

INFERNAL LEGACIES

Infernal lineages, fiendish marks upon mortal bloodlines that live on directly in the form of mutual offspring, are the source of those pitiable folk known as Tieflings. While their general form is somewhat mutated and given over to the ability to perform certain magical spells, particular types of bloodlines have emerged over the ages—those acadenucs with the predeliction, patience, and capacity to travel have unearthed these following lineages.

BANELING

Infernal Legacy: This is the generic tiefling, and the Baneling represents a "no change" legacy. Banelings gain cantrips as described in the SRD\PHB under the Tiefling entry.

HEZROU'CHI

Descended from the stinking Hezrou fiend, demons of the abyss, these poor tieflings lack the charisma of their peers. They make up for this in natural defense.

Infernal Legacy: -2 Charisma, +1 Con, Vile Stench, Natural Poisoner

VILE STENCH

Any creature that starts its turn within 5 feet of the Hezrou'Chi must succeed on a DC 12 Con saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the childe's stench for 24 hours or until they take a long rest, whichever comes first.

POISON RESISTANCE

The Hezrou is natural connisuer of poisons. The Hezrou'Chi gains **Poison Resistance** and proficiency in the poisoner's kit.

CAMBION

Not all who wander from the light are lost—some are just having a good time. The wicked ways of the Succubus and Incubus fill sordid tales across thelands, but their deathly kiss is transfered to their half-human offsprind. Sometimes these unions result in cambions, tiefling children who are akin to their seductive parents.

Infernal Legacy: Otherworldly Allure, Kiss of Death, Souleater (4th level)

OTHERWORLDLY ALLURE

Advantage on attempts to seduce/distract creatures that feel sexual attraction.

Their demonic attributes are usually more attractive than disturbing, and where they deviate they tend to be of particular desire to at least some deviants of unique taste and willingness to cavort with the less-than-holy.

KISS OF DEATH

When an opponent (that has a soul\is an Outsider) is grappled or willingly not resistant, as a full action the Cambion may kiss their target deeply for 1/3rd of the Target's HP in Necrotic damage. They get a Dexterity saving throw to escape after each kiss. When a kiss causes the target to reach 0 HP, they make a Charisma saving throw (DC 15 + Cambion's Level + Charisma Bonus) or lose 25% of their XP value. The Cambion gains this XP and +1 hit die of temporary HP for an hour afterwards, of the hit die type of the enemy.

SOULEATER

At 4th level the Cambion may elect to finish off a foe immediately upon dropping them to 0 HP with Kiss of Death. They make a (DC 20 + Enemy's Level\CR + Enemy's Charisma Bonus) Charisma check and if successful swallow the target's soul entirely, digesting it with a pleasant warmth in their stomach for 50% of the soul's XP value. Foes finished in such a way grant +2 hit die of temporary HP for 24hrs afterwards of the hit die type of the enemy.

MARILUSA

The deathly Marilith, six-armed half-snaked fiend taking the appearance of a human woman, rarely sire children. Those born of such unions are hatched from eggs and almost always female. They have only one set of arms but gain a reptilian tale, as well as an eerie otherworldlyness.

Infernal Legacy: +1 Dexterity, Reptilian Tail, Blink

REPTILIAN TAIL

Melee Weapon Attack: Dexterity to hit, reach 5ft., one creature. Deals 1d4 bludgeoning damage + dex mod. If the target is Medium or smaller, it is grappled (escape DC 8 + character level + strength bonus). Until this grapple ends, the target is restrained, and you can automatically hit the target with your tail, and you can't make tail attacks against another target. At 6th level, the damage is upgraded to 2d4.

BLINK

You can magically teleport twice per long rest, along with any equipment you are wearing or carrying, up to 25 feet to an unoccupied space you can see. At 9th level, this doubles to 50 feet.

SHADOWSON/DAUGHTER

The Shadow Demon is not known to mate, but certain dark compacts can still result in tainted offspring of their lineage. Those descended from such a line are slippery to spot, and somewhat hard to hold down—literally.

Infernal Legacy: Shadow Stealth, Shade Phase, Light Sensitivity

SHADOW STEALTH

While in dim light or darkness, you can take the Hide action as a bonus action. Your stealth check contests against visual perception are at advantage in darkness.

SHADE PHASE

Twice per short rest, you can move through other creatures as if they were difficult terrain. If you end your turn inside another creature than you take 1d10 force damage and become prone in an adjacent square. This ability may be expended, alternatively, to gain advantage on attempts to escape a grapple.

LIGHT SENSITIVITY

While in bright light, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

KYTONITE

The spawn of Chain Devils, these tieflings have a piercing gaze and unnerving nature that belies their lineage, descended from a devilish jailkeep intent on inflicting misery and pain upon the souls of the damned.

Infernal Legacy: Fearsome Gaze, Sadistic Illusionist, Innate Animator (4th Level)

FEARSOME GAZE

Twice per short rest, an action, force a creature you can see within 30 feet of you that can also see you to make a DC (8 + Charisma Mod + Character Level) Wisdom saving throw. If they fail, they become Frightened until the end of its next turn.

SADISTIC ILLUSIONIST

Gain the cantrip *vicious mockery* with Charisma as the casting stat. At 3rd level, gain the ability to summon a cacaphony of terrifying sounds in a sphere around a target within 60ft's head as a cantrip. They must make a DC (8 + Charisma Mod + Character Level) or become deafened until the end of their next turn.

INNATE ANIMATOR

At 4th level, gain the ability to (once per long rest) animate a nearby strip of at least 10ft of chain. This chain can be moved to anywhere within 20 feet of you as a bonus action, where it either rolls to grapple as if though it were you or makes a slashing attack as if though it were a whip you were wielding. If the chain is ever more than 20ft away from you it becomes inanimate.

ERINYESEUS

Descendants of Erinyes,

Infernal Legacy: Truesight, Whip Masters, Glider

TRUESIGHT

Erinyeseuses gain 10ft of Truesight, inherited from their ancestor's charge in brining the enemies of the underworld into line in spite of all efforts to hide. At 10th level this expands to 15ft, and at 19th level it expands to 20ft of innate Truesight.

WHIP MASTERS

You are always considered proficient with any whip. What's more, whips wielded by you gain an extra 5 feet of reach and take on a more demonic aura, glowing the colour of your eyes.

GLIDER

At 3rd level you sprout red fuzzy wings. At 9th level they are finally able to sustain you, and you can glide 10 feet for every 5 feet fallen. At 16th level, you are finally able to fly and do so at half your normal movement speed. At 20th level you may fly at the same speed you walk.

GELUGORGONS

Childer of Gelugon, the ice devils, the Gelugorgons are the most frigid of all tieflings. They trade their resistance to heat for a resistance to frost, and have a fearsome weapon they wield.

Infernal Legacy: Lose Hellish Resistance/Gain Frost Resistance, (3rd Level) Innate Weapon, (4th level) Frost Breath

INNATE WEAPON

At 3rd level you may manifest a Frost Spear once per long rest as a Bonus Action. If at the beginning of your turn it is over 60ft away from you it instantly evaporates. You may have no more than 1 Frost Spear manifested at a time. You are always considered proficient with your Frost Spear.

The **Frost Spear** is a magical weapon +0 identical to a regular spear at 3rd level. At 6th level it becomes a spear +1, and deals 1d4 cold damage. At 9th level, struck creatures must succeed a DC 12 Constitution saving throw, or for 1 minute, its speed is reduced by 10 feet. At 13 level, in edition to the following effects, the DC becomes 14 and failure results in them being force to: take either an action or a bonus action on each of its turns, not both; and it can't take reactions. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



FROST BREATH

At 4th level you gain a frigid breath attack. As an action you may exhale a 15 ft. cone of frost. When you use your breath weapon, each creature in the area of the exhalation must make a Constitution saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

SPINURGHASTES

Descended of Spenurgens, the Spined Devils, these tieflings have a knack for secrets and gossip.

Infernal Legacy: Lose Hellish Resistance/Gain Frost Resistance, Spikes, Glider, Silver Tongue

SPIKES

Spinurghastes unique biology allows them to sprout demonic spikes through either their hands or feet. They have up to (6 + Con Mod) such spikes stored within them, and they are fully replenished after a short rest. This means that every time they make an unarmed strike, rather than dealing 1 bludgeoning damage they deal 1d4+Strength piercing damage.

GLIDER

At 3rd level you sprout leathery purple wings. At 9th level they are finally able to sustain you, and you can glide 10 feet for every 5 feet fallen. At 16th level, you are finally able to fly and do so at half your normal movement speed. At 20th level you may fly at the same speed you walk.

SILVERED TONGUE

Spinurghastes gain proficiency in deceive, persuade, and intimidate.

CREDITS

Wizards of the Coast's art packs provided for DMs Guild products was invaluable in the beautification of this text. If you have obtained this .pdf via non-DMs Guild means please refer to it there. If you have enjoyed this please comment and review so I can get better.

