzan, Lamanthus, Meluzan, Menerian, Mezelandes, Mizviir, Paradas, Romazi, Sarzan, Serechor, Shadowhorn, Syrkoi, Szarzan, Torzalan, Trelenus, Trevethor, Tryphon, Vadu, Vezzati, Vrago.

Like most last names that have Common roots, the family names of tieflings might once have held meaning. Just as the human last name William might harken back to “guild helm,” a gilded helmet, so too might Sarzan be an abbreviated form of Sarzoneruss, an ancient name for a lake that no longer exists.

House Names: Achazriel, Anastazhu, Baikanul, Barikdral, Cavian, Dreygu, Kahlir, Kyrandanul, Ravoon, Rennet, Synnaridia, Thavios, Zannifer.

House names often carry an honorific or a descriptive phrase that has been associated with the house since the previous age: Baikanul, House of Happiness; Kyrandanul, the Wailing House; Rennet, House of the Last Moon, Synnaridia, the Plague House; Thavios, House of Shadows. Some such houses and the reasons for their honorifics are infamous; others remain a mystery carried on through the generations as tradition.

Honorifics: Cataclysm, Despair, Excellence, Gloom, Innocence, Malice, Mystery, Rain, Suffering, Travesty.

LAST OF THE LINE

You are the sole remaining descendant of a noble house of Bael Turath. Every one of your relatives has perished, some under mysterious circumstances. Some tieflings who learn of your background see you as cursed and alone, while others grow jealous of your opportunity to turn away from the past.

Was your house mighty or humble? Does your heritage make you proud or ashamed? Do you seek to reestablish your house, or would you be happier ending its sinister reputation once and for all? What events led to you become the last of your line? Have you been marked for death by some agency intent on eradicating your noble house—or are you somehow responsible for the elimination of your lineage?

Associated Skills: Diplomacy, History

SCION OF BLOOD

You are a member of House Kahlir. You know this because one of your ancestors came to you and told you so. Of course, she was dead at the time. The vampire informed you that you would be joining the rest of the family in undeath, but that first you would be given time to produce an heir.

Has your ancestor recently become a vampire? Perhaps you know of vampire relatives that date back to the time of Bael Turath. How often are you in contact with

your vampire family? Do you hide from them, or seek their counsel? What if you refuse to provide an heir to your bloodline? Do you have any siblings facing a similar fate?

Associated Skills: Diplomacy, Stealth

UNFETTERED FUTURE

You have turned your back on the so-called noble history of the tiefling race. Rather than reveling in the sordid glories of the past, you seek to start a new dynasty of grandeur and fame. You know that your efforts will be rewarded in time, and one day your descendants will hold your name in high esteem.

What caused you to reject the nobility of Bael Turath? Do you know which noble house (or houses) you are actually descended from, and did this knowledge sway your decision to found a new house? What do your relatives think about your decision? Which of your extended family might be angry enough to interfere with your plans?

Associated Skills: History, Insight

ARCANE TIEFLINGS

Tieflings typically take more readily to arcane magic than their human forebears did. Perhaps some of the mighty magic wrought by the royalty of Bael Turath still clings to them, or maybe their pact-bound blood echoes with the energy of oaths that transformed humans into fiendish folk. The ready wit and easy charm exhibited by most tieflings, regardless of the source of that aptitude, serve them well in their efforts at mastery of the arcane.

ARCANE CLASSES

One can hardly think of warlocks without tieflings coming to mind. The infernal pact that warlocks tap for their power is said by some to have its roots in the ancient bargain between Bael Turath and the Nine Hells. Others suggest that the pact is not a deal with a devil, but a trick that seeks to twist or even break this original bargain. Warlocks of the infernal pact might be stealing their powers from hell, or they might be secretly beholden to it. Only Asmodeus knows for certain, and it suits his purposes to leave the matter a mystery.

Not all of today's tiefling warlocks find the infernal pact most useful. Some specifically avoid it in order to escape the appearance of diabolic ties. Conscious of

their race's escape from fealty, tiefling warlocks often seek pacts that free them from some presumed master or at least allow them the presumption of freedom, such as the star pact. Other tieflings seem drawn to a master's yoke like a moth to a flame, and they engage in fey pacts, dark pacts (*FORGOTTEN REALMS Player's Guide*), or vestige pacts (*Arcane Power*). Each of these four pacts provides a benefit based on the tiefling's Intelligence, making any of them an appealing choice to a tiefling who has a desire for power.

Although tieflings most commonly become warlocks, they make excellent arcane characters of all kinds. Tieflings' natural wit and powerful personality give the race an advantage in virtually every type of spellcasting. The tieflings' bonus to Intelligence makes artificer, wizard, and swordmage excellent choices, and their bonus to Charisma serves them well as sorcerers. Tieflings make surprisingly good bards, particularly those who choose the virtue of cunning and focus on powers that benefit from a high Intelligence.

ARCANE BACKGROUNDS

If you play a tiefling character who has an arcane class, consider the following backgrounds for your character. In contrast to the backgrounds presented in *Player's Handbook 2*, these backgrounds more closely resemble detailed pictures of a kind of character you might decide to play. For that reason, these backgrounds include some suggestions for other decisions you might make for your character, from a suggested class or build to specific feats or powers.

ROGUE SCHOLAR

Others might have learned their magic in stuffy schools or from learned masters, but you are self-taught. Always inclined toward curiosity more than common sense, you poked about in places others considered dangerous and delved into locations thought to be deadly. In one such exploration you found a strange book, and since no one seemed to be using it at the moment, you stole it. It took a while to puzzle out its strange symbols and odd language, but your patience was rewarded with the casting of your first spell. Now you're a self-made master of the arts, but the curiosity that drove you into arcane magic drives you still. You're always curious about new magic and strange devices—especially when no one is looking.

Where did you get your first taste of arcane knowledge? What was the book, and do you still have it? Who owned the book before? Is that owner still looking for the scoundrel who stole it? Were you a thief before you took the book, or did that one indiscretion lead you down the path of burglary?

Warlocks and wizards make the most sense as characters of this background. A wizard might find a spellbook, and a warlock might discover the means of contacting



some otherworldly power. Other classes can work as well. For example, the techniques of a swordmage might be written down as a kind of training manual. Work with your Dungeon Master to detail the nature of the book you acquired and from whom you took it. Maybe it holds secrets you still struggle to decipher.

Associated Skills: Stealth, Thievery

PROPHESED MASTER

Portents presaged your birth, and arcane forces gathered to welcome you into the world. You are the prophesied one. Your greatness as a spellcaster has been long foreseen, but the mystics disagree on how you will use that power.

Most say you are destined to bring darkness to the world. A few perceive a path of light in your future. Far too many from both sides seek to wrest away your destiny, setting you upon a path of their choosing. But it's your life, and these are your choices to make. Who are these others to tell you how you will live and what you will do?

You look to the stars, and they seem to speak to you. You have known each constellation and star by name for as long as you can remember. And whenever you face a difficult decision, the darkness between their celestial lights seems to hold the answer.

What groups prophesied your birth? What do they think you will do with your power? Have others learned of the prophecy, and if so, how do they seek to use you? Have any of the prophecies come true, perhaps in some twisted way? Do you balk at your dark destiny, or do you seek to accomplish a great deed foretold by mysterious figures? What did your parents know of these omens and portents? Do you have siblings who might support you, or do they envy your potential?

A warlock of the star pact makes sense for this background. Regardless of your class, picking powers and feats that feel like they can change fate or luck will enhance your character's history. *Fortune's reversal* is a great choice for a beginning warlock. At higher levels, you can reinforce your background with choices such as *dark one's own luck* if you're a warlock or *fate's chaos* if you're playing a sorcerer.

Associated Skills: Insight, Perception

HELLFIRE HEIR

Some tieflings think of the ancient story of their race's origin as a fairy tale or as events that occurred so long ago that they have no effect on the world today. But you know better. The oaths sworn by your ancestors still bind your soul to a hellish fate in the afterlife. The powers that liberated so many tieflings neglected to free your line. You know this not just because a devil told you so, but because you feel it in your bones. Diabolic power flows through your blood and surges with every spell you cast. Infernal creatures know you by face and name, and they tempt you with power. If you do as they



wish, they'll give you what you want in this world. Yet you're damned if you do and damned if you don't.

What kinds of devils have contacted you? Do you have a relationship with any particular fiend? What do they want from you? Do you sometimes do as the devils ask, figuring that you might as well enjoy the gifts they have given you? Or do you use your hell-wrought spells to fight the devils or to free yourself from their power?

A warlock of the infernal pact makes an excellent choice for this background, but other classes have suitably hellish powers that suit this character history. The swordmage has powers such as *inferno's sword* and *hell's own blade*. The sorcerer and wizard classes have plenty of fire powers that could have infernal ties. The bard class has relatively few powers that are obviously appropriate, but as with any arcane class, you could link a power to hell by describing it in a thematic way. The bard's *song of discord* power, for example, might manifest as the sound of tiny devils playing discordant music as they whirl about the dominated victim's head.

Associated Language: Supernal

Associated Skills: Arcana, Religion

PARAGON PATH: LOST SOUL

“They say my soul is lost. I say it’s not too late for me to win it back.”

Prerequisite: Tiefling, any arcane class

The nobility of ancient Bael Turath made certain promises in exchange for power, but your compact with hell is something new. To put it bluntly, you have sold your soul for power. Deep in the Nine Hells, an archdevil holds a contract willingly signed in your hand with your blood.

At the time you made it, the bargain seemed like a good idea: trade away something with no material worth for secrets of arcane power. But the more you learn, the more you worry that you have underestimated the value of what you gave up.

Many have forsaken you, perhaps even some of your own friends. But you hold out hope that you can change the destined tragic ending of your story. After all, you have helped to write it, so why can’t you alter the tale? If nothing else, you’ll use the power you’ve been given to make the collection of your soul more costly than the holder of the contract expects it to be.



LOST SOUL PATH FEATURES

Infernal Retribution (11th level): Whenever you take ongoing damage, choose an enemy that you can see within 10 squares. That enemy takes fire damage equal to the damage you just took.

Secrets of Arcane Might (11th level): When you spend an action point, add your Charisma or Intelligence modifier as extra damage on a hit with each arcane attack power you use before the end of your next turn.

Rewards of Arcane Mystery (16th level): When you use an arcane power to reduce an enemy to 0 hit points, you gain temporary hit points equal to your Charisma or Intelligence modifier.

Hellish Escape

Lost Soul Attack 11

When the attack lands, you vanish in a ball of fire and reappear elsewhere, unscathed by the flames that consume your foes.

Encounter ♦ Arcane, Fire, Implement, Teleportation
Immediate Reaction Close burst 1

Trigger: An enemy hits you with an attack

Target: Each enemy in burst

Attack: Charisma or Intelligence vs. Reflex

Hit: 2d6 + Charisma or Intelligence modifier fire damage.

Effect: You teleport 5 squares.

Infernal Respite

Lost Soul Utility 12

The powers of hell offer you solace, at the potential cost of your own vitality.

Encounter ♦ Arcane

No Action Personal

Trigger: You fail a saving throw

Effect: Make the saving throw again with a bonus equal to your Charisma or Intelligence modifier. If the new saving throw fails, lose a healing surge (or lose hit points equal to your healing surge value, if you don’t have any healing surges left).

Iron Wall of Dis

Lost Soul Attack 20

You call upon the power of the Nine Hells to lend you a portion of the Iron City’s unmatched protection.

Daily ♦ Arcane, Conjuration, Fire

Standard Action Area wall 12 within 10 squares

Effect: You conjure a wall of red-hot iron. The wall can be up to 6 squares high and must be on a solid surface. The wall is a solid obstacle. It can be climbed with an Athletics check (DC 20 + one-half your level). Each square of the wall has 100 hit points and crumbles into difficult terrain if it is destroyed. The whole wall crumbles into dust at the end of the encounter.

Any creature that starts its turn adjacent to or on the wall, or that attempts to climb it, takes 3d8 + Charisma or Intelligence modifier fire damage.

DIVINE TIEFLINGS

The tieflings of Bael Turath abandoned the gods, putting more faith in their own powers than in any deity. Many turned to the worship of Asmodeus in the early days, praising him for the fire in their souls and the power it gave them. Yet as the years rolled on and the might of their evil empire grew, ever more tieflings saw the blessings of hell as a constraint upon their will. They turned away from any master and sought instead to enslave others. To this day, most tieflings decry and defy all deities. For them, the world belongs to mortals and needs no interference from meddling powers with their own agendas.

Some tieflings, however, find reason to align themselves with a deity. A few see a god as a means to greatness, and their ambitions can accommodate the influence of such distant overlords. Other tieflings fear that the chains upon the souls of their ancestors might bind them still; such an individual prays to the gods hoping that one might pluck his or her soul from the Shadowfell once it has passed into that gloomy realm of death.

Certain rare tieflings hear the call to fight on behalf of a god's code. Others worship not out of aspiration, fear, or faith, instead simply desiring a dominator in the way that one who can't swim might perversely love the storming sea.

DIVINE CLASSES

Tieflings can be able devoted clerics or shielding clerics, using their faith from afar rather than engaging foes directly.

The protecting paladin and virtuous paladin builds suit tieflings well, allowing them to use their Charisma to good effect.

Gods rarely invest power in tieflings to enable them to be invokers. Most of these rare souls take on the preserving invoker role and use their Intelligence to protect allies.

Tieflings typically make poor rune priests; one rarely has access to the ancient lore a rune priest requires to learn the symbols of creation, and the race's natural talents do little to improve how a rune priest engages in combat.

Tieflings might be best suited, both by temperament and design, to the avenger class—and conveniently enough, few would suspect a tiefling to be an enforcer of a god's will. Such a character uses his or her Intelligence to best advantage as an isolating avenger or a commanding avenger. The tactic of staying in melee with a single target pairs well with the effect of *infernal wrath*, and isolating one foe enables a tiefling to benefit from his or her Bloodhunt racial trait as soon as possible.

DIVINE BACKGROUNDS

Like the arcane backgrounds on the previous pages, these background elements for divine characters include suggestions for other elements you might use to build a character of that background.

TEMPLE FOUNDLING

An unwanted child rarely finds safe haven in the world, and an unwanted tiefling infant fares even worse. Many are left to die in the wilderness, prey to beasts, exposure, or starvation. Few would praise such an act of cruelty, but fewer still would agree to take in an orphaned tiefling.

You were lucky—if being left to die can ever be called lucky. A wandering priest found you. Disregarding your cursed form and the ill omens that surrounded you, the cleric took you in. This softhearted moment aside, you would not call your benefactor kind—firm, proud, faithful, and righteous, but not kind. You learned much under his tutelage and from those with whom he shared the existence of his secret student. When you were strong enough to make your own way, he set you out into the world as friendless as he found you.

What kind of a person was your teacher? What ill omens did he see, and why did he ignore them? Why did your religious training not occur in a more structured setting? Did you learn beliefs or practices different from those of mainstream worshipers? Why did your benefactor keep your existence a secret? Do you want to learn the identities of your parents? How did you lose them? Has your hard life made you

TIEFLINGS AND TRUST

Many people regard tieflings as dangerous or suspicious. Folk wisdom holds that more than two tieflings talking together is a harbinger of trouble. Not many who hold these views actually talk to the tieflings they fear, and even fewer realize that many tieflings also have a low opinion of their own race.

Every tiefling has some secret it keeps concealed from others, whether a penchant for cruelty, a longing for the return of Bael Turath, or even simple self-loathing. Because each tiefling does this, all tieflings know (or believe) that any other tiefling they meet is holding back some bit of truth. Thus, tieflings typically distrust other tieflings even more than they do other races.

When a tiefling does place trust in another, it's often because of some leverage claimed by one side or the other. Without some threat or reward hanging in the balance, only time can wear down a tiefling's wariness.

But when a bond of trust is established, a tiefling can stand as the fiercest defender of his or her honor and friends. With so few upon whom they can depend, tieflings must closely guard such relationships.



strong? Are you distant from others, or do you seek out companionship?

The avenger class works particularly well with this background, but any divine character could trace his or her origin to a trainer in the wilderness. Melora makes perfect sense for your deity, but so might Avandra or Kord. Perhaps those who found you were elves, and they taught you worship of Corellon. If you were found by nonhumans, that might help to explain why your upbringing was so strict and secretive.

Associated Skills: Endurance, Nature

HEAVEN'S WEAPON

Too often, tieflings wander without purpose. They seek something in the world that they cannot find within themselves, or they try to run from what they learn when they gaze deep into their souls.

Not so with you. You've known all your life why you were born and for what purpose you continue to draw breath. You are heaven's weapon, a prophesied embodiment of the gods' desire to bring Asmodeus to heel. You might not personally strike the final blow against the gates of hell, but you are somehow the key. If you fail in your purpose, another soul like yours might not be born for a thousand years.

What makes your soul special? Did the gods change it somehow, or are you related to some god in a deeper

way than most? Are you destined to battle Asmodeus to imprison the devils more firmly in the Nine Hells, or to prevent a more immediate danger? Do all the gods but Asmodeus favor your fate, or might some have reason to continue dealing with the devils for another thousand years?

A protecting paladin or a virtuous paladin makes a great choice for this background. Give some thought to the deity your character favors. You might be a generalist who worships the whole pantheon and opposes the god's enemies, or you might function as the secret weapon of a particular deity with an axe to grind with Asmodeus. If your DM allows, you might even serve an evil deity. Even the vilest god might have good reason to see the infernal forces defeated.

Associated Language: Supernal

Associated Skills: History, Religion

REJECTED INHERITANCE

Many tieflings grow up knowing only a handful of their own kind. You weren't so fortunate.

Your life began in Bael Hexott, a colony of hundreds of tieflings hidden in the ruined castle of a powerful cleric from the age of Bael Turath. The leaders of your colony claimed kinship to this ancient leader, presenting as proof their ability to pass through the castle's magically warded gates. Like the cleric of old, the

tieflings of Bael Hexott worship Asmodeus. Outsiders who discovered the secret colony inevitably became sacrifices in its fiery halls.

Yet you never felt any passion for Bael Hexott's doctrines of tyranny and domination. The more you rebelled against the temptations of Asmodeus, the more clearly you heard another god's call. You concealed your faith, but in time your devotions could stay secret no longer. You escaped Bael Hexott, hoping never to return.

Which deity called out to you in the dark? Do the tieflings of Bael Hexott seek to silence you? Do any relatives or friends remain behind? Might they also be tempted toward a path of light?

Having come from a place of tyranny and evil, you might follow a deity of freedom or goodness, such as Pelor and Avandra. On the other hand, perhaps Kord gave you the strength to rebel, or Sehanine helped you hide your true faith.

When picking powers for your character, consider taking those that help others gain the freedom you desired for yourself, such as powers that grant saving throws. Also, consider how your fiery home might have affected you; perhaps you avoid fire powers in preference to radiant powers.

Associated Skills: Bluff, Stealth

PARAGON PATH: HELL'S KEEPER

"Nothing is more treacherous or more deserving of a terrible fate than a devil. I know. The truth is in my blood."

Prerequisite: Tiefling, any divine class

In a bleak period of the Dawn War, Asmodeus, then merely an exarch, rose up and slew his god. As punishment, the gods imprisoned Asmodeus and his followers in the Nine Hells, and thus the devils were born.

Whether in error or wisdom, the gods released Asmodeus when they deemed that one evil was necessary to fight another: the primordials. Who can say now which was the lesser evil, especially since Asmodeus did help to defeat the primordials and imprison them?

You know one thing for certain. The Nine Hells should be a prison. Asmodeus and his devils ought to be locked away to inflict their horrors upon each other. Perhaps they ought never have been released.

You want the devils returned to their hells, and your god blesses your desire. It is your quest that Baator again become the bane of infernal creatures rather than their refuge, and the deity you honor has given you the tools to make that happen. You will not rest until every devil bears the burning chains of its own sins. And when the last divine gate slams shut and the last enchanted lock clicks home, you still will not rest. Hell will need its keepers.

HELL'S KEEPER PATH FEATURES

Heaven's Keys (11th level): You and allies within 10 squares of you gain a +2 bonus to saving throws against effects that daze, immobilize, stun, or restrain.

Jailor's Strength (11th level): When you spend an action point to take an action, until the end of your next turn, any power you use that slows or immobilizes a target instead restrains the target for the duration.

Chains of Their Sins (16th level): Whenever you score a critical hit against an enemy, that creature is also restrained and cannot teleport until the end of your next turn. If the target is a devil, it also loses its resistance to damage until the end of your next turn.

Yoke of Heaven

Hell's Keeper Attack 11

A golden yoke of radiant energy settles heavily upon the shoulders of your foe.

Encounter ♦ **Divine, Implement, Radiant**
Standard Action Ranged 10

Target: One creature

Attack: Charisma or Wisdom vs. Will

Hit: 2d6 + Charisma or Wisdom modifier radiant damage, and the target is restrained until the end of your next turn. If the target is a devil, it is instead dominated until the end of your next turn.

Hell's Shackles

Hell's Keeper Utility 12

Rattling ghostly shackles twist and writhe in the area, hindering your foes in both body and soul.

Daily ♦ **Divine, Fire, Zone**

Standard Action Area burst 2 with 10

Effect: The burst creates a zone of spectral chains that lasts until the end of your next turn. Enemies treat the zone as difficult terrain and take a -2 penalty to attack rolls while within the zone. Creatures that have the devil keyword also lose their resistance to damage and gain vulnerable 10 fire while within the zone.

Sustain Minor: The zone persists.

To Hell with You

Hell's Keeper Attack 20

Fiery chains enwrap your foe, whisking it away to burn screaming in the Nine Hells.

Daily ♦ **Divine, Fire, Implement**

Standard Action Ranged 20

Target: One bloodied creature

Attack: Charisma or Wisdom vs. Will

Hit: The target is banished to an oubliette in the Nine Hells (save ends). While banished, the target is removed from play. It is also stunned, loses any fire resistance or fire immunity, and takes ongoing 15 fire damage. On a save, the target returns to the space it last occupied. If that space is occupied, the target returns to the nearest unoccupied space of its choice.

Miss: The target takes 15 fire damage and is immobilized and cannot teleport (save ends both).

MARTIAL TIEFLINGS

Tieflings of a martial bent favor self-reliance and self-teaching even more than others of their kind do. They learn their skills in the streets and back alleys or amid the savagery of the wilderness because they must. Such individuals also look to their enemies for lessons; no tiefling worthy of his horns fails to learn something from his or her foes. And since their abilities come from their own skills and grit, rather than any outside force, their confidence and urge to prove their superiority often drives martial tieflings to risky behavior.

Despite the connection between tieflings' self-reliance and the martial character's preference for mastering his or her own talents rather than relying on outside powers, the match between the race and the power source is far from perfect.

MARTIAL CLASSES

As rogues, tieflings benefit from their racial bonuses to Bluff and Stealth. The trickster rogue, aerialist rogue, and cutthroat rogue builds benefit from a high Charisma, while the the shadowy rogue appreciates a good Intelligence score. Review the Charisma-enhanced powers in *Martial Power*, and consider training in Intimidate to make use of rattling powers.

Like the infamous general Malachi of Bael Turath, tieflings perform surprisingly well as warlords. Perhaps their allies take inspiration from the lingering majesty of their fallen empire. Maybe their dark heritage intimidates friend and foe alike. Or it could just be that others value their incisive minds and decisive nature. Regardless, the tiefling racial bonuses to Intelligence and Charisma mean that any warlord build can work well for the race.

Tiefling fighters and rangers are rare, but such combinations do offer unique options through feats such as *Lingering Wrath* or *Fiendish Companion*.

MARTIAL BACKGROUNDS

Use these martial background elements to help you build a character according to one of these tiefling archetypes.

GANG LEADER

You grew up on the streets, living on the wrong side of the law. One day something inside you changed, and you vowed not to live simply as one of the scum who scuttled through the alleys and sewers of the city. You clawed your way up through the ranks of the underworld until you led your own gang of thieves . . . at least for a time.



What set you on the path to becoming a gang leader, and what caused you to stop? Did something scare you straight? Did your gang commit crimes against the wicked and the greedy, or were you less discriminating? Did your gang rely on simple burglary, or did you use more brutal tactics? What happened to your gang when you left? Do your former allies still respect you, and can you rely on them for aid, or are you a pariah? Are you still wanted by some authority? Do your friends know about your past?

The cutthroat rogue and trickster rogue builds make good choices for this background, and the guildmaster thief is an obvious paragon path choice. As a warlord, you can use this background to explain how your character learned leadership skills. Consider the archer warlord build, perhaps even training in Stealth to use cover to hide and gain combat advantage.

Associated Skills: Stealth, Streetwise

SELLSWORD

Mercenary isn't quite the right word. It sounds too formal, too militaristic. No, you worked for a living, and as ugly as that work got, it put food on the table and coin in your purse. Your life as a hired sword wasn't easy—and you have the scars to prove it—yet those who crossed you always got the worse end of the bargain.

Why was fighting for money the best way to make a living? Are you still for hire? Did your work earn you a reputation, and is it one you welcome or regret? What kinds of jobs did you take—pushing around merchants, shadowy bodyguard work for a spoiled noble, or something much worse? Were there jobs you wouldn't take? Does anyone still owe you pay? Did you make any enemies while working for others' interests?

Sellsword is a good background for fighters and warlords, but as a ranger or a rogue your employment might have put you in more secretive roles. Perhaps instead of a soldier you were a scout, or rather than an armed guard you acted as a plainclothes bodyguard.

Consider feats that emphasize your history as someone who lived by the blade. Nimble Blade, Quick Draw, and Toughness are good choices.

Associated Skills: Heal, Perception

CARNIVAL PERFORMER

You grew up in a circus called Nightrule's Carnival Cavalcade. Its eerie chime-and-calliope music drifted miles ahead of the approaching caravan, promising sinister secrets and devilish delights that drew folk from miles around. Enchanted beasts, gifted performers, wild entertainments, and amusing games spilled out across open fields or city squares. The Carnival Cavalcade bewitched visitors with its frights and pleasures. Nightrule, the charismatic tiefling leader of the circus, took you in and made you one of his star performers. Your wild life in the circus brought you many joys and

taught you a great deal about the world, but even the most happy dream can become a nightmare.

How old were you when you joined the circus? Did you join it willingly, or did it somehow claim you? Strongman, knife thrower, juggler, acrobat, jester, freak—which were you? Did you perform in more than one role, perhaps adopting a new costume for each? Do you still display some remnant of your past, or do you conceal the time you spent under Nightrule's sway? What sinister secrets did the Carnival Cavalcade conceal from the public? Why did you leave? Did you leave behind anyone you care for?

Give some thought to your role in the circus, and take feats and other character elements that reinforce that role. An acrobat might take Long Jumper and Sure Climber. As an escape artist, you might be trained in Acrobatics and Thievery and take the Escape Artist feat. A knife thrower might have Far Throw and Quick Draw.

Associated Skills: Acrobatics, Athletics

VENGEFUL ROYALTY

After the fall of Bael Turath, some tieflings retained power, ruling over isolated baronies and duchies throughout the remains of the empire. Your family ruled one such fiefdom—in truth little more than a sturdy tower and a surrounding village, but a mark of pride nonetheless.

When you returned home after a long diplomatic mission, you found the tower cast to rubble and everyone dead. Only scattered tracks and the arrows left in the bodies of the fallen gave any clue to the horrors that had occurred. Your royal escort fled to a neighboring kingdom to beg for shelter, but you couldn't let the trail go cold for fear that the murderers responsible might go unpunished.

What do you remember of your royal history? Do you seek to reclaim your ruined kingdom? Who destroyed all that you knew? How will you mete out vengeance when you find these villains? Or does something prevent you from gaining your revenge?

Any martial class can work with this background. Decide whether you learned this class's talents before or after your kingdom fell; rogue and warlord fit well with a royal background, while fighter or ranger might make the most sense for a loner hell-bent on revenge. Consider mixing contrasting character elements that represent both your royal life and your new, harder existence, such as the Jack of All Trades and Lethal Hunter feats.

Associated Skills: Endurance, Nature, Perception

PARAGON PATH: TURATHI HELL-KITE

"I'm skilled in a martial art that's over a thousand years old. I'd teach it to you, but you'll be dead too soon."

Prerequisite: Tiefling, any martial class

Bael Turath left more than ruins in its wake. Knowledge was also its legacy. No society reaches such heights without creating great works of architecture, art, magic, and—most important—war. Adventurers, scholars, and enthusiasts have long sought the martial secrets taken for granted by the nobles of that infernal empire.

You know one of those secrets: a long-forgotten style of martial combat devised specifically for tieflings, drawing upon their mental faculties and unique physicality to perform amazing stunts. Your study of the Way of the Hell-Kite has granted you a deeper understanding of your body's capabilities and the ability to surpass its limitations.



TURATHI HELL-KITE PATH FEATURES

Turathi Tenacity (11th level): Add your Intelligence or Charisma modifier to your healing surge value. In addition, you gain one healing surge.

Tail Sweep Action (11th level): When you spend an action point to make a melee attack, each enemy adjacent to the target of the attack is knocked prone if you hit or miss.

Turathi Vigor (16th level): When you use *infernal wrath*, you gain temporary hit points equal to 10 + your Intelligence or Charisma modifier.

Hell's Ram

Turathi Hell-Kite Attack 11

Using a simple but brutal technique, you slam your gnarled forehead into your shocked foe.

Encounter ♦ **Martial**

Minor Action **Melee 1**

Target: One enemy

Attack: Dexterity + 4 or Strength + 4 vs. Fortitude

Level 21: Dexterity + 6 or Strength + 6 vs. Fortitude

Hit: The target is dazed until the end of your next turn.

Ride the Devil's Tail

Turathi Hell-Kite Utility 12

With a flick of your tail, you hook your foe and twist your body around into a new position.

Encounter ♦ **Martial**

Immediate Reaction **Personal**

Trigger: An enemy enters a square adjacent to you

Effect: You shift half your speed to a square adjacent to the triggering enemy.

Flame Blade

Turathi Hell-Kite Attack 20

Calling upon your infernal ties and the skills of ancient Turathi masters, you unleash the fires of your soul to burn your foes.

Daily ♦ **Martial, Stance**

Minor Action **Personal**

Effect: Until the stance ends, your melee attacks deal 1d6 extra fire damage and gain the fire keyword. When you hit with a melee attack, you can use a free action to end this stance and increase the extra fire damage on that attack to 5d6.

PRIMAL TIEFLINGS

The tides of the Astral Sea surge through the blood of every tiefling, deadening the quiet call of the world's primal spirits. Yet some tieflings still heed that call.

Many tieflings find the savagery of the primal power source appealing, and others find themselves drawn to its unbridled might. Tieflings who resent the gods and the devils alike find comfort in the primal spirits' emphasis on the strength and independence of the world and its natives. After all, if a slave must choose a master, why not pick one that advocates for your freedom?

PRIMAL CLASSES

Tieflings make good thaneborn barbarians, typically focusing on powers that benefit from their high Charisma score. Many barbarian powers deal more damage or have extra effects against bloodied foes, which synergizes well with the tiefling's Bloodhunt racial trait. Friend and foe alike fear tiefling barbarians as wrathful terrors.

Tieflings also find that the shaman class makes good use of their natural talents, particularly as panther shamans with the Stalker Spirit class feature to benefit from a high Intelligence score. Such characters typically

come from a wild or savage community, which usually has little if any connection to the learned places of the world and might know little of tiefling origins. See the Chimera Tribe Champion background for an example.

Tieflings rarely become druids, wardens, or seekers. A human tribe with tiefling members might occasionally produce a member of one of these classes, or such a tiefling might have answered the call of the world without any prior cultural link to the primal power source. See the Unlikely Primal Hero background for an example of such a character.

PRIMAL BACKGROUNDS

The primal background elements in this section can help you build a character that embodies a certain archetype of tiefling barbarians, druids, shamans, seekers, and wardens.

CHIMERA TRIBE CHAMPION

In the dark age after the fall of Bael Turath and Arkhosia, tieflings spread throughout the ruined settlements of the postapocalyptic chaos. Many tieflings survived by clinging to the guttering lights of civilization, but others plunged with their human cousins into the darkness of a world gone savage. Wild tribes of humanity carved out places for themselves in the



untamed wilderness and lost all contact with their civilized history.

Your people, the proud nomads of the Chimera tribe, come from such stock. They see your strange physical features as gifts from your tribe's totem beast. Your horns are those of the ram. Your tail and your resistance to fire come from its dragon soul. Finally, your bloodlust is born of the lion's heart.

How did you learn the truth of your tiefling heritage? How did this knowledge change your self-image? Do you still hold the chimera as your totem? How were you treated in your tribe? Did you belong to a bloodline of leadership? Did you leave your tribe, or were you forced away? Do you want to return to it, or does it seek you?

This is a great background for a tiefling of any primal class. As a barbarian, you might ascribe your strength and rage to the chimera. As a druid, you could use *wild shape* to assume ram or lion form. If you play a shaman, your spirit companion might look like a small chimera. A tiefling seeker might desire a flying chimera mount from which to rain down attacks. And as a warden, you should aspire to attain the 29th-level power *form of the chimera*.

Associated Skills: Athletics, Endurance

UNLIKELY PRIMAL HERO

You didn't ask for this. You were perfectly happy with your life in the city. Well, maybe not happy, exactly; you survived as a crook, a scam artist. One day, a scheme for putting silver in your pocket hit a snag, and you thought it prudent to leave town for a while.

That's when the spirit spoke to you.

While you rested near a spring in the forest, you heard its voice in your heart and mind. It had chosen you, it said. The forest needed a champion, and it was your destiny to help. You tried many times to worm out of this obligation, but each time your mind returned to the beauty of the glade and the warmth of the voice. You wonder, if you had chosen a different path through the woods, if the spirit would have chosen another traveler as its champion.

How connected are you to your former life? How long ago did you leave it behind? How does being caught between two worlds affect you? Do you still regret the spirit's selection of you as its champion? If so, how does this reluctance manifest itself in your attitude toward the spirits? What was the spirit who taught you primal magic? What danger brought you to the forest's defense, and how does it still threaten the world?

You can represent your internal conflict between the civilized and the primal worlds with a mix of skill choices (Nature and Streetwise make good opposing skills). Consider using multiclass feats or even hybrid character rules to build a character torn between the primal spirits and another path.

Associated Skills: Bluff, Streetwise

RAISED BY WILD BEASTS

Like too many other unfortunate tiefling children, your parents left you to die in the wild. Yet you survived due to the ministrations of a magical beast. Most consider your adoptive family dangerous, more likely to eat a child than care for it.

As you matured, you forged a connection to the primal world, and you realized you couldn't remain with your wild family forever. Like a bird, you eventually left the nest to make your own way in the world.

What creature found you and kept you safe? Why didn't it simply eat you alive? How did you learn languages? How did you become introduced to the civilized world? How did you react to seeing other tieflings? Do you still yearn to run through the wilds with your family? Where do they live now, and do you stay in contact with them?

This background works for any primal class. Choose powers that reflect the creatures that raised you, or change the flavor of the powers you select to mimic aspects of that kind of monster.

Associated Skills: Nature, any skill in which your adoptive parent is trained

Associated Language: A language spoken by your adoptive parent

PARAGON PATH: REDEEMER OF THE DAMNED

"I do not stand against evil alone. At my side are the souls of my tiefling ancestors, once cursed to eternity in hell but now seeking salvation for their crimes. Against this force, no evil can escape for long."

Prerequisite: Tiefling, any primal class

You channel the damned spirits of your tiefling ancestors to battle evil.

Those most responsible for the evils of Bael Turath paid with their souls, and others who did not shoulder the same responsibility were swept down to the Nine Hells in the bargain. Though far from innocent, these tiefling spirits seek redemption for the evils done to the world in the name of their empire. Their crimes are not your own, but they are your legacy, and you are determined to help your ancestors repay their debt.

The worlds of the living and of the spirits each bear wounds left by Bael Turath. With the help of tiefling souls seeking salvation, perhaps you can heal these wounds. And if you can turn a few mortals away from the path of evil in time to save their souls, so much the better. After all, the burning grip of the devils is not so strong that it can claim souls the world wants saved.



REDEEMER OF THE DAMNED PATH FEATURES

Calling Souls to Battle (11th level): You can spend an action point to teleport yourself and up to five willing allies that you can see to any squares adjacent to a single enemy within 10 squares that you can see. Each teleported character gains combat advantage against that enemy until the end of your next turn.

Redeemer's Reward (11th level): Each time you reduce a nonminion enemy to 0 hit points, you or one ally adjacent to you (or to your spirit companion, if you have one) gains a +2 bonus to defenses and saving throws until the end of your next turn.

Spirit Shielding (16th level): You gain necrotic resistance equal to 5 + one-half your level.

Your Doom Awaits

Redeemer of the Damned Attack 11

The spirits speak to the souls of your foes, uttering words of the damnation that lies ahead for them.

Encounter ♦ Fear, Implement, Primal, Psychic
Standard Action Close burst 3

Target: Each enemy in burst

Attack: Strength or Wisdom vs. Will

Hit: 3d10 + Strength or Wisdom modifier psychic damage, and the target is dazed until the end of its next turn.

Spirit of Sacrifice

Redeemer of the Damned Utility 12

Sensing danger, your ancestor spirit whisks an injured ally to safety, using its own primal energy to invigorate him or her.

Encounter ♦ Primal, Teleportation

Immediate Reaction Close burst 10

Trigger: You or an ally within 10 squares is hit by an attack

Target: The triggering character

Effect: You teleport the target 5 squares. The target gains temporary hit points equal to your Strength or Wisdom modifier + one-half your level.

Firesoul Salvation

Redeemer of the Damned Attack 20

You entreat the Nine Hells for souls in search of salvation to aid your cause and earn peace.

Daily ♦ Conjunction, Fire, Healing, Primal
Standard Action Close burst 10

Effect: You conjure four fiery spirits in search of redemption.

Each spirit appears in a different square within the burst. The spirits last until the end of your next turn. An enemy that ends its turn adjacent to or within the square of a spirit takes ongoing fire damage equal to your Strength or Wisdom modifier (save ends). An ally who spends a healing surge while adjacent to or within the square of a spirit regains extra hit points equal to 10 + your Strength or Wisdom modifier, and that spirit departs the world.

Sustain Minor: The spirits persist.

PSIONIC TIEFLINGS

The psionic power source stems from an ancient incursion of the Far Realm into the world. Whether the power arose as an infection from that weird reality or as a defense against the plague of strange beings and energy of the Far Realm is unknown, but many practitioners of the mental arts consider it their duty to use psionics in defense of the world.

Tieflings rarely share this view. As individuals caught on the fringes of society, tieflings often use what power they attain for personal gain. It takes an individual of considerable heroism to look beyond the hand that life has dealt and use psionic might only for right.

PSIONIC CLASSES

Tieflings who follow the paths of the mind typically walk alone, finding their own way to master their powers. Such self-taught characters are often ardent or battleminds.

The tiefling ardent benefits from his or her high Charisma score. The character's powers spring up as a seemingly natural extension of the internal turmoil felt throughout a tiefling's life. Such individuals fall into leadership roles by default rather than

inclination—others look to a tiefling ardent for guidance whether or not he or she desires to give it.

Psionic tieflings who are more inclined toward action than emotion become battleminds. These warriors focus on physical and mental toughness foremost, but they rely upon guile and deception as well. The quick battlemind build suits tieflings best because of its reliance on high Charisma.

Those tieflings who find a means of learning mental powers—typically a human psionic academy, though tieflings can and do seek out psionic training among any race—can become masterful psions. The tiefling's racial bonuses to Intelligence and Charisma make the class an excellent fit. In particular, telepathic psions make good use of their wit and guile to manipulate the thoughts of others.

Tiefling monks prove quite unusual, since most tieflings find that their talents and temperament push them toward the other psionic classes. However, every monastery has a story of the tiefling student who came to them after a great storm or other significant event and battled the stigma of his or her racial background to become a legendary master of mind and body.

PSIONIC BACKGROUNDS

These psionic background elements can help you reflect the strange route your tiefling character might have taken to attain psionic prowess.

PSIONIC ACADEMY DROPOUT

Your parents recognized your natural talents before you could walk. Some called your unusual powers a curse, but your parents viewed them as a gift and did what they could to help you develop your psychic abilities. Ultimately, however, they knew there was too much they could not teach you.

When you were old enough to head out into the world on your own, your parents sent you to learn psionic mastery at an academy run by strict disciplinarians. While taking classes to harden your mind and heart, you learned about how your psionic power marked you as destined to rule. From birth, they said, you were better than those around you. This idea fit well with the stories you had heard as a child about how tieflings would one day resurrect Bael Turath and rule once again.

For a while, you thought you might help start that rebirth, but your better judgment saved you from life as an evil despot. One night you fled your cruel masters and stole out into the darkness, never to return. It was a betrayal of the school and of your parents' wishes, but loyalty to your conscience outweighed these other factors.

Did your parents know about the unethical teachings of your school? Did they deliver you freely, or did some greater power mandate your attendance? Did



your parents earn some reward for handing you over to the psionic school? Were you a star student, or a troublemaker? What did your teachers plan for your future? What do your parents think of your departure from the school? Do agents of the school seek you out, fearing what you might do with what you learned there?

This background works well for a psion or monk because both classes assume that a character needs some training to learn the rudiments of the class's powers. Even so, an ardent or a battlemind could work with this background as well, with evil teachers manipulating their students' emotions or drilling them in the tactics of dirty fighting. Regardless of class, you might choose a feat that represents your educational experience, such as Jack of All Trades or Skill Training.

Associated Skills: Arcana, Intimidate

MEMORY SEEKER

Everyone said the decaying castle was dangerous, but what better place for adolescents to play than an area where adults fear to tread? You and your friends tumbled about the tiefling ruins dozens of times before it happened. While you were wrestling with a playmate, the ground collapsed beneath you. You discovered a dungeon chamber filled with the remains of the dead. Your terrified friends ran away, never to return, but you

didn't find the bones frightful. This event offered you a chance to learn about your heritage firsthand.

You came back to the ruins again and again, often exploring their secrets for days at a time. One day, you found something special: a crystal imprinted with visions of the past, including the teachings of a tiefling psion. This crystal awakened not only your latent psionic talent, but also a burning hunger to learn more of the past.

Where were the ruins in which you played? Did you unearth other secrets, perhaps dangerous ones? Did you meet any creatures in the dungeons below the ruins? What memories did the crystal contain? Do you still have it? Who was the tiefling psion? What happened to your childhood friends? What do you seek to discover from the visions in the crystal—the lost psionic techniques of the ancient tieflings, untold secrets of tiefling history, or something else entirely?

This background works as well for self-taught ardents and battleminds as for monks and psions; perhaps you sought tutelage after your contact with the memory crystal. Work with your DM to establish the details of the ruins and the memory crystal. The crystal and your quest for knowledge can become major plot points or simply remain background material, depending on your inclination.

Associated Skills: Dungeoneering, History

FORTUNE TELLER

Your talent for observation served you well as a teller of fortunes. Like the other charlatans who worked for coppers, you told the elderly of long years to come, the lover of the romance they would find, and the paranoid of the dangers that lay ahead. It didn't seem like lying to tell people what they wanted to hear.

Things became complicated when your predictions started coming true. Business boomed, but soon you began telling people things they didn't like. You couldn't stop yourself from unveiling secrets and unmasking lies. Your newfound powers brought you more grief than gold, and eventually you fled and took up a new life as an adventurer. As you trained for battle and exploration, your powers of prescience faded, but your other psionic abilities increased. Thanks to them, you foresee a profitable future.

For whom did you read fortunes? What dire fates or dark secrets did you discover that might come back to haunt you? Does anyone seek revenge for a fortune you told? Do you still have visions of the future? Are they always clear and correct, or is much left to interpretation?

The ardent class makes the most sense with the feel of this background, but any class could work. Pick powers that emphasize prescience and acting before your enemies can react. The infernal eye paragon path (page 24) might also suit you.

Associated Skills: Insight, Perception

TIEFLING ASSASSINS

The assassin class appears exclusively on *D&D Insider* (www.dndinsider.com). This class is the first to use the shadow power source, the energy of the Shadowfell. An assassin bonds with a shadowy reflection of himself or herself and uses this connection as a conduit for the brooding power of the realm of the dead.

Tieflings might find the shadow power source and the assassin class attractive for a number of reasons. A tiefling concerned about the bargain made by the tieflings of old for their souls might worship the Raven Queen to earn her protection through service. Other tieflings might like the shadow power source because it has no true master. The plane provides its magic for good or ill and does not place any demands upon its users . . . except perhaps some loss of self to one's shadow. But who can say what is self and what is shadow once the exchange is made?

Assassins rely on Dexterity for most of their powers and other class features, but Charisma is a key secondary ability score. With their racial bonus to Charisma, tiefling assassins should strongly consider the Night Stalker class feature, which adds the tiefling's Charisma bonus to damage whenever no enemy is adjacent to a target. In addition, the tieflings' racial bonus to Stealth fits well with the assassin's motif.

Mechanical options for assassins, including feats, powers, and paragon paths, appear in issues #379, #382, and #385 of *Dragon* magazine.

PARAGON PATH: INFERNAL EYE

"I don't see much hope for your future."

Prerequisite: Tiefling, any psionic class

The mind's eye can travel leagues and leap planes without the body moving a muscle. Imagination and memory move more freely than a ghost. Yet for those with psionic talents, such flights of fancy can be dangerous.

As a tiefling, you couldn't help but cast your thoughts toward the Nine Hells. Visions of the horrors of Baator haunted you, waking or sleeping. When you put your mind to it, you could even feel heat upon your face. You had no idea if these sensations were delusions, but you were determined to see more.

Then something looked back.

During an intensely realistic tour of a hellish fortress, your gaze met that of some red-eyed figure. You caught only the glance of an evil eye before blinding pain struck you. Your own eye had caught fire in its socket, and the agony caused you to lose consciousness. When you awoke, your eye and your hellish visions were gone, replaced by a tiny, flickering flame that



burned in your empty eye socket. The flame grants you normal vision, but to this day you wonder if you see the world as others do, or if your new infernal eye is twisting your perception to suit its own purposes.

INFERNAL EYE PATH FEATURES

Infernal Visions (11th level): When you spend an action point to make an attack, and you miss at least one target, you can choose instead for the entire attack to have no effect (as if you hadn't used it). You regain the action point (but can't spend it again this turn), and you regain any powers used in the attack.

Paragon Power Points (11th level): You gain 2 additional power points.

Mantic Eye (11th level): Your Insight, Intimidate, and Perception checks are modified by your Charisma, Intelligence, or Wisdom modifier, instead of by the normal ability modifier.

Shared Prescience (16th level): You and allies within 10 squares of you can add half your Charisma, Intelligence, or Wisdom modifier to initiative checks.

Vision of Death

Infernal Eye Attack 11

You open your foe's mind to the future and allow your enemy to see how death will claim it.

Encounter ♦ **Augmentable, Fear, Implement, Psionic, Psychic**

Immediate Interrupt **Close burst 10**

Trigger: An enemy in burst is hit by an attack

Target: The triggering enemy

Attack: Charisma, Intelligence, or Wisdom vs. Will

Hit: 1d10 + Charisma, Intelligence, or Wisdom modifier psychic damage.

Augment 2

Effect: Until the end of your next turn, the target is considered bloodied for all effects.

Prescient Thought

Infernal Eye Utility 12

You gain a momentary glimpse of future failure and subtly guide your companion's mind toward a better fate.

Daily ♦ **Psionic**

Immediate Interrupt **Close burst 10**

Trigger: An ally in burst misses with an attack or fails a skill check

Effect: The ally gains a power bonus to the attack roll or skill check equal to your Charisma, Intelligence, or Wisdom modifier.

Hellfire Gaze

Infernal Eye Attack 20

Enemies who fall beneath the gaze of your infernal eye feel hellfire burning in their souls and feeding upon their sins.

Daily ♦ **Fear, Fire, Psionic, Psychic**

Minor Action **Personal**

Effect: Until the end of the encounter, at the start of each of your turns, choose one enemy that you can see within 5 squares. That enemy takes fire and psychic damage equal to 5 + your Charisma, Intelligence, or Wisdom modifier and a -2 penalty to attack rolls until the start of your next turn.

TIEFLING FEATS

HEROIC TIER FEATS

Any feat in this section is available to a tiefling character of any level who meets the prerequisites.

ANCIENT COVENANT OF NESSUS

Prerequisite: Tiefling, invoker, Divine Covenant class feature

Benefit: When you use a divine encounter or daily attack power on your turn, instead of your normal covenant manifestation, you can allow one target of the power to make a basic attack as a free action. If the target makes this attack, it takes fire damage equal to 5 + your Intelligence modifier after resolving the attack.

The damage increases to 10 + your Intelligence modifier at 11th level and 15 + your Intelligence modifier at 21st level.

BLOOD PACT OF CANIA

Prerequisite: Tiefling, Cha 13, warlock, Infernal Pact class feature

Benefit: You gain a +2 bonus to damage rolls with any warlock power that uses Constitution for attack rolls. The bonus increases to +3 at 11th level and +4 at 21st level.

BLOODHUNTER'S DREAD

Prerequisite: Tiefling

Benefit: When you hit a bloodied foe, the target takes a -2 penalty to attack rolls against you until the end of your next turn.

BLOODHUNTER'S FLANK

Prerequisite: Tiefling

Benefit: When you flank a bloodied foe, you and allies you flank with gain a +2 bonus to damage rolls against that foe. The bonus increases to +3 at 11th level and +4 at 21st level.

BURNING WRATH OF PHLEGETHOS

Prerequisite: Tiefling, *infernal wrath* racial power, avenger, *oath of enmity* power

Benefit: If you use *infernal wrath* against the target of your *oath of enmity*, your melee attacks against that target deal extra fire damage equal to your Intelligence modifier until the end of your next turn.

CLEVER TAIL

Prerequisite: Tiefling

Benefit: Once per round, you can spend a free action to use your tail to draw or stow an object weigh-



TIEFLING FEATS

ing up to 1 pound. This feat does not give you the ability to make attacks with your tail.

You can use your tail to make Thievery checks when your hands are otherwise occupied. Your tail can even use thieves' tools.

CLOYING SHADOW OF MALADOMINI

Prerequisite: Tiefling, warlock, Shadow Walk class feature

Benefit: When an enemy hits you with a melee attack while you have concealment granted by your Shadow Walk, you gain combat advantage against that enemy until the end of your next turn.

HELLBOOK

Prerequisite: Tiefling, wizard, Spellbook class feature

Benefit: Each time you take an extended rest, choose one daily wizard attack spell that has the fear or fire keyword and that is currently in your spellbook.

As a minor action, you can swap one prepared but uncast daily wizard attack spell for this chosen spell. The level of the uncast spell that you swap out must be equal to or higher than the level of the chosen spell.

HELLISH BLAST

Prerequisite: Tiefling, warlock, *eldritch blast* power

Benefit: Whenever you use *eldritch blast*, you can choose for it to deal fire damage. If you do, it gains the fire keyword and you gain a +1 bonus to the damage roll. The bonus increases to +2 at 11th level and +3 at 21st level.

ICY CLUTCH OF STYGIA

Prerequisite: Tiefling

Benefit: Whenever an enemy successfully saves against ongoing damage that you imposed, that enemy takes cold damage equal to your Charisma or Intelligence modifier.

The cold damage increases to 5 + your Charisma or Intelligence modifier at 11th level and 10 + your Charisma or Intelligence modifier at 21st level.

INFERNAL TOUCH OF WARDING

Prerequisite: Tiefling, paladin, *lay on hands* power

Benefit: When you use *lay on hands*, the target also gains fire resistance equal to 5 + one-half your level until the end of the encounter.

SPEAKING LIKE A TIEFLING

Tieflings have lived with humans and other races for centuries, but their often ostracized families and communities have kept alive traditional sayings from Bael Turath and created new expressions unique to members of the race. When you play a tiefling, you can use these phrases to bring your character to life at the table.

“By the Nine Gates!” The expression serves as an oath or a curse that tieflings typically use in a moment of surprise, shock, or awe. It refers to the nine magical gateways said to have existed in Bael Turath, one for each layer of the Nine Hells.

“Never trust a tiefling’s promise.” Surprisingly, tieflings have adopted this derogatory statement as their own. Tieflings say it to one another as a reminder of the promises their ancestors swore to the devils and of how even such blood-sworn soul oaths could be broken.

“A vizier’s career.” This phrase indicates a very short span of time. One of the last emperors of Bael Turath rapidly cycled through advisors, executing them so soon after their appointments that it was said you wouldn’t “have time to eat a slice of cake in a vizier’s career.”

“Every house stood alone, and all fell together.” Tieflings use this slogan to remind one another of the need for cooperation. Obviously, it makes reference to the noble tiefling houses of old. It often helps to dissuade individualistic tieflings from the hubris of going it alone.

INSATIABLE RAGE OF MINAUROS

Prerequisite: Tiefling, barbarian

Benefit: While you are raging, you gain a +2 bonus to melee damage rolls, but if you end your turn without dealing damage to an enemy on that turn, you take 2 damage.

The bonus increases to +3 and the damage increases to 3 at 11th level. The bonus increases to +5 and the damage increases to 5 at 21st level.

PSYCHIC CORRUPTION OF MALBOLGE

Prerequisite: Tiefling, any psionic class

Benefit: Whenever you hit an enemy with an augmented psionic power, that target gains vulnerable 5 fire and vulnerable 5 psychic until the end of your next turn.

STIRRING SONG OF BAATOR

Prerequisite: Tiefling, bard

Benefit: When you hit an enemy with a bard attack that has the fire or fear keyword, one ally who can see you gains temporary hit points equal to 1 + your Charisma modifier.

The temporary hit points increase to 3 + your Charisma modifier at 11th level and 5 + your Charisma modifier at 21st level.

TAIL SLIDE

Prerequisite: Tiefling

Benefit: When you shift, you can also slide an ally adjacent to your starting square 1 square.

TURATHI SPIRIT COMPANION

Prerequisite: Tiefling, shaman, Companion Spirit class feature

Benefit: When your spirit companion is adjacent to a bloodied enemy, the bonus granted by your Bloodhunt racial trait increases to +2.

TURATHI WEAPON TRAINING

Prerequisite: Tiefling

Benefit: You gain proficiency and a +2 feat bonus to damage rolls with the khopesh, scourge, sickle, scythe, scimitar, and falchion. The bonus increases to +3 at 11th level and +4 at 21st level.

WAR CAPTAIN OF AVERNUS

Prerequisite: Tiefling, warlord, Commanding Presence class feature

Benefit: When an ally you can see spends an action point, the ally gains resistance to fire and resistance to poison equal to 5 + one-half your level until the end of his or her next turn.



PARAGON TIER FEATS

Any feat in this section is available to a tiefling character of 11th level or higher who meets the prerequisites.

BAALZEBUL'S DESPERATE GAMBIT

Prerequisite: 11th level, tiefling

Benefit: When you first become bloodied in an encounter, you can make a saving throw, with a bonus equal to the number of enemies adjacent to you. If you succeed, spend a healing surge. If you fail, you lose a healing surge.

BEL'S IMPENDING VICTORY

Prerequisite: 11th level, tiefling

Benefit: When you hit a bloodied enemy, your allies gain a +1 bonus to attack rolls against that enemy until the start of your next turn.

BLOOD OF LEVISTUS

Prerequisite: 11th level, tiefling

Benefit: You gain resistance to cold equal to 5 + one-half your level. You gain a +3 feat bonus to damage rolls with attacks that have the cold keyword.

DISPATER'S IRON DISCIPLINE

Prerequisite: 11th level, tiefling

Benefit: You gain a +2 feat bonus to Will.

In addition, when you make a saving throw to end an effect that stuns, dominates, or dazes you, you gain a bonus to your saving throw equal to your Charisma or Intelligence modifier.

GLASYA'S CHARMING WORDS

Prerequisite: 11th level, tiefling

Benefit: You gain a +1 feat bonus to attack rolls with powers that have the charm keyword.

When you score a critical hit with a charm power, the target is also dominated until the end of your next turn.

HELLFIRE OF MEPHISTOPHELES

Prerequisite: 11th level, tiefling

Benefit: Each time you hit an enemy that has fire resistance, after resolving the attack, reduce the value of the resistance by 5 until the end of the encounter. If the target has no fire resistance (or its resist value has been reduced to 0 or lower), it instead gains vulnerable 5 fire.

MAMMON'S THEFT OF HEALTH

Prerequisite: 11th level, tiefling

Benefit: When you use your second wind, you can choose for an ally within 5 squares of you to lose a healing surge. If you do, you regain extra hit points equal to your healing surge value.

SECRETS OF BELIAL

Prerequisite: 11th level, tiefling

Benefit: Choose a class that you don't already belong to. You can swap one utility power you know for one utility power of the same level or lower from the chosen class.

TAIL TRIP

Prerequisite: Tiefling, fighter, Combat Challenge class feature

Benefit: When you hit an enemy with an opportunity attack or an attack granted by your Combat Challenge, you can knock the target prone.

EPIC TIER FEATS

Any feat in this section is available to a tiefling character of 21st level or higher who meets the prerequisites.

HELLFIRE TELEPORT

Prerequisite: 21st level, tiefling

Benefit: When you teleport, you deal 5 + your Charisma or Intelligence modifier fire damage to each enemy in or adjacent to the square you leave.

HELL'S BURNING MARK

Prerequisite: 21st level, tiefling

Benefit: Targets marked by you gain vulnerable 5 fire.

RENEWED WRATH

Prerequisite: 21st level, tiefling, *infernal wrath* racial power

Benefit: Whenever you use your second wind or spend an action point, you regain the use of your *infernal wrath*.

ROYAL COMMAND OF ASMODEUS

Prerequisite: 21st level, tiefling

Benefit: Whenever you stun an enemy, you can choose to dominate the enemy for the same duration instead of stunning it.

TIEFLING ITEMS

Any empire that lasts as long and spreads as far as Bael Turath leaves behind many treasures. The tieflings of that great realm were obsessed with power and produced more magic than most other civilizations. The tieflings of today often seek out these items and pattern their own weapons and gear with the same taste for cruel barbs and sharp hooks as their ancestors, defiantly carrying on the old traditions. Their heritage cannot be hidden, so why not carry it with pride?

Amulet of Seduction

Level 5+

Supposedly containing the tears of succubi, this glittering golden amulet can turn a foe's heart toward you and against itself.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You gain a +2 item bonus to Bluff and Diplomacy checks.

Property: When you impose a charm effect that a save can end, the target takes a -2 penalty to the first saving throw against the effect.

Power (Daily ♦ Charm): Standard Action. Make an attack: Close burst 1; one creature in burst; Charisma + the amulet's enhancement bonus vs. Will; on a hit, the target cannot attack you (save ends). While this effect lasts, if the target is adjacent to you when you are targeted by a melee or a ranged attack, the target interposes itself (as an immediate interrupt) and becomes the target of the attack instead. If the target takes damage from any source, the effect of this power ends.

Hellfire Staff

Level 4+

This imposing staff of flame and bone burns the flesh and soul of your enemies.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: Regain an encounter power with the fire or fear keyword that you have expended in this encounter.

Power (At-Will ♦ Fire): Minor Action. The staff sheds bright light in your square and each square within 5 squares of you, and melee and close attacks with the staff deal fire damage instead of their normal damage type and have the fire keyword. You can end this effect as a free action.

Power (Daily ♦ Fear, Fire): Free Action. *Trigger:* You hit an enemy with an attack power using this staff. *Effect:* That enemy takes 1d8 extra fire damage, and you push the enemy 3 squares.

Level 14: 2d8 extra fire damage.

Level 24: 3d8 extra fire damage.



Ironscar Rod

Level 3+

This heavy iron rod, shaped like two twisting serpents, scours enemies with acid.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 acid damage per plus

Property: This rod functions as a mace as well as an implement. When used as a weapon, it applies its enhancement bonus to attack rolls and damage rolls.

Power (Daily ♦ Acid): Free Action. *Trigger:* You hit a target with an attack using this rod. *Effect:* The target takes 1d8 extra acid damage and a -2 penalty to attack rolls until the end of your next turn.

Level 13: 2d8 extra acid damage.

Level 23: 3d8 extra acid damage.

Shield of Turathi Defiance

Level 16

Doomed rebels of ancient Bael Turath made such shields to protect their champions from tieflings and their infernal servants.

Item Slot: Arms 45,000 gp

Shield: Any

Property: You gain resist 5 to all damage from the attacks of tieflings or devils.

Power (Daily ♦ Fear, Fire): Immediate Interrupt. *Trigger:* An enemy hits you with an attack that has the fear or fire keyword. *Effect:* Choose an enemy within 5 squares of you. That target takes half the damage of the triggering attack, and you take the remaining damage (and are subject to any other effects of the attack).

Mask of the Impish Grin

Level 11

This steel mask bears the likeness of an imp's infectious smile and allows its wearer to temporarily disappear from view.

Item Slot: Head 9,000 gp

Property: You gain a +3 item bonus to Bluff checks.

Power (Daily ♦ Illusion): Free Action. *Trigger:* You successfully use Bluff to create a diversion to hide. *Effect:* You become invisible to each enemy that your Bluff check succeeded against. The invisibility lasts until the end of your next turn or until you attack.

Infectious Flame Weapon

Level 3+

Shaped in the form of flickering flames, this devilish weapon causes fire to leap from foe to foe.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Any light blade or heavy blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Power (Daily ♦ Fire): Free Action. *Trigger:* You hit a target with an attack made with this weapon. *Effect:* The target takes ongoing 5 fire damage (save ends). *Aftereffect:* One enemy within 2 squares of the original target takes ongoing 5 fire damage (save ends).

Level 13: Effect and aftereffect become ongoing 10 fire damage (save ends).

Level 23: Effect and aftereffect become ongoing 15 fire damage (save ends).

Sustaining Cloak

Level 2+

The master arcanists of Bael Turath bound supernatural spirits to these cloaks to fuel their power.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Encounter): No Action. *Trigger:* A power or an effect you could sustain would end. *Effect:* You sustain that power without using the action normally required (sustaining it on subsequent rounds still requires the appropriate action).

Rod of Dread

Level 7+

This crooked and hooked rod was used in Bael Turath to maintain order among slaves.

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical (Fear): The target is dazed until the end of your next turn.

Power (Daily ♦ Fear): Free Action. *Trigger:* You attack with an implement power using this implement. *Effect:* The attack gains the fear keyword, and each target of the power that you hit or miss grants combat advantage until the end of your next turn.

TIEFLING QUESTS

What do you want to accomplish, attain, learn, or acquire? What drives you to adventure, leads you on against dangerous odds, and keeps you coming back for more?

Backgrounds describe whence your character came, but quests point where you're going. You don't have to wait for the Dungeon Master to tell you what your character wants. Instead, come to the table with goals of your own. Such player-generated quests provide grist for the DM's creative mill, and they also help invest you in the world of your game.

The major quests provided here offer a few ideas for what your character might seek, but feel encouraged to craft your own quests instead. Your quest might have no connection to your background, or you might devise something tightly linked to your character's history. Consider tying your quest to another character in the party. Not only does this build connections between characters, it keeps everyone interested in the storyline.

HEROIC TIER QUESTS

These quests represent goals you might actively pursue from the beginning of your adventuring career. Heroic tier goals typically focus on your own development or the problems of a relatively small region.

GHOST OF THE PAST

The ghost of an ancestor haunts you. No one else can see it, so you keep it to yourself. Oddly, the ghost is human, an ancient king from the distant age before a single emperor united Bael Turath. The ghost has found you, the last heir of its bloodline, and it wants you to find its lost tomb and claim its crown. Only then will it leave you in peace. The thought of reclaiming ancient treasures intrigues you, but the cantankerous spirit has let it slip that you are not the first heir to embark on this quest, merely the last who might attempt it.

WAYWARD BROTHER

Despite the marks of your heritage, your human half-brother was the black sheep of your family. Though each of you had talents the other did not, he ignored his gifts and instead envied yours. As the years rolled by, your life took you away from the city of your birth while he remained there.

You recently learned that your wayward sibling has joined a group of tiefling and human troublemakers. Worse, you suspect that this group is allied with a cult of Asmodeus. Does your half-brother suspect the truth? Even if he does, he'd likely reject your help, but you have to save him from himself. He's family. Of course, the cult isn't likely to let him go easily.



PARAGON TIER QUESTS

In the paragon tier, choose goals that take you beyond a single city or region or that lead to conflict with paragon tier monsters. These quests might linger from your background, waiting for you to achieve the power to carry them out, or they might grow from the adventures of the heroic tier.

AN ORPHAN'S DESIRE

You never knew your parents, but you recently learned that lack of love had nothing to do with their abandonment of you. Your father died protecting you from the devils laying claim to his firstborn, and your mother left you behind to lead the fiends away. Since no immortal evil has found you, you believe that your mother continues to deceive her pursuers.

But now she has another in pursuit of her: you, determined to save her from a life on the run. And woe to any devils that cross your path!

Untangling the web of mystery that your mother has woven before the devils do so makes for a very personal quest. Work with the DM and other players to ensure that your storyline doesn't overwhelm the game.

ARKHOSIAN ASSASSINS

The war between Bael Turath and Arkhosia ended centuries ago, but try telling that to Arkhosia's Last, an organization dedicated to the revival of Arkhosia and the obliteration of Bael Turath's legacy—including tieflings. The organization is led by a dragonborn named Kira Bloodbane, though some claim she is only a pawn of an ancient dragon who witnessed the empire's fall as a hatchling.

You recently learned from a tiefling ally that the group had you in its sights. Then that tiefling turned up murdered. You aren't sure why the group hunts you, but reasoning doesn't seem to be its strong point—it's kill or be killed.

EPIC TIER QUESTS

You can choose an epic tier quest as early as the start of your career, but you shouldn't expect to complete it until you approach the pinnacle of mortal accomplishment. Of course, your goals can also evolve as you advance in level, so you might not adopt an epic tier quest until you reach 21st level or higher.

A DEVIL'S REDEMPTION

Devils were made by the angels' fall, so can a devil be reborn as an angel? You're not sure, but you hope so.

A devil you have met or fought before seeks redemption, and you believe its desire is real. Yet the righteous path holds many obstacles: other devils, distrustful allies, angry angels, and the gods themselves. Others have judged you by your appearance innumerable times, and you know the challenge of escaping such negative expectations. Perhaps if you succeed in redeeming this old foe, others who have done wrong will follow the example. Could one good act right countless wrongs?

SAVE ALL SOULS

The compacts signed in blood and soul-stuff by the old lords of Bael Turath still exist. Though tieflings supposedly escaped their bonds of slavery to evil forces, you have learned that the bargains your ancestors made remain quietly in place.

When certain events come to pass, the minions of hell will lay claim to all tiefling souls, living or dead, destroying all who stand in their way. This in turn could provoke war across the planes, causing chaos as people turn against the tieflings among them to save their own souls. You must find and destroy the contracts before those events occur, traveling to the deepest regions of the Nine Hells . . . and beyond.

This quest could dovetail well with other characters' epic destinies, perhaps making a great finale for the campaign.



EPIC DESTINY: HEIR TO THE EMPIRE

Through your veins flows the blood of Bael Turath's first emperor. With the vigor it gives you, you will see the empire rise again.

Prerequisite: 21st level, tiefling

For too long your people have lived in the shadow of humanity. It is your birthright to rule.

Yet that right comes with the responsibility to protect and steward, rather than abuse and enslave. You realize that your ancestors squandered the gift of their destiny, and you vow not to do the same.

You struggle with this fate. Why you and why now? How can an empire so evil deserve rebirth? Yet the pieces of the tiefling past that pass into your life come alive at your touch. The crown fits. The scepter's weight feels right in your hands. The throne seems like home. You dare to think that you might guide the world to see the bright future that you experience in prophetic dreams.

Your new Bael Turath shall not be a place of shadows and despair. All who seek safety will find refuge. Justice will be merciful. Your rule will be righteous. Tieflings will again have a home in the world.

An empire cannot rise overnight, yet many already look to you for leadership. More flock to your banner every day. Your fame surpasses that of any tiefling who has lived since the empire's fall. If the empire can be returned to glory, it will be at your hand.

TIEFLINGS AND THE CURRENT AGE

When the clash between Arkhosia and Bael Turath resulted in the destruction of both empires, tieflings struggled to survive as the peoples they enslaved rose against them. The enmity of the war between tieflings and dragonborn lasted for generations, further causing strife. It wasn't until the rise of the Empire of Nerath that tieflings began to find some sort of stability. Nerath made them citizens—second-class citizens, to be sure, but entitled to live in the open without fear of attack. By the time of Nerath's fall, tieflings had managed to attain full citizenship and the general acceptance they have today.

Tieflings have endured much to scrape their way to what they now possess. They still suffer great prejudice and injustice at the hands of others. Though some might say the cruelty directed at them is no more than they deserve, the truth is that no tiefling born in the last few centuries had anything to do with the tyranny of Bael Turath or the curse that lingers in their blood. Today, most tieflings recognize they can control their own destinies. They can try to prove their detractors wrong, or they can turn out to be more evil than those detractors imagined.

IMMORTALITY

Your legacy will be the reformation of the image of Bael Turath. Once more the world shall see a golden age wherein the light of civilization pushes back the darkness of lawlessness and strife. Your name and deeds will echo throughout history because the empire you form will itself be immortal.

By Destiny Crowned: When you complete your final quest, you have earned a reputation for great goodness. Your deeds are the stuff of legend, even when compared to your companions. Human kings and queens kneel in the court you create, and the rulers of other peoples come there to bow in homage. Even the dead ruins of Bael Turath recognize your greatness. By your presence alone they rise from the earth and remake themselves in brighter forms. You too are remade—gone are the sins and foibles of your past, replaced by noble righteousness. Others follow your example, and soon those who see a tiefling expect not wickedness but honor.

Alternatively, you build your empire upon the bones of those who defy you. Many seek to thwart your rule, and thus many die by your hands or those of your fanatical followers. It's not the way you wanted it to happen, but you know the ends justify the means. They will remember you as a terrible tyrant, but your story will be passed down through the generations of a great society that continues to exist for millennia after your bones have turned to dust.

HEIR TO THE EMPIRE FEATURES

Born to Rule (21st level): Your Intelligence and Charisma scores each increase by 2, and you gain a +2 bonus to Diplomacy, Insight, and Intimidate checks.

Imperial Wrath (24th level): When you use *infernal wrath*, the target is also knocked prone and dazed until the end of your next turn.

Irresistible Will of the Empire (30th level): The first creature that hits you with a melee attack in each encounter is dominated until the end of its next turn.

HEIR TO THE EMPIRE POWER

Ruler of Life and Death

Heir to the Empire Utility 26

You display your destined right to rule by forcing an attacking enemy to bow before your majesty.

Encounter ♦ **Charm**

Immediate Interrupt **Personal**

Trigger: A nonminion enemy within 10 squares of you drops to 0 hit points

Target: The triggering enemy

Effect: The target heals 1 hit point and gains temporary hit points equal to 30 + your Charisma score. It is also dominated (save ends). Each time the target fails a saving throw against this effect, it gains 30 temporary hit points.

Aftereffect: The target loses all temporary hit points and drops to 0 hit points.



IT'S GOOD TO BE BAD

Tieflings survived brutal wars and fiendish pacts to become what they are today: sinister scions of a shattered empire living on the fringes of civilization, fighting for everything. Only the best of their kind would dare call themselves heroes, and fewer still have the wherewithal to conquer the evil that haunts them. If you want to play the ultimate tiefling hero, this book is for you.

This DUNGEONS & DRAGONS® expansion of the *Player's Handbook*® core rulebook explores the mysteries of the tieflings. It presents players with exciting new options for their tiefling characters, including unique racial feats, paragon paths, and an epic destiny. This book also includes ways to flesh out your tiefling character's background and personality.

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