

LEGACY OF HEAVEN & HELL



AASIMAR AND TIEFLING CHARACTER OPTIONS

MICAH WATT



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THE LEGACY OF HEAVEN & HELL

Aasimar and Tieflings are born of the influence of the upper and lower planes on the prime material and the souls within. The immortal celestial and Fiends are the epitome of philosophical concepts of Good and Evil, Law and Chaos, Right and Wrong, and the range of human experience and understanding. Nothing inspires a more visceral emotional reaction in mortals than the iconic creatures that represent these fundamental ideals.

The Celestials are the unknowable beacons of righteousness for the multiverse, while the Fiends represent the unfathomable depravity of all creation. They are a source of wonder, and fear, which drives the brave, or foolish, to seek experiences beyond that which mortals should know, be it for power, knowledge, curiosity or divine contact. The potent presence often ignites a desire in the mortal that is on occasion reciprocated by the Celestial or Fiend.

In very rare cases one of these encounters results in an offspring, a mixing of the blood. The resultant being is a creature of both worlds - mortal and immortal - yet outcast from both. Feared, hated, desired or coveted, these planar races stand apart from their prime plane contemporaries. These new bloodlines are strong enough to continue on through the mortal generations, creating a distinct family line reflecting the characteristics of the ancestor being.

This is the Legacy of Heaven and Hell.

ALL COLORS, SHAPES AND SIZES

Despite the commonality in some features - most notably horns and tails in Tieflings - both races have a stunning variation in physical characteristics akin to humans or any other geographically widely dispersed race. The outer planes are so vast as to be effectively infinite, and the epitomizing representative races are a result of the virtues or sins of ALL mortals - thus their appearances vary accordingly. An Aasimar's appearance is only defined by a certain inner light and grace, as Tieflings seem to racially breed true with horns and tails. All other features are unique to the individual.

Some of the sub races will have suggested appearance features in their statistical block. These are generally optional and cosmetic to tie the subrace to its progenitor race. In a few cases certain features are required for the

racial traits - the tail of the Marilith subrace and the horns of the Goristro sub race for example.

ALIGNMENT

Alignment is never pre-determined, despite many rumors to the contrary. Physical and magical characteristics are the only commonality with their progenitor species. The perception that a Tiefling's infernal appearance carries with it infernal values, and an Aasimar's celestial appearance confers the opposite is mere ignorance and racism at play. Many an Aasimar has used its fair appearance and racial reputation to cover nefarious deeds, and many a Tiefling has fled persecution, sheltering a good heart and pure intent.

Like all other creatures, the temperament of an individual Aasimar or Tiefling is utterly unique to their own circumstances, experiences and upbringing. Their natures are not predetermined.

CULTURAL IDENTITY

Aasimar and Tieflings are seen as outsiders (both literally and figuratively) in some closed communities, simply for being a minority due to the uncommon circumstances of their planar bloodline. Aasimar and Tieflings can often have strong family ties, or gravitate toward others of their kind. Despite being fewer in number than many of the more populous races - such as Humans, (and regionally) Dwarves, Elves and Halflings - they are far from solitary, and enjoy the bonds of community as much as any other creatures. Unlike their progenitor races, which are locked in an eternal conflict born of their implacable nature, Aasimar and Tieflings have no direct quarrel with each other, and are often sympathetic to their counterparts. After all, each knows what it's like to bear the burden of their heritage.

DERIVED BLOODLINES

Most - though not all - of the variant subraces in this book are derived from a specific creature type, and it would be beneficial to have knowledge of the creature, its general appearance and abilities when selecting a subrace.

As such, it is recommended that the Player/DM has access to the **Monster Manual**, **Volos Guide to Monsters** and **Mordenkainen's Tome of Foes** to best make use of this material, as well as **Xanathar's Guide to Everything** for some spell choices. The DM is free to make any changes to the subraces they feel are appropriate for their campaign.

AASIMAR SUBRACES

All Aasimar start with the following base traits, and may select a single subrace from the choices titled Variants. Aasimar may also select from the subraces provided in Volos Guide to Monsters.

AASIMAR TRAITS

Ability Score Increase. Your Charisma score increases by 2.

Age. Aasimar mature at the same rate as humans, but they can live up to 160 years.

Size. Aasimar have the same range of height and weight as humans.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Celestial Resistance. You have resistance to necrotic damage and radiant damage.

Healing Hands. As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest.

Light Bearer. You know the *light* cantrip. Charisma is your spellcasting ability for it.

Languages. You can speak, read, and write Common and Celestial.

AASIMAR VARIANTS

DEFENDER AASIMAR

Defender aasimar are charged with the powers of good to shield the weak from harm. Unlike Protector Aasimar, Defender aasimar's gifts are purely defensive in nature, acting as a bulwark against harm

Ability Score Increase. Your Dexterity score increases by 1.

Deflecting Aura. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to glow blue, and surrounding your body with whirling motes of blue energy.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it you an all creatures of your

choice within 20 feet that remain within your aura are protected, gaining +1 to AC and reducing the damage from any attack or effect that deals damage by 1 point. Once you use this trait, you can't use it again until you finish a long rest.

KNOWLEDGE AASIMAR

Knowledge aasimar excel and gathering information and lore, and are particularly useful for determining an exploiting a foes weaknesses in combat.

Ability Score Increase. Your Intelligence score increases by 1.

Analyzing Aura. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to shift into a multi-colored spectrum of shifting tones.



Your transformation lasts for 1 minute or until you end it as a bonus action. During it you may turn your gaze on a single creature or object, learning of its fundamental physical properties, age, plane of origin, creature type (if applicable) one vulnerability and one immunity or resistance (if applicable, and of the DM's choice). If you are analyzing a creature this grants you advantage on attacks or skills used against it.

Once you use this trait, you can't use it again until you finish a long rest.

LIFE AASIMAR

Life aasimar are charged with the powers of good to nurture life and heal the sick and wounded, as well as be a carer, protector and educator of those in need, while at the same time destroying those whose presence is an antithesis to life.

Ability Score Increase. Your Wisdom score increases by 1.

Radiant Aura. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to shine and body to shine with life giving radiance.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it all living creatures that start their turn within 20 feet regain 1 hit point at the start of their turn, while all undead creatures starting their turn in the area of effect take 1 point of radiant damage.

Once you use this trait, you can't use it again until you finish a long rest.

LOGIC AASIMAR

Logic aasimar are able to access higher brain functions than the standard mortal, processing and calculating much more rapidly, as well as controlling their mental and emotional state.

Ability Score Increase. Your Intelligence score increases by 1.

Higher Thought. Starting at 3rd level, you can use your action or reaction to unleash the divine energy within yourself, causing your eyes to cloud over and become pure white, and a golden radiance to form as a halo above your head.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it you have advantage on all Intelligence and Wisdom skills, and are immune to



the charmed condition, as well as all enchantment and illusion spells and abilities. You may use this ability as a reaction or on your turn to break a charm or other mental effect, even if the effect has already taken effect and would otherwise cause you to lose your actions.

Once you use this trait, you can't use it again until you finish a long rest.

UNBINDING AASIMAR

Unbinding Aasimar are able to draw on their gifts to nullify all magic close to them for a short time.

Ability Score Increase. Your Constitution score increases by 1.

Nullify Magic. Starting at 3rd level, you can use your action or reaction to unleash the divine energy within yourself, causing a shimmering translucent field to surround you.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it you generate a field of anti-magic around you out to a range of 10 feet. All your magic items and magical abilities (other than this one) cease to function, and any other spell or spell-like ability cast into or brought within the field is automatically subject to a dispel magic effect. Charisma is your spellcasting ability for this ability.

Once you use this trait, you can't use it again until you finish a long rest.

ANGEL BLOODED VARIANTS

Angel blooded variants demonstrate traits associated with the angel type that is the ancestor of the bloodline.

DEVA BLOODED

Ability Score Increase. Your Dexterity score increases by 1.

Divine Legacy. You know the *word of radiance** cantrip. Once you reach 3rd level, you can cast the *divine favor* spell once per day. Once you reach 5th level, you can also cast the *healing spirit* spell once per day. Charisma is your spellcasting ability for these spells.

** Found in Xanathar's Guide to Everything*

PLANETAR BLOODED

Ability Score Increase. Your Strength score increases by 1.

Divine Legacy. You know the *true strike* cantrip. Once

you reach 3rd level, you can cast the *zephyr strike** spell once per day. Once you reach 5th level, you can also cast the spell *bless* once per day as a 2nd level slot. Charisma is your spellcasting ability for these spells.

** Found in Xanathar's Guide to Everything*

SOLAR BLOODED

Ability Score Increase. Your Wisdom score increases by 1.

Divine Legacy. You know the *sacred flame* cantrip. Once you reach 3rd level, you can cast the *scorching ray* spell once per day. Once you reach 5th level, you can also cast the *daylight* spell once per day. Charisma is your spellcasting ability for these spells.

CELESTIAL BLOODED VARIANT

A celestial blooded Aasimar's bloodline is derived from a lesser angel that performs a specific function within the courts of the Seven Heavens of Mount Celestia

DIVINE MESSENGER BLOODED

Ability Score Increase. Your Dexterity score increases by 1.

Divine Wings. You have a pair of feathered wings that grant you a flight speed of 30 feet



TIEFLING SUBRACES

All Tieflings start with the following base traits, and may select a single subrace from the choices titled Variants. For the purposes of separating base traits from racial variants, the Players Handbook tiefling has been designated as Standard Subrace - Infernal Blooded.

TIEFLING TRAITS

Ability Score Increase. Your Charisma score increases by 2.

Age. Tieflings mature at the same rate as humans but live a few years longer.

Size. Tieflings are about the same size and build as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can speak, read, and write Common and Infernal.

STANDARD SUBRACE* — INFERNAL BLOODED

Ability Score Increase. Intelligence score increases by 1

Hellish Resistance. You have resistance to fire damage.

Infernal Legacy. You know the *thaumaturgy* cantrip. Once you reach 3rd level, you can cast the *hellish rebuke* spell once per day as a 2nd level spell. Once you reach 5th level, you can also cast the *darkness* spell once per day. Charisma is your spellcasting ability for these spells.

** Note this is the 'standard' subrace found in the Players Handbook. It is included as a baseline template to model the variants from.*

DEMON BLOODED VARIANTS

Demon Blooded Tieflings can trace their lineage back to a specific type of demon, usually having one or more cosmetic physical characteristics or colouration from their ancestor demon type.

BABAU BLOODED

Ability Score Increase. Your Strength score increases by 1

Abyssal Resistance. You have resistance to poison damage, and advantage on saving throws against the abilities that confer the poisoned condition.

Innate Magic. You know the *primal savagery* cantrip*. Once you reach 3rd level, you can cast the *ray of enfeeblement* spell once per day. Once you reach 5th level, you can also cast the *heat metal* spell once per day. Charisma is your spellcasting ability for these spells.

** Found in Xanathar's Guide to Everything*

BALOR BLOODED

Ability Score Increase. Your Strength score increases by 1

Abyssal Resistance. You have resistance to fire and poison damage. You have advantage on saving throws against abilities that confer the poisoned condition.

Fire Aura. Starting at 3rd level, you can use your action to unleash the conflagration within your heart, causing a searing fire to radiate from you, pour out of your eyes and mouth, and threaten to char you. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you shed bright light in a 10-foot radius and dim light for an additional 10 feet, and at the end of each of your turns, you and each creature within 10 feet of you take fire damage equal to half your level (rounded up, and your fire resistance applies). In addition, once on each of your turns, you can deal extra fire damage to one target when you deal damage to it with a melee attack. The extra fire damage equals your level.

Once you use this trait, you can't use it again until you finish a long rest.



BARLGURA BLOODED

Ability Score Increase. Your Strength score increases by 1

Abyssal Resistance. You have resistance to poison damage, and advantage on saving throws against the abilities that confer the poisoned condition.

Reckless. At the start of your turn, you may choose to attack recklessly, gaining advantage on all melee attack rolls during that turn, but attacks rolls against you have advantage until the start of your next turn.

CHASME BLOODED

Ability Score Increase. Your Dexterity score increases by 1

Spider Climb. You have a climb speed of 30 feet.

Drone. Starting at 3rd level, you can use your action to unleash a horrid droning sound. All creatures within 30 feet must make a Constitution saving throw against your DC of 8 +proficiency modifier +Charisma modifier. A failed saving throw renders the creature unconscious until the end of your next turn

Once you use this trait, you can't use it again until you finish a long rest.

GLABREZU BLOODED

Ability Score Increase. Your Intelligence score increases by 1

Abyssal Resistance. You have resistance to poison damage, and advantage on saving throws against the abilities that confer the poisoned condition.

Powerful Grip. You have advantage to Strength checks

Innate Magic. You know the *mage hand* cantrip. Once you reach 3rd level, you can cast the *darkness* spell once per day. Once you reach 5th level, you can also cast the *dispel magic* spell once per day as a 3rd level slot. Charisma is your spellcasting ability for these spells.

GORISTRO BLOODED

Ability Score Increase. Your Strength score increases by 2

Abyssal Resistance. You have

resistance to poison damage, and advantage on saving throws against the abilities that confer the poisoned condition.

Powerful Gore. You can use your oversized horns to make a melee attack as an attack action. On a successful hit you deal 1d4 +strength modifier in damage. If you move at least 20 feet before making this attack the, and the struck creature is one size category larger than you or less, it must make a Strength saving throw vs your DC 8 +proficiency modifier +Strength modifier. On a failure it is forced directly back 5 feet, unless prevented by a solid object or other creature.

HEZROU BLOODED

Ability Score Increase. Your Constitution score increases by 1

Abyssal Resistance. You have resistance to poison damage, and advantage on saving throws against the abilities that confer the poisoned condition.

Stench. Starting at 3rd level, you can use your action to unleash a horrid stench. All creatures within 30 feet must make a Constitution saving throw against your DC of 8 +proficiency modifier +Constitution modifier. On a failed saving throw a creature is poisoned for a number of turns equal to your Constitution modifier.

Once you use this trait, you can't use it again until you finish a long rest.

MARILITH BLOODED

Ability Score Increase. Your Dexterity score increases by 1

Abyssal Resistance. You have resistance to poison damage, and advantage on saving throws against the abilities that confer the poisoned condition.

Prehensile Tail. You have a long serpentine prehensile tail that can grasp and use objects with strength and dexterity equal to your own. It can grasp weapons and be used to attack, but grants no additional attacks.



NABASSU BLOODED

Ability Score Increase. Your Constitution score increases by 1

Abyssal Resistance. You have resistance to poison damage, and advantage on saving throws against the abilities that confer the poisoned condition.

Soul Chilling Gaze. Starting at 3rd level, you can use your action to unleash a supernaturally chilling gaze on a single creature within 30 feet. The creature must make a Constitution saving throw against your DC of 8 + proficiency modifier + Charisma modifier. On a failed saving throw the creature takes necrotic damage equal to your level and loses its reaction until its next turn. Once you use this trait, you can't use it again until you finish a long rest.

NALFESHNEE BLOODED

Ability Score Increase. Your Intelligence score increases by 1

Abyssal Resistance. You have resistance to poison damage, and advantage on saving throws against the abilities that confer the poisoned condition.

Innate Magic. You know the *dancing lights* cantrip. Once you reach 3rd level, you can cast the *misty step* spell once per day. Once you reach 5th level, you can also cast the *fear* spell once per day. Charisma is your spellcasting

ability for these spells.

SHADOW DEMON BLOODED

Ability Score Increase. Your Dexterity score increases by 1

Shadow Resistance. You have resistance to poison and cold damage.

Innate Magic. You know the *minor illusion* cantrip. Once you reach 3rd level, you can cast the *invisibility* spell once per day as a 2nd level slot. Once you reach 5th level, you can also cast the *gaseous form* spell once per day. Charisma is your spellcasting ability for these spells.

VROCK BLOODED

Ability Score Increase. Your Constitution score increases by 1

Abyssal Resistance. You have resistance to poison damage, and advantage on saving throws against the abilities that confer the poisoned condition.

Innate Magic. You know the *poison spray* cantrip. Once you reach 3rd level, you can cast the *thunderwave* spell once per day as a 2nd level slot. Once you reach 5th level, you can also cast the *fly* spell once per day, which manifests a pair of tattered, vulture-like wings. Charisma is your spellcasting ability for these spells.



DEVIL BLOODED VARIANTS

Devil Blooded Tieflings can trace their lineage back to a specific type of devil, usually having one or more cosmetic physical characteristics or colouration from their progenitor devil type.

AMNIZU BLOODED

Ability Score Increase. Your Intelligence score increases by 1

Hellish Resistance. You have resistance to fire damage.

Infernal Legacy. You know the *poison spray* cantrip. Once you reach 3rd level, you can cast the *suggestion* spell once per day as a 2nd level spell. Once you reach 5th level, you can also cast the *crown of madness* spell once per day. Charisma is your spellcasting ability for these spells.

BABAU BLOODED

Ability Score Increase. Your Strength score increases by 1

Abyssal Resistance. You have resistance to poison damage, and advantage on saving throws against the abilities that confer the poisoned condition.

Innate Magic. You know the *primal savagery* cantrip*. Once you reach 3rd level, you can cast the *ray of enfeeblement* spell once per day. Once you reach 5th level, you can also cast the *heat metal* spell once per day. Charisma is your spellcasting ability for these spells.

* Found in Xanathar's Guide to Everything

BARBED DEVIL BLOODED

Ability Score Increase. Your Dexterity score increases by 1

Hellish Resistance. You have resistance to fire damage.

Barbed Hide. All damage from bludgeoning, piercing, slashing attacks is reduced by one. Starting at 3rd level, you may also use your reaction to make your natural barbs erect for a single attack, dealing 1d4+ your Charisma modifier piercing damage to a creature dealing damage with a melee attack.

Once you use the damage dealing portion of this trait, you can't use it again until you finish a short rest.

BEARDED DEVIL BLOODED

Ability Score Increase. Your Strength score increases by 1

Hellish Resistance. You have resistance to fire damage and poison damage, and advantage on saving throws against the abilities that confer the poisoned condition.

Steadfast. You can't be frightened if you have an ally within 5 feet.



BONE DEVIL BLOODED

Ability Score Increase. Your Dexterity score increases by 1

Hellish Resistance. You have resistance to fire damage.

Poison Stinger. Your tail is tipped with a poison stinger that you may use to make a melee attack with using an attack action. On a successful hit you deal 1d4+strength mod damage, and the target must make a Constitution saving throw against your DC of 8 +proficiency modifier +constitution modifier. On a failed saving throw the creature gains the poisoned condition for 1 minute.

Once you use this trait, you can't use it again until you finish a short rest.

CHAIN DEVIL BLOODED

Ability Score Increase. Your Dexterity score increases by 1

Hellish Resistance. You have resistance to fire damage.

Chain Proficiency. You are proficient with a Battlechain (see below)

Unnerving mask. As an action you can create an illusion that changes your features to that of a hideous infernal monster for a moment. Each creature within 10 feet must make a Wisdom saving throw against your DC of 8 +proficiency modifier +Charisma modifier. On a failed

saving throw the creature is frightened of you until the end of its next turn.

Once you use this trait, you can't use it again until you finish a long rest.

Battlechain (martial weapon, 25gp, 1d6 slashing, 4lbs, *Properties:* finesse, reach, two handed, *Special:* You may gain advantage on shove (trip) or grapple attacks, but if you do you any attacks against you until the end of your next turn have advantage).

ERINYES BLOODED

Ability Score Increase. Your Intelligence score increases by 1

Hellish Resistance. You have resistance to fire damage.

Hellish Weapons. Starting at 3rd level you may use an action to coat your weapons in a poison you naturally excrete. For the next minute all your weapon attacks deal an additional 1d6 poison damage.

Once you use this trait, you can't use it again until you finish a long rest.

HORNED DEVIL BLOODED

Ability Score Increase. Your Strength score increases by 1



Hellish Resistance. You have resistance to fire damage.
Infernal Legacy. You know the *produce flame* cantrip. Once you reach 3rd level, you can cast the *hellish rebuke* spell once per day as a 2nd level spell. Once you reach 5th level, you can also cast the *flaming sphere* spell once per day. Charisma is your spellcasting ability for these spells.

ICE DEVIL BLOODED

Ability Score Increase. Your Constitution score increases by 1

Hellish Resistance. You have resistance to cold damage.
Icy Legacy. You know the *ray of frost* cantrip. Once you reach 3rd level, you can cast the *ice knife** spell once per day. Once you reach 5th level, you can also cast the *sleet storm* spell once per day. Charisma is your spellcasting ability for these spells.

* Found in *Xanathar's Guide to Everything*

NARGUZON BLOODED

Ability Score Increase. Your Strength score increases by 1

Hellish Resistance. You have resistance to fire damage.
Infernal Legacy. You know the *green flame blade** cantrip. Once you reach 3rd level, you can cast the *magic weapon* spell once per day. Once you reach 5th level, you can also cast the *phantom steed* spell once per day. Charisma is your spellcasting ability for these spells.

* Found in *Sword Coast Adventurer's Guide*

ORTHON BLOODED

Ability Score Increase. Your Dexterity score increases by 1

Hellish Resistance. You have resistance to fire damage.
Infernal Legacy. You know the *guidance* cantrip. Once you reach 3rd level, you can cast the *ensnaring strike* spell once per day. Once you reach 5th level, you can also cast the *pass without trace* spell once per day. Charisma is your spellcasting ability for these spells.

PIT FIEND BLOODED

Ability Score Increase. Your Intelligence score increases by 1

Hellish Resistance. You have resistance to fire damage.
Wings. You have bat like wings protruding from your back. You have a flight speed of 30 feet.

FIEND BLOODED VARIANT

SUCCUBUS/INCUBUS BLOODED

Ability Score Increase. Your Dexterity score increases by 1

Skilled Liar. You are proficient in the Deception skill
Versatile Blood. You may select Feats that have any tiefling variant bloodline as a prerequisite, if you meet the other prerequisite requirements.

Charming Deceit. You know the *friends* cantrip. At first level you can cast *disguise self* spell once per day. Once you reach 3rd level, you can cast the *charm person* spell once per day as a 2nd level spell. Once you reach 5th level, you can also cast the *enthrall* spell once per day. Charisma is your spellcasting ability for these spells.



YUGOLOTH BLOODED VARIANTS

ARCANALOTH BLOODED

Ability Score Increase. Your intelligence score increases by 1

Fiendish Resistance. You have resistance to acid damage.

Arcane Adept. You know the *firebolt* and *mage hand* cantrips. Once you reach 3rd level, you can cast the *detect thoughts* spell once per day. Once you reach 5th level, you can also cast the *mirror image* spell once per day. Charisma is your spellcasting ability for these spells.

HYDROLOTH BLOODED

Ability Score Increase. Your Dexterity score increases by 1

Fiendish Resistance. You have resistance to acid damage.

Styx Swimmer. You have a swim speed of 30

Steal Memory. You can target one creature you can see within 30 feet. The creature must make a Wisdom saving throw versus your DC of 8 +Proficiency modifier +Charisma modifier. On a failed save the creature takes psychic damage equal to your proficiency modifier, and has disadvantage on attacks until the end of its next turn. Once you use this trait, you can't use it again until you finish a short rest.

MERRANOLOTH BLOODED

Ability Score Increase. Your Intelligence score increases by 1

Fiendish Resistance. You have resistance to acid damage.

Yugoloth Legacy. You know the *shape water** cantrip. Once you reach 3rd level, you can cast the *cause fear** spell once per day. Once you reach 5th level, you can also cast the *water walk* spell once per day. Charisma is your spellcasting ability for these spells.

* Found in Xanathar's Guide to Everything

MEZZOLOTH BLOODED

Ability Score Increase. Your Constitution score increases by 1

Fiendish Resistance. You have resistance to acid damage.

Fiendish Claws. You have claw like nails that can be used as natural melee weapons, dealing 1d4 plus strength modifier on hit.

Yugoloth Legacy. You know the *poison spray* cantrip. Once you reach 3rd level, you can cast the *see invisibility* spell once per day. Once you reach 5th level, you can also cast the *darkness* spell once per day. Charisma is your spellcasting ability for these spells.

NYCALOTH BLOODED

Ability Score Increase. Your Strength score increases by 1

Fiendish Resistance. You have resistance to acid damage.

Bleeding Wounds. When you strike a foe with a melee weapon attack you can cause the wound to magically fester and bleed. The creature must make a constitution saving throw versus your DC of 8 +Proficiency modifier +Charisma modifier. On a failed save the creature takes additional damage equal to your proficiency modifier, and 1 hit point at the start of each of its turns for 1 minute. Any application of magical healing, or the successful use of the Healing skill against the save DC, will end this ongoing effect.

Once you use this trait, you can't use it again until you finish a short rest.



OINOLOTH BLOODED

Ability Score Increase. Your Constitution score increases by 1

Fiendish Immunity. You are immune to diseases, poison damage and the poisoned condition.

Yugoloth Legacy. You know the *infestation* cantrip. Charisma is your spellcasting ability for this spell.

* Found in Xanathar's Guide to Everything

ULTRALOTH BLOODED

Ability Score Increase. Your Intelligence score increases by 1

Fiendish Resistance. You have resistance to acid damage.

Mental Superiority. You know the *minor illusion* cantrip. Once you reach 3rd level, you can cast the *mind spike** spell once per day. Once you reach 5th level, you can also cast the *crown of madness* spell once per day. Charisma is your spellcasting ability for these spells.

* Found in Xanathar's Guide to Everything

YAGNOLOTH BLOODED

Ability Score Increase. Your Strength score increases by 1

Fiendish Resistance. You have resistance to acid damage.

Life Leech. You can use an action to surround your hand with life draining energy and make a melee spell attack against a creature. If successful you deal an amount of necrotic damage equal you your level, and you heal a number of lost hit points equal to the damage. The gained hit points can only be used as healing, not temporary hit points. If the attack misses the ability is wasted. Once you use this trait, you can't use it again until you finish a long rest.



NEW RACIAL FEATS

AASIMAR FEATS

HEAVENLY SMITE

Prerequisite: Aasimar, 4th level

You may turn a successful melee weapon attack into a smite, dealing an additional 1d8 radiant damage, or 2d8 radiant damage if the target is a fiend or undead. You regain the use of this ability after a long rest.

EMPOWERED HEAVENLY SMITE

Prerequisite: Aasimar, Heavenly Smite

Your heavenly smite deals an additional 2d8 radiant damage.

HEAVENLY RECOVERY

Prerequisite: Aasimar, Heavenly Smite

You regain the use of your heavenly smite ability after a short rest rather than a long rest.

CELESTIAL RENEWAL

Prerequisite: Aasimar

You gain maximum benefit from spending hit dice to recover hit points on a short rest without having to roll.

CELESTIAL FORTITUDE

Prerequisite: Aasimar, Celestial Renewal

When you drop to 0 hit points, you may immediately spend a single hit dice (as if on a short rest), regaining the maximum hit points for the dice plus your constitution modifier. You regain the use of this ability after a long rest.

CELESTIAL SIGHT

Prerequisite: Aasimar

Your Darkvision allows you to perceive in color, and in darkness as bright light instead of dim. You also gain a +2 bonus to the Investigation checks

ANGEL EYES

Prerequisite: Aasimar, Celestial Sight, 8th level

You are able to see invisibility as per the spell permanently.

CELESTIAL SKIN

Prerequisite: Aasimar, 4th level

You reduce the damage from attacks by 2 points. This feat does not stack with other damage reduction abilities (Ie Heavy Armor master).

PURIFYING LIGHT

Prerequisite: Aasimar

When you use your Healing Hands ability, you may also end any ongoing effect that imposes the poisoned condition, as well as any diseases the creature may be afflicted with.

REJUVENATING RADIANCE

Prerequisite: Aasimar

When you take damage from an effect that causes Radiant damage, you regain the use of your healing hands ability if it has been expended.



TIEFLING FEATS

ENHANCED ABYSSAL RESISTANCE

Prerequisite: Tiefling - Demon Blooded Variant

You may select one resistance from fire, lightning, or poison damage. You may select this feat more than once, selecting a new damage type to gain resistance to.

ENHANCED INFERNAL RESISTANCE

Prerequisite: Tiefling - Devil Blooded Variant

You may select one resistance from fire, cold or poison damage. You may select this feat more than once, selecting a new damage type to gain resistance to.

ENHANCED FIENDISH RESISTANCE

Prerequisite: Tiefling - Yugoloth Blooded Variant

You may select one resistance from acid, lightning, or poison damage. You may select this feat more than once, selecting a new damage type to gain resistance to.

DEVIL SIGHT

Prerequisite: Tiefling - Devil Blooded Variant

You can see through darkness, including magical darkness as if it were bright light.

FIENDISH SIGHT

Prerequisite: Tiefling - Yugoloth Blooded Variant
You gain blindsight 10 feet.

ABYSSAL SIGHT

Prerequisite: Tiefling - Demon Blooded Variant

Your darkvision increases to 90 feet and you gain a +2 bonus to your Wisdom (perception) checks and passive Perception

ARMOR OF THE PIT

Prerequisite: Tiefling

Your skin is naturally tougher. When not wearing armor you calculate your base AC as 13 plus your dexterity modifier.

NATURAL WEAPONS

Prerequisite: Tiefling, 4th level

You have naturally longer and sharper claws (slashing), teeth (piercing) or horns (bludgeoning) – select one. You gain a natural attack dealing 1d6 damage of the type from your physical enhancement. These are considered magical for the purposes of overcoming damage resistance. If you already possess one form of natural attack – such as claws – and you select claws for this feat, the damage increases to 1d8. You may select this feat more than once, selecting a new type of natural attack. You may not select the same natural attack twice.

PREHENSILE TAIL

Prerequisite: Tiefling

Your tail is longer and stronger than most tieflings and can grasp and use objects with strength and dexterity equal to your own.

It can grasp weapons and be used to attack, but grants no additional attacks.

SWEEPING TAIL

Prerequisite: Tiefling, Prehensile Tail feat or from racial trait

You are able to more effectively tangle your opponent's legs when you take the shove action, granting advantage on strength checks to knock your opponent down.

SECRETS OF HELLFIRE

Prerequisite: Tiefling, ability to cast one or more fire spells

Your fire burns hotter and more insidiously. The save DC to resist your fire spells is increased by 1.

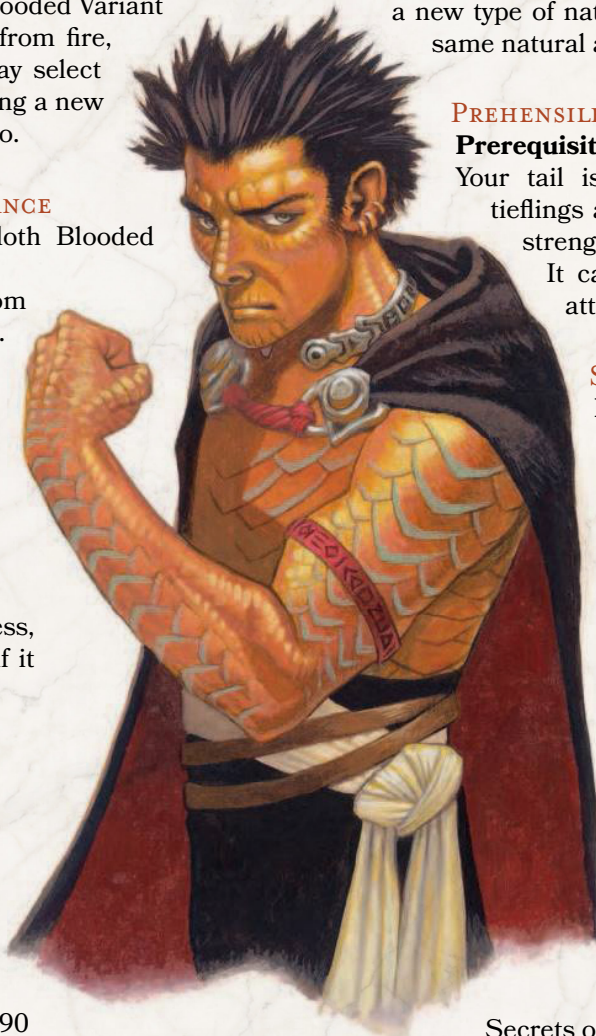


HELLFIRE SOUL

Prerequisite: Tiefling, ability to cast one or more fire spells,

Secrets of Hellfire feat

You draw deeply of the infernal hellfire. When you cast a fire spell you can choose for it to deal either fire damage, or a combination of fire and necrotic damage types (half the total each).



SHARED FEATS

Assuming they meet any prerequisites, both Aasimar and Tiefling characters may choose from the feats presented below.

MAGIC IN THE BLOOD

Prerequisite: Aasimar or Tiefling

You may select a single spell like ability granted by your race. You may use this ability a second time before exhausting it, and regain both uses on a long rest.

WINGS

Prerequisite: Tiefling or Aasimar, 4th level.

You have wings that superficially resemble those of your blood variant parent. They grant you a fly speed equal to your base speed.

POWERFUL WINGS

Prerequisite: Tiefling or Aasimar, 4th level. Wings feat or Wings from a racial trait

Your wings are more powerful than others of your kind. They grant you a fly speed equal to 150% base speed, (in 5 foot increments, rounded down).

WING SHIELD

Prerequisite: Tiefling or Aasimar, 4th level. Wings feat or Wings from a racial trait

You can protect yourself from damage by enshrouding yourself in your wings. In response to an attack, you can use a reaction to envelop yourself in your wings, reducing the incoming damage by an amount equal to your Constitution Modifier + Charisma Modifier. Once

you have used this ability, you cannot use your wings to fly for a number of minutes equal to the damage negated. If you are airborne when you use this ability you may glide (fly speed, but cannot ascend, only descend) until the end of your next turn before your wings fail. If you remain flying at this point you fall. You regain the use of this ability after a short rest.

WING BUFFET

Prerequisite: Tiefling or Aasimar. Wings feat or Wings from a racial trait

You are able to buffet your opponents with your wings when you take the shove action, granting advantage on strength checks to push your opponent back.

AURA OF MENACE

Prerequisite: Tiefling or Aasimar

Your otherworldly presence strikes fear into anyone your turn your ire upon. You have advantage to Charisma (Intimidation) checks.

ALLURING PRESENCE

Prerequisite: Tiefling or Aasimar

Your intense allure inspires awe in those you turn your charm on. You have advantage to Charisma (Persuasion) checks.

SILVER TONGUE

Prerequisite: Tiefling or Aasimar

You have a metaphorical (or possibly literal) silver tongue and your compelling charisma is inscrutable.

You have advantage to Charisma (Deception) checks.

